



Medieval Dynasty



MANUAL



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Important Health Warning About Playing Video Games

Photosensitive Seizures (seizures by photosensitivity)

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these „photosensitive epileptic seizures“ while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

You can reduce the occurrence of photosensitive seizures, if you follow these precautions:

- increase the distance to your monitor
- use a smaller monitor
- play in a well illuminated environment
- do not play if you are tired
- If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

SYSTEM REQUIREMENTS

Minimum:

OS: Windows 7, 8, 10

Processor: 3GHz Quad Core Processor (Duo Core to check)

Memory: 8 GB RAM

Graphics: DirectX 11 compatible GPU, 4GB dedicated VRAM

(GeForce GTX 970 / Radeon RX 480)

Network: Broadband Internet connection

Storage: 10 GB available space (will change)

Recommended:

OS: Windows 10

Processor: 4GHz Quad Core Processor

Memory: 16 GB RAM

Graphics: DirectX 11 compatible GPU, 6GB dedicated VRAM

(GeForce GTX 1060 / Radeon RX 580)

Network: Broadband Internet connection

Storage: 10 GB available space (will change)

INTRO

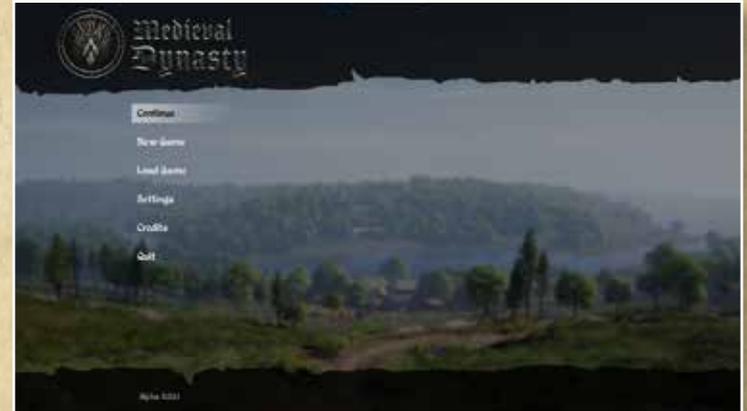
The eldest son of a successful farmer, life in Southern Europe during the Middle Ages was straightforward and you wanted for little that the earth could not provide; that was until war came to your door. The food, your home and your whole family are all taken from you. Escaping to the forest with your memories and precious little else you eke out a living from the scant resources around you while recalling the stories of uncle Jordan. Jordan had left his family home when you were an infant and travelled north. Settling in a quiet valley far from the war he fashioned a new life for himself while amassing a modest fortune. Family ties are strong and you set out to find Jordan and seek his help in establishing a homestead, a new life and brighter future.



MENUS AND OPTIONS

Main menu

In this menu you have an option to Continue the last saved game or to start a New Game. You can also select your preferred options from the Settings menu.



Game settings

The Game Settings options include:

- change language
- set Horizontal and Vertical sensitivity for mouse and controller
- invert mouse Y axis



Video

This menu allows you to set the video and graphics options according to your graphics card and your own preferences. .



Keybinds

Keyboard shortcuts and controller buttons.



Sound

In this menu you are able to control the volume and sound effects.



Pause menu

This menu is similar to the Main menu. Available by pressing the Esc button on the keyboard or the Start button on your controller. In this menu you can also change settings, load games and save games.



Tab menu

Here you find the main game menu, available by pressing the Tab button on the keyboard or the Back button on your controller. In this menu you can find all the information about your character, the quests, map, progression and village management.

Inventory

At the outset a Character's inventory has limited capacity; this will increase with experience gained throughout the game. This tab contains all the information you need to know about your objects and character parameters. You can equip a character with clothes, tools, weapons, ammunition or a torch via this tab.



Skills

Here you can check your character's "skills" progression and improve their talent score. Skills have different levels (from 1 to 10). The character raises skills by performing activities related to them, e.g. cutting trees for the Extraction skill, and collecting mushrooms for Survival. Each new level of a skill gives a new Talent Point, these are distributed in the talent tree of this skill. Your wife has the ability to reset these Talent Points when they are spent.



Journal

In this tab you can check all active, completed, failed quests, chapters and challenges. Also in this tab there is "Knowledge" containing all the information about any and every aspect of the game.

