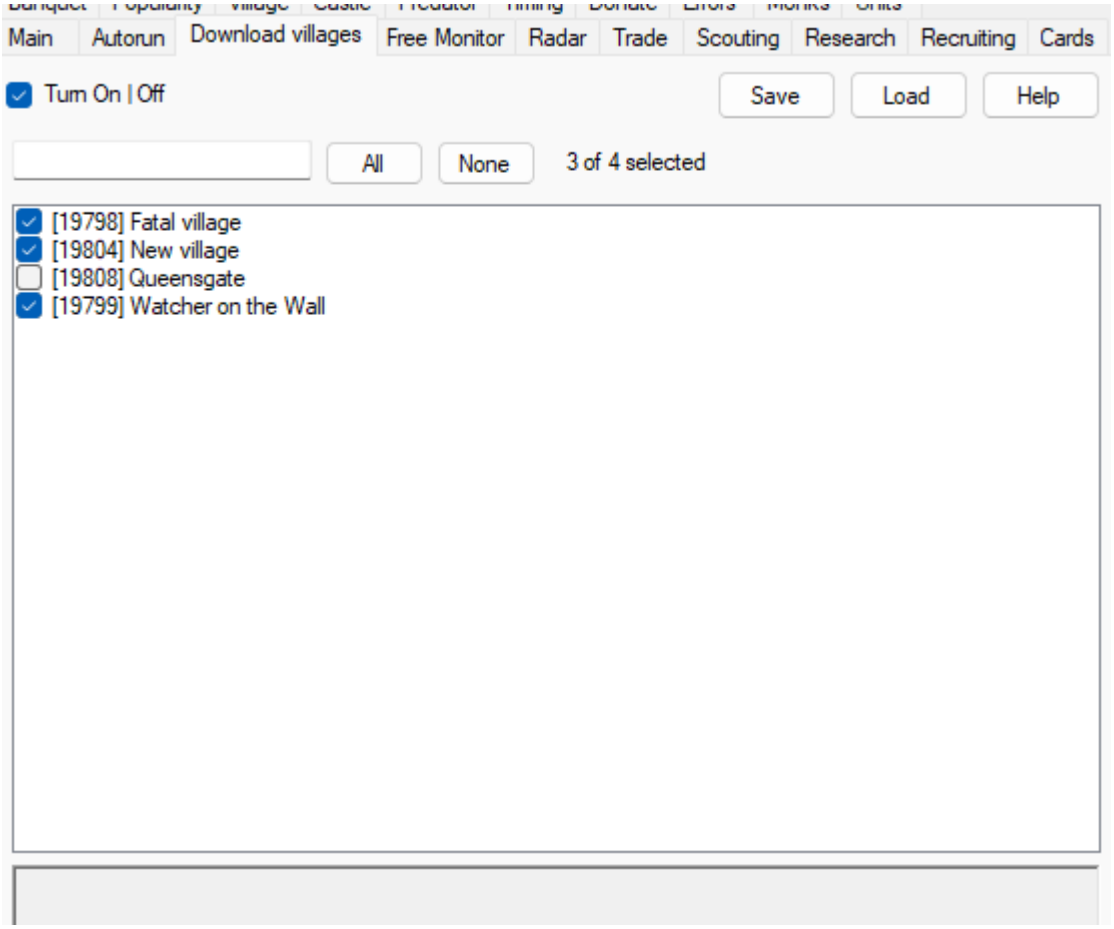
Download villages



The purpose of this feature is to ensure that the app has up-to-date information about village resources, buildings, spare peasants, available scouts, traders, monks, troops etc

