

STRATEGIC AND BATTLE LEVEL ICONS AND BUTTONS

STRATEGIC LEVEL

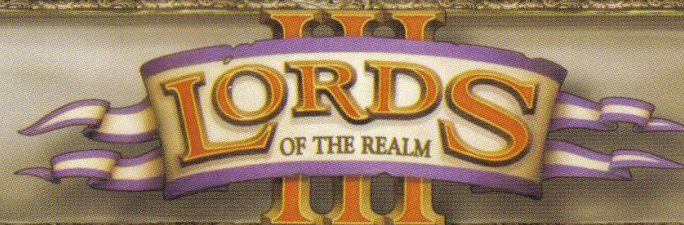
	IN SUPPLY		GARRISON
	FORAGING		BESIEGED
	OUT OF SUPPLY		FOOD SHUT DOWN
	RETAINER PRESENT		CROWNS SHUT DOWN
	GUILD		BENEDICTINE
	PORT		FRANCISCAN
	IN BATTLE		DOMINICAN
	IN FIELD		CISTERCIAN
	IN FIEF		KNIGHT HOSPITALIER
	PRODUCTIVITY INCREASE		KNIGHT TEMPLAR
	PRODUCTIVITY SHUT DOWN		TEUTONIC KNIGHT
	VIEW VASSALS		PILLAGE
	VIEW TROOPS		ENGAGE ENEMY/IGNORE ENEMY
	VIEW MERCENARIES		HIRE MERCENARY
	VASSAL INFO		REORGANIZE ARMY
	FIND EMPTY PARCEL		REPAIR CASTLE
	ASSIGN VASSAL		UPGRADE CASTLE
	REMOVE VASSAL		GO TO DIPLOMATIC LEVEL
	MARCH TO		KNIGHT/OTHER/LESSER VASSALS
	FORCE MARCH		

GLOBALS

	ARMY SELECTION
	SIEGE EQUIPMENT SELECTION
	HELP
	GAME MENU
	VICTORY CONDITIONS
	HERALDRY AND COLOR
	CROWNS
	FOOD
	SPECIAL ABILITY IN EFFECT

BATTLE LEVEL

	CHARGE
	HOLD
	STOP
	KNIGHT LEAD/COMMAND
	MISSILE/MELEE
	WITHDRAW OR SURRENDER
	GO TO STRATEGIC LEVEL
	HEALTH/MORALE/STRENGTH SORT



STRATEGIC LEVEL

F1	View Vassals
F2	View Troops
F3	View Mercenaries
D	Go to Diplomacy screen
B	Go to next battle
I	Open Secondary Info
S	Standard March
F	Forced March
G	Pillage
A	Toggle Stances (Engage, Ignore)
R	Re-organize armies
V	Toggle between vassal and parcel view
E	Remove vassal
O	Show burghers, clergy, serfs (cycle through)
N	Show knights
K	Show lesser vassals
J	Show armies
H	Hire mercenary
M	Show mercenaries available for hire
Tab	Go to Battle Level, last battle viewed or most recent initiated