Quests are divided into 4 categories:

- Story Quests - there is a Main Story, connected with the first castellan - Uniegost, and story quests provided by neighbours found around the map. Those quests provide Dynasty Reputation Points and affect your popularity with specific neighbours. Occasionally these quests will reward you with a useful item.
- Chapters - these are the main goals in the game, especially useful at the beginning of your journey. They also increase your building capacity by unlocking each Development stage.
- Side Quests - these are generic quests that can be found throughout the map, they can increase your Like parameter with the person who made the request and often provide rewards when completed.

Map

Map shows the position of the player in the game world environment with details of the temperature, current season, time and date. Included here are filters that enable you to see information about the buildings, people and the status of your wife and son.



Management

From this tab you can manage the whole village, divided into separate categories - Inhabitants, Buildings, Fields and Animals.

- Inhabitants - here we can check peoples moods, family connections, where they work, change their workplace and switch families between houses.
- Buildings - here we view the production parameters in each building, after checking you are able to make adjustments and change workers as you see fit.
- Fields - players can check the status of each field - what crop is ready to harvest, where is the lowest yield and which areas require fertilising. Creating a plan for the workers helps you to manage the land to its best potential. You select the right type of seed, decide when it is time to plough, fertilise or plant the seed. Plan the best times for your workers to begin each task and include this in your land management plan.
- Animals - check here all the information about your animals and to which building each of them is assigned. Set parameters, move them from one building to another and check each worker assigned to a building.

Technology

In order to discover new buildings and crafting schemes, you will need to develop the relevant Technologies. These are developed by performing related activities:

- Building - cutting down trees, mining rocks, digging clay and constructing each building
- Survival - killing an animal, trapping, fishing with a net or a spear
- Farming - ploughing, harvesting, collecting vegetables, milking animals and shearing sheep
- Crafting - crafting, cooking and sewing.

New buildings unlock after reaching the appropriate technology points, crafting skills will need to be purchased.



Load and save

You can save and load a game at any time. The game automatically saves every time you progress to a new season.



Starting a new game

The game starts at the edge of the forest, in the valley where you have been heading since your escape from your homeland. The path you are on leads straight to the village where your uncle Iordan should be. The Castellán of the valley lands lives in this village. Talk to him, maybe he will know where you will find your uncle.



The conversation with Castellán at the beginning of the game is very important, only after this will you receive his permission to build a house in the valley. Following this conversation we progress and enter the first Chapter. Completing each chapter increases your building capacity. During the first Chapter we also learn your uncles' history.



CONTROLS

Gamepad



CONTROLS

Keyboard

- R** Holster Item
- F** Interact
- ESC** Game Menu
- M** Map
- K** Skills
- J** Journal
- I** Inventory
- N** Management
- T** Technology
- Mouse** Quickslot Menu
- Space** Jump
- L_Ctrl** Crouch
- C** Crouch
- Space** Jump
- Caps** Change Walking Stance
- Tab** Inventory
- L_Alt** Inspector Mode
- Q** Choise Menu
- 1-8** Quickslots

WORLD MAP



TIPS AND TRICKS?

The Beginning

After you acquire building rights from the Castellán, you should receive some food. Morels can be found in the forest during spring, these will prove to be a useful food source at the beginning of the game. Following this you will need to stock up on basic tools:

- a stone axe - for cutting trees
- a wooden hammer - for construction (you get this given to you during your initial conversation with the Castellán)
- a wooden spear - for hunting wild animals
- a stone knife - for skinning (with this you are able to harvest after a successful hunt)
- All tools can be crafted from basic resources available within the map, including wooden logs that can be collected after felling trees with your axe
- Another basic requirement is a house. Look for a suitable place to build. You are unable to build close to a neighboring village. Choose carefully as the terrain should not be too steep, consider you may want to build a larger settlement in future and it is a good idea to start in an area with additional, adjacent flat land. Take account of your freshwater source and the building materials you will need. On the shores of larger lakes and rivers, reeds grow, these can be used as straw for building roofs

Survival

The basic condition of your character is measured by their HP value, visible on the screen as a red bar on the left. HP can be refreshed and strengthened by your wife or by eating Broadleaf Plantain. Next to it there's Stamina, which fills up automatically and falls during various activities - sprinting, jumping, stretching the bow, aiming the spear or working in the field.