Without this, majority of app features will not work

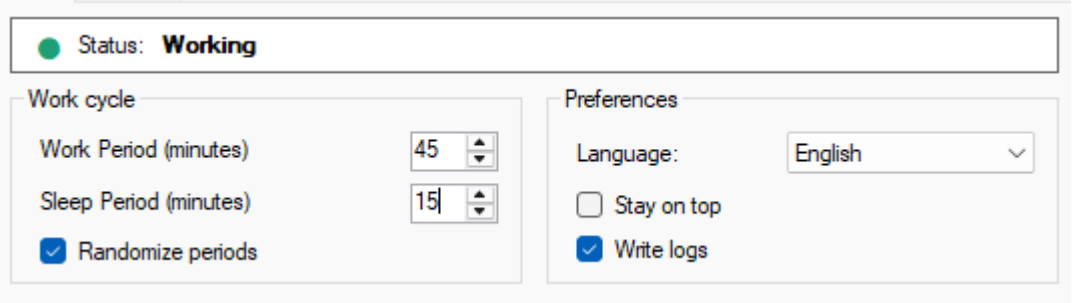
Disable downloading of the village if it is not doing any actions

List of villages is automatically updated when you get new villages or when you lose any, although there may be errors and if you see the bot listing villages that you no longer have – it is highly recommended to immediately exit and reconnect to server

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

Work cycle



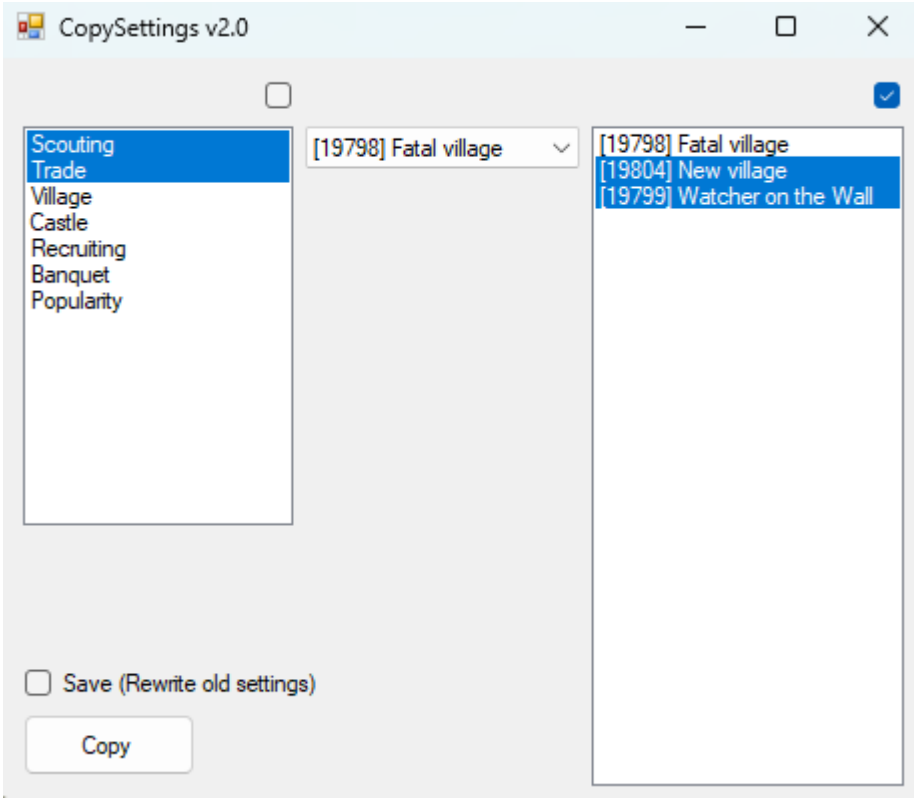
Constant trading and foraging is a clear sign of a bot. Human needs to eat, sleep and rest

Purpose of this feature is imitate simulate pauses between app features so it looks more like human

Setup on a screenshot above implies that the app will work for 45 minutes and then become idle for 15 minutes. Afterwards new loop starts with same intervals or new if the “Randomize periods” options is turned on. New periods have from 4:1 to 3:1 work/sleep ratio with work period capped at 180 minutes.