Hotkeys

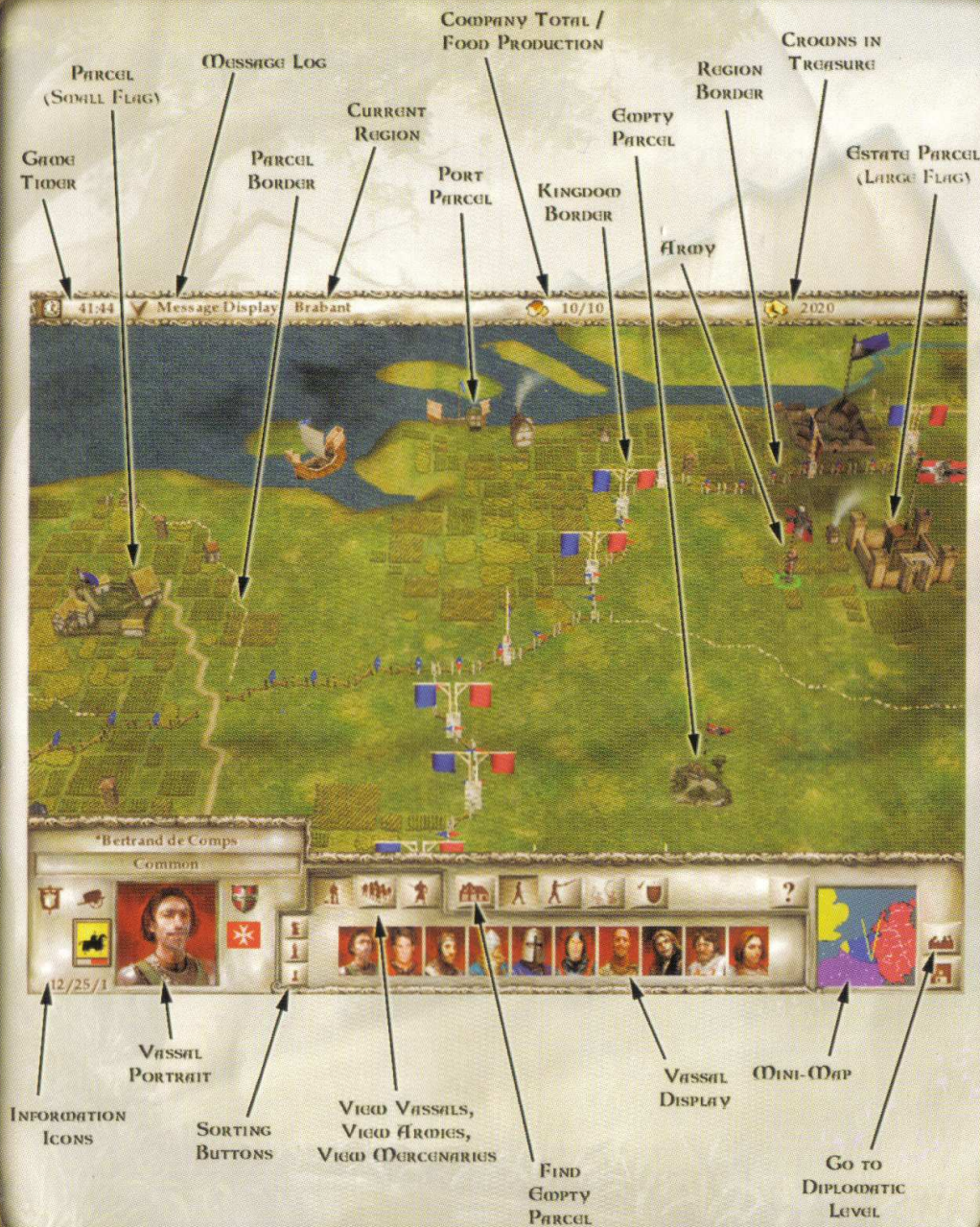
GLOBAL

Q	Quicksave
Space	Jump to message location
Esc	Brings up menu
P	Pause
L	Help
C	Center on selected item
W	Set waypoint

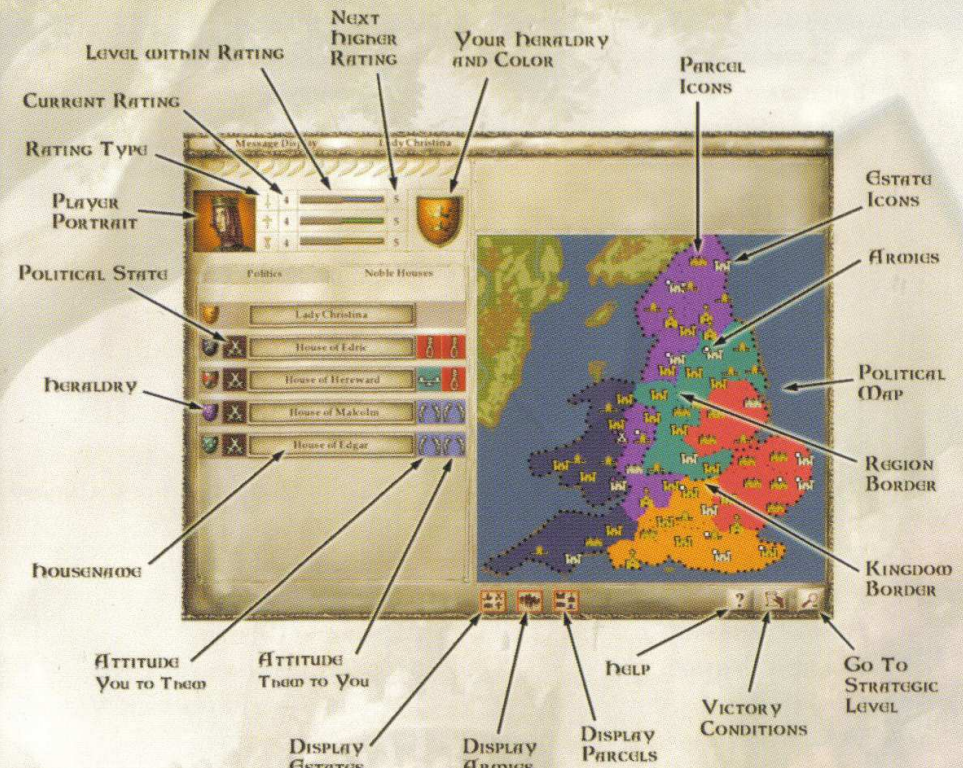
BATTLE LEVEL

T	Toggle between Troops and Siege
A	Attack
S	Stop
D	Hold Ground
G	Ignore (for move and ignore)
F	Charge
E	Knight Lead/Command toggle
R	Ranged Fire
X	Withdraw
Y	Sort by Type
M	Sort by Morale
H	Sort by Health
Shift + Select Company	Add selected company to current group
Alt + Select Company	Select all companies of the same troop type on screen
Ctrl + Select Company in Group	Remove selected company from group
F1	Enter first formation on list for selected company
F2	Enter second formation on list
F3	Enter third formation on list
F4	Enter fourth formation on list
Tab	Return to Strategic Level
Shift + Arrow Keys/Mouse	Rotate camera
Shift + up/down arrow keys	Tilt camera
+/- or Mouse wheel	Zoom in/out
Ctrl + #1-0 when multiple companies are selected	Create control group (companies can be part of multiple control groups)

