

PT reminder script

1. *Reminder that peacetime ends in 18 minutes*

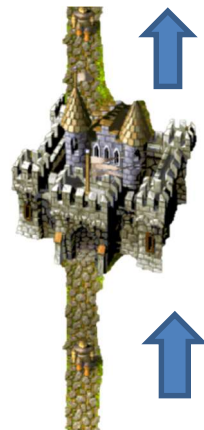
Inn reminder script

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



3.



4.



Player at position 1

Player at position 4

Transferred ware

5.



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

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!