Radar feature is an exception and is never idle so you don’t miss alerts about incoming attacks

Copy Settings



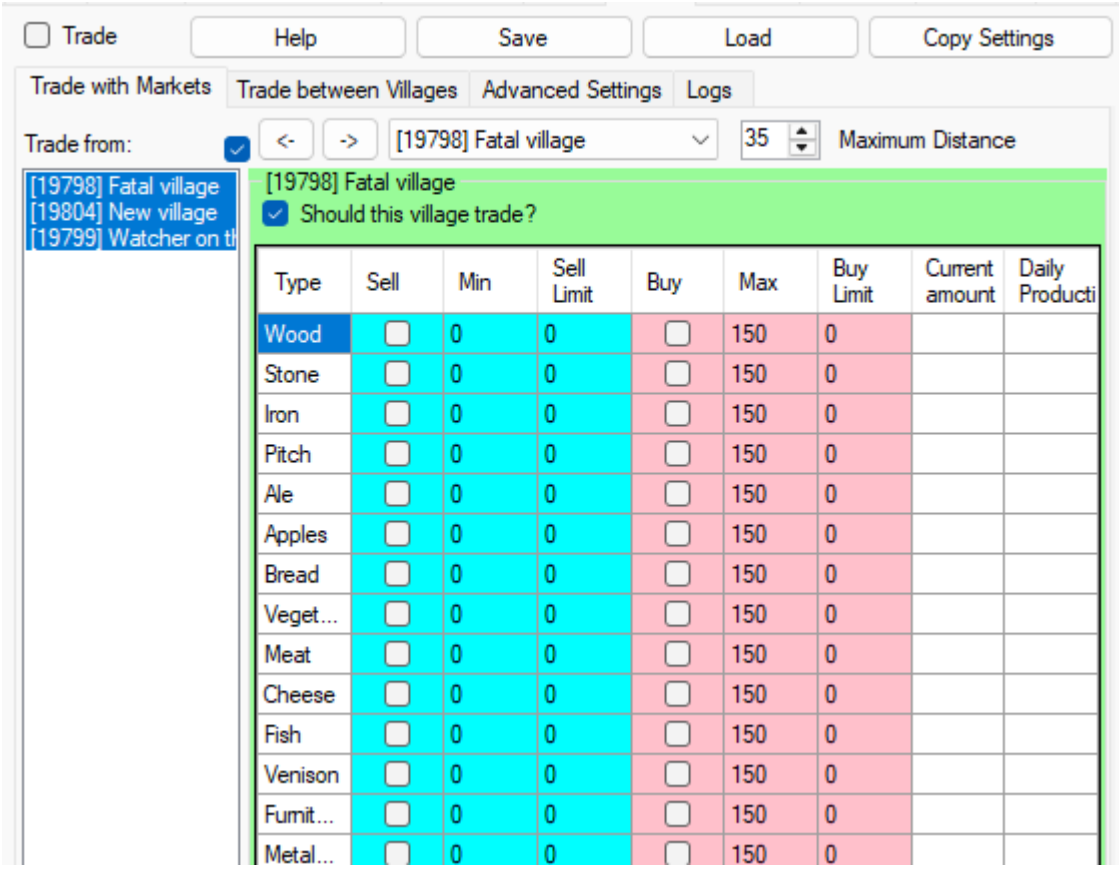
This feature allows applying new settings to multiple villages in few clicks. On the left hand side, you have list of settings to copy. In the middle – drop down to select from where to copy the settings. On the right hand side, you specify what villages should get these settings.

Optionally you can update your save files right away

In this example we copy scouting and trade settings from village 19798 to villages 19804 and 19799

Trade

Trade with markets



Trade check box turns on and off all trading

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

Maximum Distance – tells the bot how far it send trades. 32 is the red honour circle. Note that each market takes near 1 second to download its resource levels and prices so large radius means slower trades! Note that maximum distance for buying is located on Advanced Settings tab!

