2

Gold is used for buying trade goods and recruiting guards for protection. If your gold goes below zero, you lose.

Integrity increased when you give good advice, and decreases when you give bad advice. If it reaches 100, you win.

Debt reduces your gold by the displayed amount, it increases in severity every time the curse takes effect.

This is the countdown in days till the curse takes effect, resetting to 10 days if you survive.

3

The clock shows the hour of day, as well as the transition from day to night.

The menu buttons let you save your game, as well as quit to the menu.

The defence of your caravan shows your protection against ambush by bandits, this can be raised by hiring guards.

The cargo shows what trade goods you have in your caravan, these are used for making Gold.

The preview window shows you some vital information when you mouse over objects.

4

The market button lets you buy & sell trade goods.

The outpost button shows you the price of trade goods in other towns.

The barracks is where you can hire guards to increase your defence when travelling.

5

The market screen shows the number of units and price of each good in that town

If you have enough gold you may buy one unit using the left buttons

If you have one unit in your cargo, you may sell it using the right buttons

Try buying one unit of wheat

It’s now in the cargo