

Knights and Merchants

Schoolhouse script

1. *Build Schoolhouse*



2. *Select Schoolhouse*



3. *Switch on house repair*



4. *Script will automatically add recruits to queue*



5. *Stop script: switch off house repair*



Note: You can enter another unit without stopping the script

– this unit will have bigger priority

Caravan script

1. Build Market



2. Select Market






3. Select (by **left** click) the ware which you want to send to your teammate

4. Select (by **right** click) the ware which represents player's position (you will find this representation in welcome message in the start of the game)

5. Choose the amount of transferred wares

6. Switch on house repair   

7. Check the notification area whether everything is fine.

8. Stop script: switch off house repair   

3.



4.



Player at position 1

Player at position 4

Transferred ware

5.



6.



Player at position 1

Transferred ware

Player at position 2!

Player at position 3!



Note: If the selected ware is before or equivalent to selected player's position, the player's position will be moved one array to right.



Credits:

Icons and images were been taken from Knights and Merchants Remake game.

Scripts made by Toxic.

Good luck and have fun! 🤞