STRATEGIC LEVEL INTERFACE



DIPLOMATIC LEVEL INTERFACE AND ICONS



- ESTATE PARCEL BURGHIER
- ESTATE PARCEL CLERGY
- ESTATE PARCEL FALLOW
- ESTATE PARCEL KNIGHT
- ESTATE PARCEL SERF
- PARCEL BURGHIER
- PARCEL CLERGY
- PARCEL FALLOW
- PARCEL KNIGHT
- PARCEL SERF

- DISPLAY ESTATES
- DISPLAY ARMIES
- DISPLAY PARCEL USE

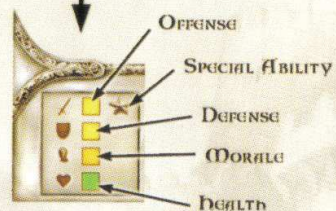
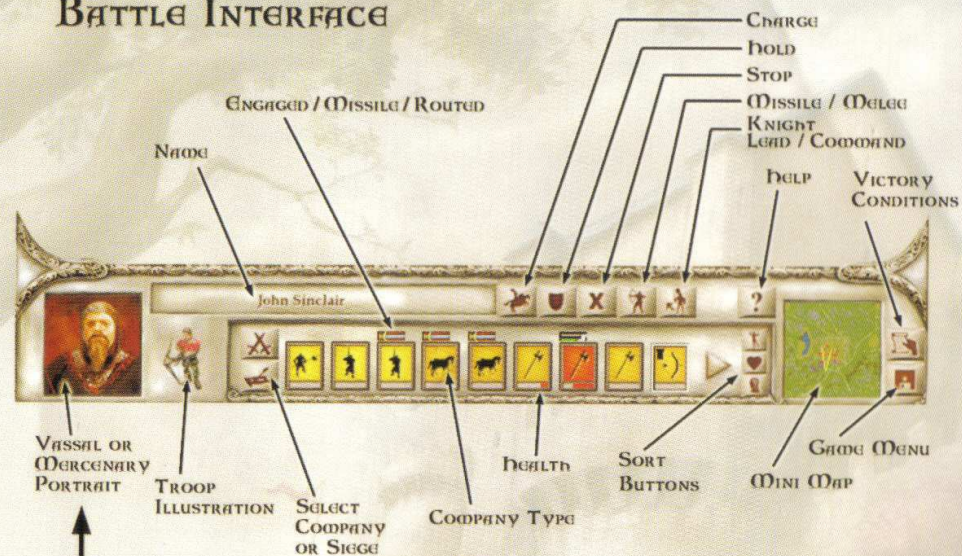
ATTITUDES

- NEUTRAL
- NO QUARTER
- HONORABLE FOE

- ALLIANCE
- CRUSADE
- PEACE
- WAR
- CHIVALRY
- CHRISTIANITY
- HONOR

BATTLE LEVEL INTERFACE AND ICONS

BATTLE INTERFACE



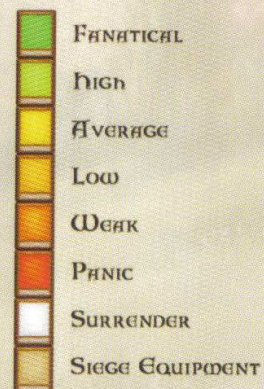
COMPANY STATUS

COLOR CODE SIMILAR TO MORALE

ENGAGED ICONS



COMPANY MORALE



COMPANY TYPE ICONS

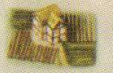
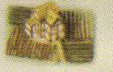


Mouse Cursors

 ARROW INVALID TARGET	 LADDER INVALID TARGET
 ARROW VALID TARGET	 LADDER VALID TARGET
 DECLARE CRUSADE VALID	 MERGE ATTACK
 DECLARE WAR INVALID	 CANNOT MERGE
 DECLARE WAR VALID	 MERGE
 SIEGE TOWER ENTER	 EMBARK
 SIEGE TOWER DOCK	 DISEMBARK
 DEFAULT CURSOR	 FORCE MARCH
 ENTRY INVALID	 RAZE
 ENTRY VALID	 SIEGE
 FIRE INVALID TARGET	 WITHDRAWN
 FIRE VALID TARGET	 ROCK INVALID TARGET
 FLAMING ARROW INVALID TARGET	 ROCK VALID TARGET
 FLAMING ARROW VALID TARGET	 HELP
 CHARGE POSSIBLE	

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Strategic Level Parcel Buildings

	UNASSIGNED PARCELS				
STAGE 1					
STAGE 2					
STAGE 3					
	CASTLE	CASTLE UPGRADE / REPAIR	CATHEDRAL	CHURCH	FIEF
STAGE 1					
STAGE 2					
STAGE 3					
	CITY	MANOR HOUSE	TOWN	FARMSTEAD	
					
	PORT			LANDING	