Village list

Click the village in this list to enable trading for it. They are automatically updated when you get new villages or when you lose any, although there may be errors and if you see the bot listing villages that you no longer have – it is highly recommended to immediately exit and reconnect to server. Right clicking the village opens its settings in middle part of the screen.

Village settings

Should this village trade check box – turns on and off the trading for particular village. It's the same as clicking the village in village list

The table supports right click context menu to toggle trading for entire group of resources

You can also click “Sell” and “Buy” column headers to toggle all rows at once

Min is the minimum price for selling

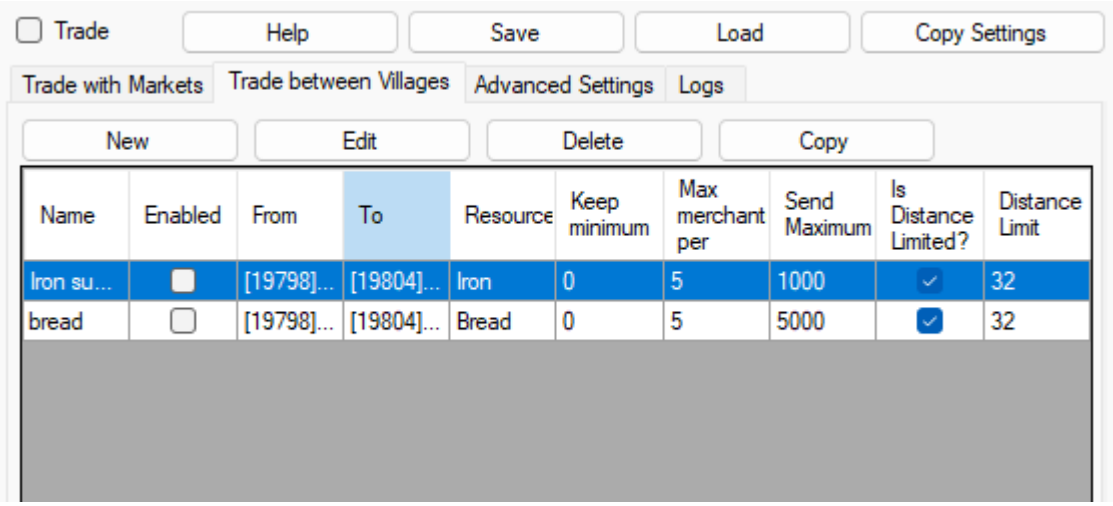
Sell limit column is how much resource should stay in the village. Only exceeding amount will be sold.

Max is the maximum price for buying

Buy limit is how much resource should by collected in the village. Only missing amount will be bought

The bot will automatically search for best price among all markets within specified range and consider your commerce research level. It will first trade the types having largest difference between current resource level and specified limit. Thus, if you have 100000 apples and sell limit = 0 then all 100k must be sold. If you have 80000 cheese and sell limit 30000, then only 50k must be sold. The bot will trade apples before cheese because 100k difference is larger than 50k.

