

PT reminder script

1. *Reminder that peacetime ends in 18 minutes*

Inn reminder script

1. *Reminder to build inn at 15 minutes*



Extra dimension for castle script

1. *Switch on castle repair* 
2. *Serfs will enter from the front, and leave from the back*



Remove road script

1. *Press B to place a flag* 
2. *Place the flag on a road, the road will be removed and you will get one stone back in your warehouse*

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   



Player at position 1
Player at position 4
Transferred ware



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
Transferred 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!

