There are six types of buildings that a player can create: a farm, a university, a monastery, a marketplace, a barracks or a city hall. These create three different types of units: the monastery creates monks, the marketplace merchants and the courthouse creates politicians.

Your commoners have a wellbeing resource that grows as you perform research like irrigation, better healthcare or grow more varied diets (fruits, vegetables or meats) or other products such as wool and cotton. The wellbeing drops when bad events happen like famine, decease, war or when you change religion.

Every turn is one season. During the spring, you can upgrade your farms to grow better and more varied products. Your farms produce 100% in the summer, 75% in the autumn and 0% in the winter. When there is not enough food, the wellbeing of the population drops and you cannot create additional units.

Wellbeing and faith determine how happy your population is and how deceptible to bad influences.

Every player starts with a basic **religion**. This can be either Protestant, Catholicism or Islam. Religion is measured in faith. A high faith will help insulate the population from bad influences such as war or famine. Some actions (such as marrying another house) requires the two players to be of the same religion. You can change to another religion but that costs wellbeing and faith.

Churches produce monks. You can use a monk to convert/indoctrinate neutral towns to your religion.

Every player starts at a location on the map that can grow certain crops. Each portion of the map can grow specific crop and you need either a city in the correct portion or you must trade with other players.

You can build **political** buildings where you can create a politician. Create aliances

**Economics**

Each player gains a bit of land that can create farms that can create a specific combination of farm types. This means that to gain access to multiple types of resources, the player has to trade with other players. These resources are used to increase the economy, create trading routes and upgrade your villages.

Resources: food, gold and special farm resources (wool, cotton, figs, etc.)

**Religion**

Around the map are neutral towns and holy places. These can be visited by monks and used to grow the faith of your population. cementing your status as religious beacon that others can crowd around. Other players can

actions:

* pilgrimage to a holy place. Increases the faith of your people. This turns your church into a holy place that other players can visit. This increases the faith of both players slightly.
* convert a neutral town. Decreases the faith of your people (who are these barbarians!?). you gain an additional town.
* convert another player's town/village. Dramatically decreases the faith of your people. You gain another players town.

Resources: faith. The more pilgrimages you perform and neutral villages you convert (and other players for that matter), the more faith you have and the more impact your decisions have.

**Politics** allows you to have a profound impact on other players. You can send them private messages, create alliances and marry the house of another player, meaning that you will both be stronger and if one player wins, the player he is married to will automatically win as well.

Resources: influence. Influence grows as you gain more alliances with other players.

actions:

* send a message. Privately send a message to another player.
* Create an alliance. Increases both player's influence.

**Political**

|  |  |
| --- | --- |
| **Resource** | **Influence** |
| Create alliance | You gain |
| Marry to another house |  |
| Declare war |  |
| Commit coup |  |
| Send private message |  |
|  |  |
|  |  |

**Economical**

|  |  |
| --- | --- |
| **Resource** | **Gold, luxury products** |
| Increase taxes | Increases gold income but lowers wellbeing |
| Bribe | you can bribe a politician, a soldier or another merchant or a monk of a player with low faith. Bribing a unit gives you secrets about that player. |
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**Religious**

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| --- | --- |
| **Resource** | **Faith** |
| Perform miracle |  |
| Art |  |
| Convert neutral town |  |
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**Millitary**

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| --- | --- |
| **Resource** | **Influence** |
| **Assassinate** |  |
| **Warfare** |  |
| **Lay siege** |  |
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**University**

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| --- | --- |
| Irrigation | Increases wellbeing and food production |
| healthcare | Increases wellbeing |
| Plow | Increases food production in all seasons and in winter to 20% |
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