Trade between villages

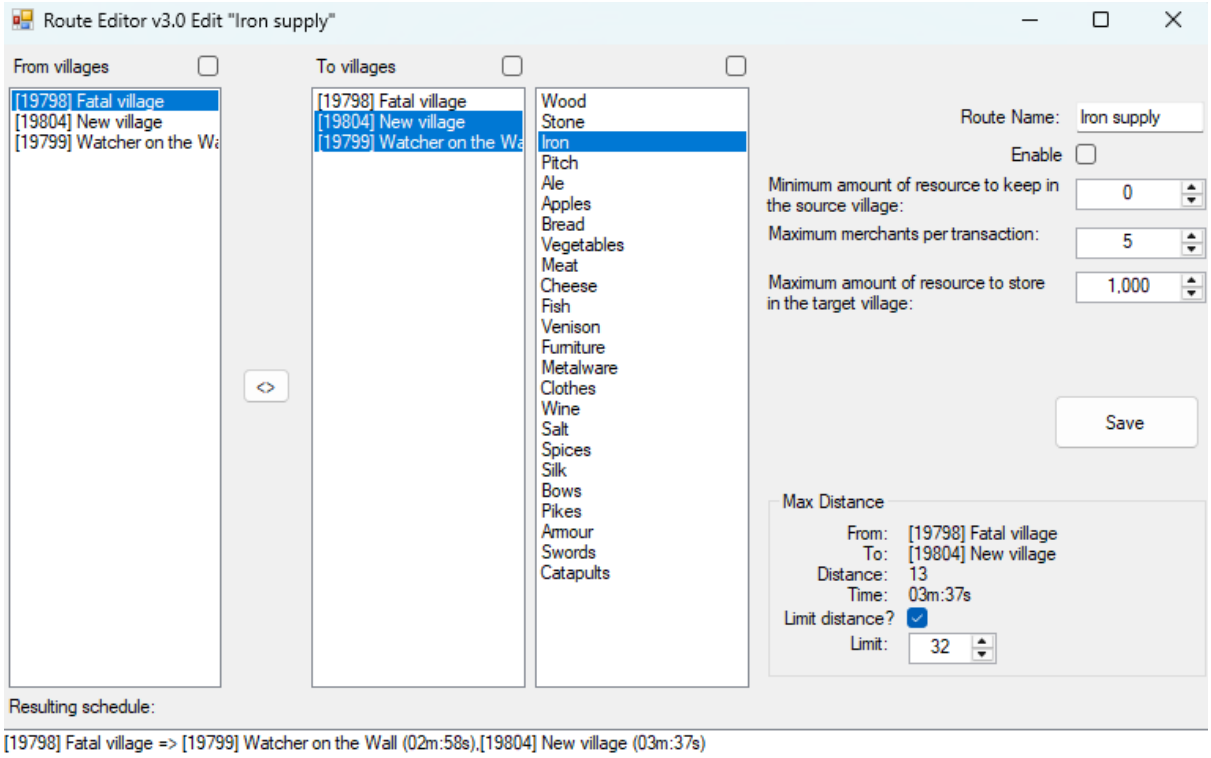


Trading between villages is a list of trade routines. You can have unlimited number of such routines but once you learn to organize them you will not need too many.