Two additional important measures display your characters are Food and Water intake - displayed by the orange and blue bars. They fall with time and need to be supplemented with food and liquids.

Additional condition measurements of the character may appear:

Overloaded - appears if you cross a certain load capacity, then the character walks more slowly until it stops completely. Then you will need to get rid of some of the objects by throwing them out of your inventory.

Poisoning - if a character eats rotten or inedible food, this causes a decrease of HP and can be fatal. Food does not fill the stomach during poisoning. In such situations, your wife can completely heal your character, eating St. John's Wort will also cure poisoning.

Temperature - if the characters temperature fluctuates widely from the norm in either direction, it causes the loss of other life parameters. To handle this, put on or remove the appropriate clothes. Holding a burning torch or standing close to the burning campfire raises the temperature.

With your character growing older each season, it's important to have an heir who will ensure the survival of your dynasty.



Taxes

Taxes are paid in coins. Every Spring you will need to pay taxes to the Castellan in the middle village of Gostovia.

Taxes are charged for your buildings and fields. If you don't pay tax for last year, then the debt increases with interest. The following year you will have to pay back both debt and the new tax.

Current tax with the debt is visible in the Management tab. If you don't pay your outstanding debt in the following year, you will be thrown out of the valley and your adventure will end there.



Resources

There are many different basic resources that are used for building and crafting:

Log - sourced from trees cut with an axe

Sticks - can be found on the ground, gathered from branches or chopped from your felled trees, with the axe

Stone - is found on the ground, these are small and bright colored, they can also be mined with a pickaxe from rocks shown on the map

Salt - mined with a pickaxe from rocks shown on the map, it provides a smaller yield than rocks

Limestone - can be mined with a pickaxe from rocks on the map, it provides a smaller yield than salt

Iron - can be mined with a pickaxe from rock deposits in caves, it has the smallest yield of all the mined resources

Clay - located in clay clusters and can be dug out with a shovel

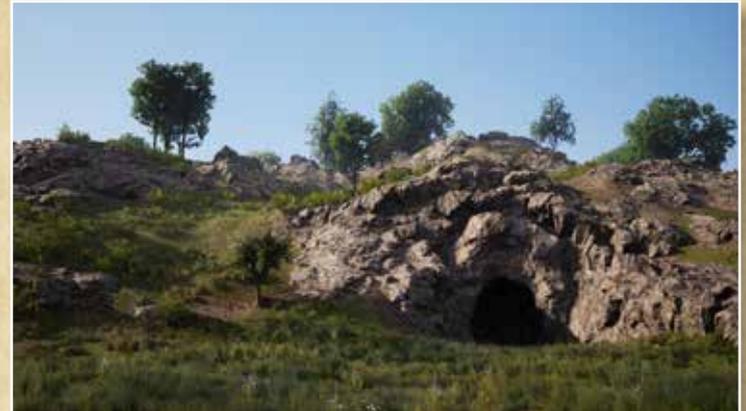
Leather - harvested from animals, requires a knife in your inventory

Feathers - can be collected from a Hen House, Goose House or from a Bird Trap

Straw - obtained from reeds growing on the banks of rivers or crafted while threshing crops harvested from the fields, in the Barn

Wool - collected from sheep with the use of shearing scissors

Manure - pigs produce this they are fed and available to be collected from the ground



Seasons & Sleep

There are four seasons - Spring, Summer, Autumn and Winter.

The season changes automatically after three days.

Many things depend on the seasons including the sowing and harvesting times for different cereals and vegetables, also the timing of the availability of natural food resources including berries and mushrooms. There are different temperatures during the various seasons, so you need to have suitable clothes ready for these.

You can sleep in your bed or by the fire, between 7pm and 7am. Sleeping by the fire does not restore health. Sleeping in your bed restores your HP value.



Farm Animals



You have the option to breed different animals - chickens, geese, pigs, goats, sheep and cows. Each requires their own special building, animals can be bought from various breeders living in villages and are scattered throughout the map.

Skills & Talents

Skills have different levels (from 1 to 10) and varying talent levels. The character raises their skill levels by performing activities related to that skill, e.g. cutting trees for the Extraction skill, and collecting mushrooms for Survival skill. Each new level of a skill gives a new Talent Point to be distributed in the talent tree of this skill.



