

## Script update: Saturday 12<sup>th</sup> December 2020

### V 1.03 (Contain 4 parts to know: from A to D)

#### Part A: Castle Script:

An extra dimension in traffic control!

1. Switch on house repair in the barracks
2. When a serf wants to enter, the weapon will be stored in the barracks
3. The serf will die and a new one will spawn behind the barracks.

#### 4-Credits Castle script:

Idea was made by [LLL] Archon

Technical support by [LLL] Diedes

Implementation by [LLL] Diedes

#### Part B: Remove road script:

1. Place a beacon on your own road
2. The road will disappear
3. You will receive the stone back in your main warehouse.

#### 4-Credits Remove Road script:

Idea was made by [LLL] Diedes

Technical support by [LLL] Diedes

Implementation by [LLL] Diedes

#### Part C: PT reminder:

1. The PT in minutes and seconds is shown in the overlay.
2. When there are 18 minutes left in peacetime, everyone will get a message as a reminder.

#### 3-Credits Pt reminder script:

Idea was made by [LLL] Alchemist

Technical support by [LLL] Diedes

Implementation by [LLL] Diedes

#### Part D: Reminder to build your inn on time:

1. When there are 15 minutes elapsed after game start, everyone will get a message as a reminder, to build your inn on time.
2. If you make this mistake, you will never catch it up in relation to time.  
It can make or break your game, so pay attention on this point:  
Have your inn ready at, at least on 20-21 min.  
(The first civilians will start to be hungry then)

#### 3-Credits inn reminder:

Idea was made by [LLL] Troel

Technical support by [LLL] Diedes

Implementation by [LLL] Alchemist

Technical support by : [LLL] Diedes

Ideas/feedback by the whole: [LLL] Clan

PDF Updates/text by : [LLL] Alchemist

**Note:** 'Without technical support from [LLL] Diedes: this was not possible, thank you'.

# 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!*