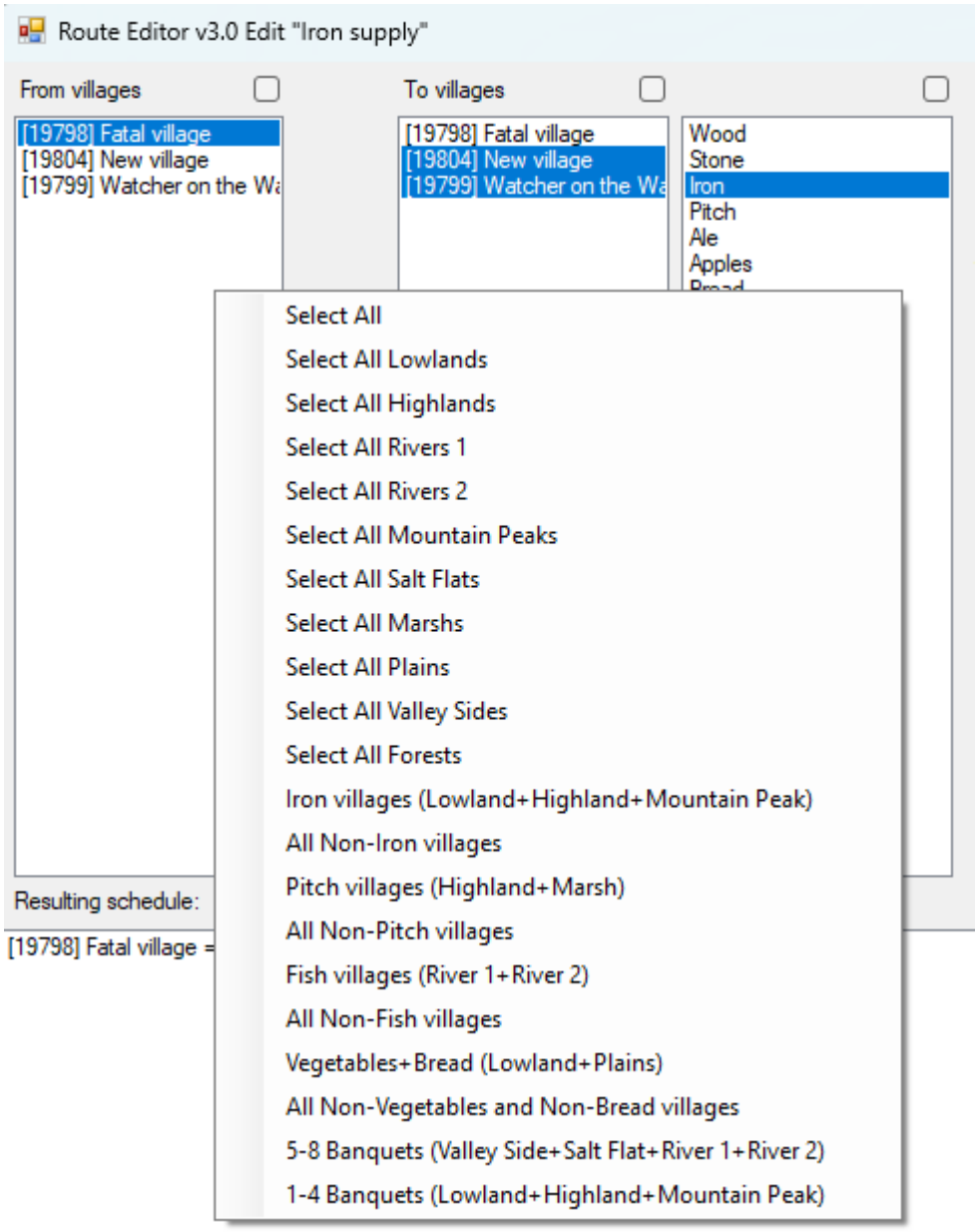
Routines are created using Route Editor.

It allows to specify what and where to ship, how many resources are needed and how much to keep.

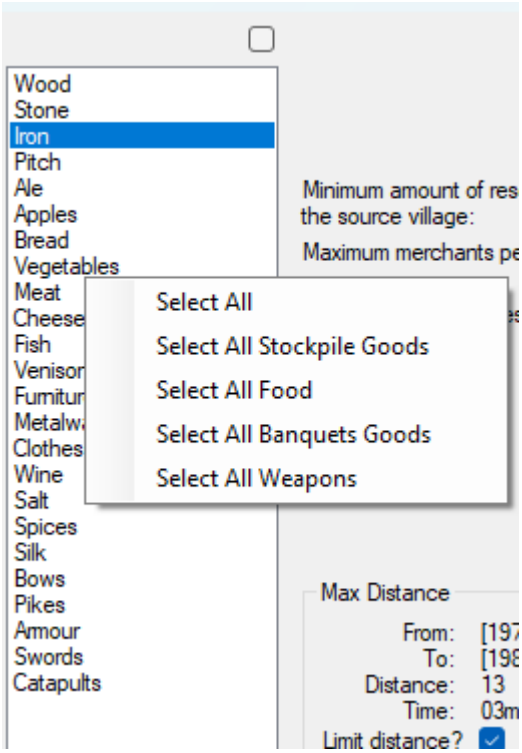
Note that both – donor and receiver villages must be enabled in Download villages tab to have up-to-date information about current resource levels and number of spare merchants



