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

6

The outpost screen shows you the price of goods in each town

The price is displayed here, and is updated once at 6am each day

The red marker shows you which town you are currently in

Notice how wheat is more valuable in the other town

7

The barracks lets you hire protection when you travel

The cost increases the more goods you are transporting

This time they are free, hire some now

Notice how your base defence has doubled, this will protect you against ambushes

If you trade goods or enter a town, the guards will leave

Exit the town when you are ready

8

The overworld screen lets you travel across the map

The map is made up of 6 types of hexes

Forests contain lumber

Plains contain wheat

Water contains fish

Quarrys contain iron

and Roads connect Towns

7

There are three vital stats for each hex, see the preview window

The ambush chance is how likely the caravan will come under attack by bandits

The item chance is the likelihood of finding free cargo

Hazard is the chance of losing cargo

Click on the tile to continue

8

The caravan has been ambushed

Your caravan’s defence is your base defence + a random roll

The bandit’s attack is their base attack + a random roll

You win or lose the exchange depending on which number is higher

If you lose, the bandits can steal cargo and some gold

Bandits gain an attack boost the farther you are from a town, and the more cargo you have.

When in doubt, roads are always the safest route

Zoom in and out using the mouse wheel

Travelling at night is dangerous, the chance of ambush and hazards double at night

You have the option to camp and wait till morning

Hazards are rare but will happen occasionally

You will lose some cargo when this occurs

Hazards cannot be defended against, the only option is to avoid them

You will not encounter hazards when your cargo is empty

Integrity