Your wife can reset spent Talent Points. At birth, the heir has a skill level calculated from your character's and your wife's values.

Inhabitants

Residents of your village. To encourage people into your village you need to reach the right amount of Dynasty Reputation points. You do this by building houses for them and talking to free people in the area who may like to join your growing settlement. People are much needed to help collect resources faster, look after the animals, cultivate fields, develop technology and improve everyone's quality of life.

An important measure of the villagers' happiness is their Mood. Too low and they may leave your village. You want to keep hold of the best workers and to do this you need to make sure they are content.



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Building

The Building menu is accessed via the Q button on the keyboard. Select a hammer to be able to view different building plans, when you have enough resources you can construct your chosen building.



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Crafting

The Crafting menu is available by pressing the Q button on your keyboard and by interacting with specific workstations.



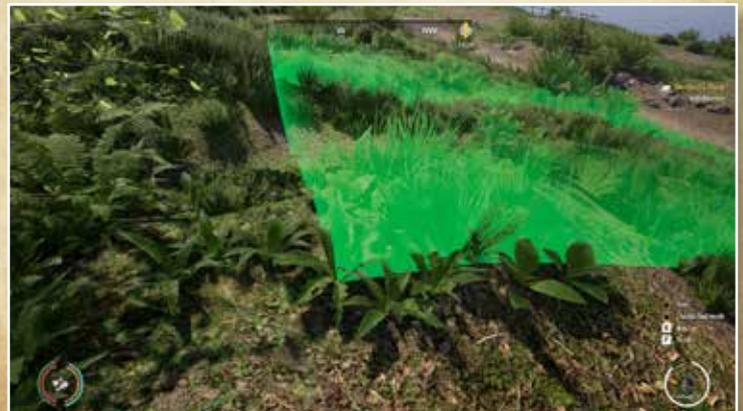
Hunting

You can hunt wild animals with various weapons both melee and ranged. Ranged weapons include bows and spears, both need to be aimed. This is done by holding the right mouse button to zoom and aim. To shoot or throw, click the left mouse button. Arrows need to be available in their equipment slot within your inventory when you use the bow.



Fields & Crop Cultivation

Fields can be created with a maximum size of 16x16. The individual field tax depends upon the size of each field. To be able to grow something on it, you must first plough it with a hoe.



Appropriate seed and bags are needed for sowing. The bags are tools for sowing and have separate modes for each type of seed or manure. You can create the bags yourself in Sewing or purchase them. Collecting crops and vegetables from fields reduces the value of this field, the field value can be raised by sprinkling manure. The manure is produced by pigs when they are fed, you can collect this from the ground. Prepare a Manure Bag in the Barn to be used later in the field, or buy it from a trader.



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House

Houses are dual purpose, here you can sleep in as well as store inventory. Inventory can be kept inside chests within a house. Sleeping in bed restores HP. People who want to join your village need a home before they agree to settle.



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Wife & Heir

A wife is necessary to ensure the survival of your dynasty. Thanks to her, you will have an heir who after reaching the right age, will continue your family history, improve the Dynasties Reputation, and develop the settlement.



Your wife can also help you by reallocating your talent points and healing your wounds. Remember to take care of not only yourself but your whole family. If your wife is very dissatisfied with your actions, e.g. lack of shelter for a long time, lack of food or the possibility of freezing in winter, she may leave you and take the heir with her.

After reaching the age of maturity, the Heir becomes the main character and continues in his father's place. The Heir can be controlled when he is younger (R button on the keyboard), but he has limited activities.

Dynasty Reputation

Each subsequent inhabitant you wish to join the village will only join when your Dynasty Reputation is high enough. Reputation is earned by completing different Quests, Chapters and Challenges. It is a value passed down through the generations in your dynasty, but can be decreased by failing in Challenges or bad behaviours such as theft.



Development



This is the status of a village. Improving the villages' status increases its ability to develop the land. Completing Chapters unlocks new Development statuses. Development statuses include:

- Hermitage
- Camp
- Small Farm
- Farm
- Hamlet
- Settlement
- Village
- Town
- City

Theft

If someone sees you stealing your Dynasty Reputation will be reduced.



SUPPORT AND HELP

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Discord: <https://discord.com/invite/ENwgPPW>

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**Music** Queen of noise



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