On the left hand side, you have list of donor villages. They send merchants to villages in the next list. Both lists support right click context menu to quickly select villages by category



Third list is for resource types. It also has right click context menu

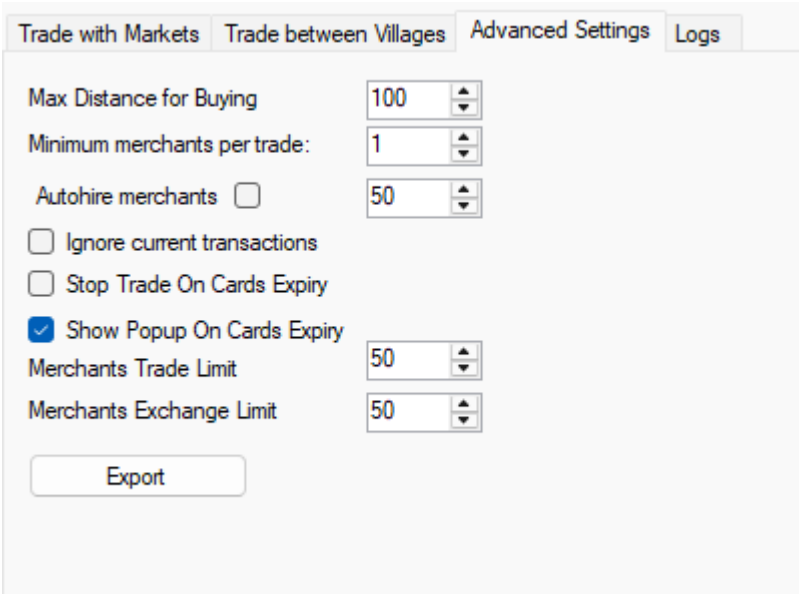


Maximum merchants per transaction allows to prioritize certain routings by allowing them to use more merchants

It is recommended to always use Max Distance option to ensure that you don't ship resources over entire map in case you have very distant villages

Once routine is created, some of its properties can be edited right in the list.

Advanced Settings



Max Distance for Buying – tells the bot how distance markets he can use to search for resources

Minimum merchants per trade – very useful setting to prevent spam of merchants on the map and make it look like human trading

Autohire merchants – allows to automatically recruite more merchants if the village has room and villagers. It considers research level and gold stocks

Ignore current transactions – when checked the bot doesn't consider travelling merchants to calculate current level of resource. For example if you have 50 venison in the village and 1 trader returning with 50 venison from market, the bot will still try to buy 50 more venison assuming that you'll spend it to play banquet

