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
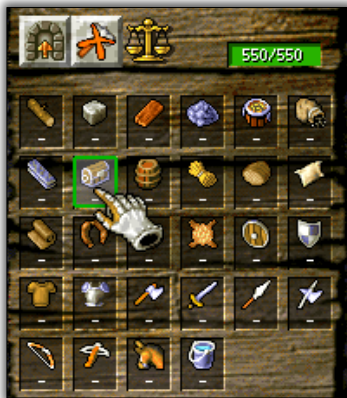
6. Switch **on** house repair

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

Transfered ware

5.   200 — + 100

6.

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.

Player at position 1

Transfered ware

Player at position **2**!

Player at position **3**!

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

Credits:

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

Original Bonus script made by Esthlos.

Bonus Remake, … scripts made by Toxic.

Good luck and have fun!

Script update: Saturday 12th December 2020
V 1.03 (Contain 4 parts to know: from A to D)

Part A: Castle Script:
An extra dimension in traffic control!
1. Switch on house repair in the barracks
2. When a serf wants to enter, the weapon will be stored in the barracks
3. The serf will die and a new one will spawn behind the barracks.

4-Credits Castle script:
Idea was made by   **[LLL] Diedes**
Technical support by **[LLL] Diedes**
Implementation by   **[LLL] Diedes**

Part B: Remove road script:
1. Place a beacon on your own road
2. The road will dissapear
3. You will receive the stone back in your main warehouse.

4-Credits Remove Road script:
Idea was made by   **[LLL] Diedes**
Technical support by **[LLL] Diedes**
Implementation by   **[LLL] Diedes**

Part C: PT reminder:
1. The PT in minutes and seconds is shown in the overlay.
2. When there are 15 minutes left in peacetime, everyone will get a message as a reminder.

3-Credits Pt reminder script:
Idea was made by   **[LLL] Diedes**
Technical support by **[LLL] Diedes**
Implementation by   **[LLL] Diedes**

Part D: Reminder to build your inn on time:
1. When there are 15 minutes elapsed after game start, everyone will get a message as a reminder, to build your inn on time.
2. If you make this mistake, you will never catch it up in relation to time. It can make or break you game, so pay attention on this point: Have your inn ready at, at least on 20-21 min.
   (The first civilians will start to be hungry then)

3-Credits inn reminder:
Idea was made by   **[LLL] Diedes**
Technical support by **[LLL] Diedes**
Implementation by   **[LLL] Diedes**

Technical support by   :[LLL] Diedes
PDF Updates/text by   : Alchemist

Note: '*Without technical support from [LLL] Diedes: this was not possible, thank you'.*