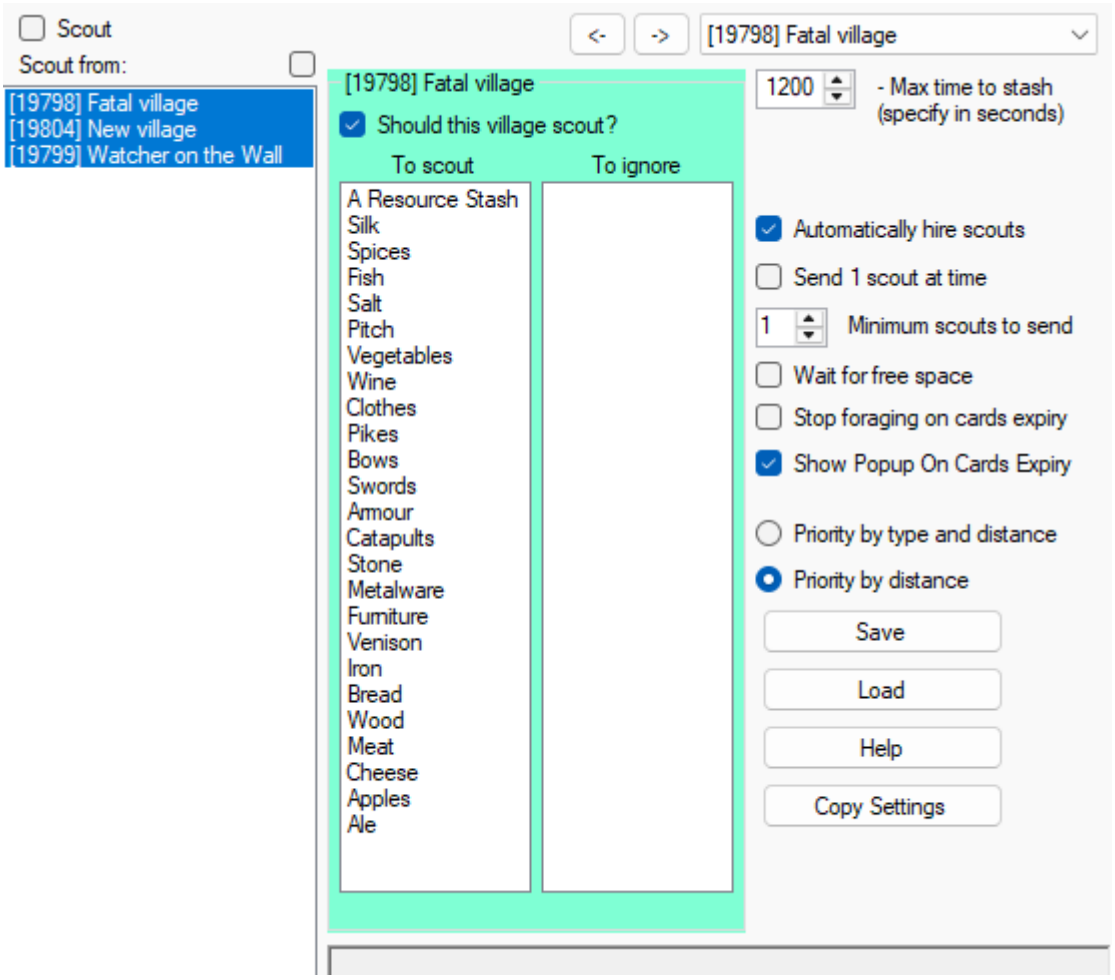
Stop trade on cards expiry – pauses all trades when the card expires so you could replace the card before proceeding. A very useful feature if you set high radius during carded trading and do not want to send merchants 6 hours away at normal speed when the card expires

Merchants Trade Limit and Merchants Exchange Limit allow you to prioritize trading with markets or trading between villages by restricting how many merchants each feature can use. For example, if you want to prioritize trading with markets, then set Merchants Exchange Limit to smaller number.

Export – generates a file with prices at all currently downloaded markets. You can open the file using excel

Scouts

The purpose of this feature is to collect resources on the world map



Village list

Click the village in this list to enable scouting for it. They are automatically updated when you get new villages or when you lose any, although there may be errors and if you see the bot listing villages that you no longer have – it is highly recommended to immediately exit and reconnect to server. Right clicking the village opens its settings in middle part of the screen.

Resources list

To scout – list of resources to collect for specified village. Priority for resources goes from top to bottom. By default the bot will prioritize rare resources. Drag them up and down via mouse to change priority. Pull a resource to left to ignore it. Pull a resource to right list to start collecting it.

Options

Max time to stash – specify in seconds. Maximum travel time is calculated based on server settings, research level and active cards. Thus, you do not need to increase this setting when you turn on cards.

Automatically hire scouts – allows bot to recruit more scouts whenever possible. It checks your research level, gold and spare villagers.

Send 1 scout at time – sends 1 scout at time to the same stash to get foraging achievement sooner. Do not abuse this feature or other players may report you

Minimum scouts to set – this feature is opposite to previous. It waits until the village has specified number of scouts available before doing any dispatching. It is recommended to use it for safety, especially if you have many villages.

Wait for free space – collects the resource only if the village has spare storage room, otherwise the stash will be skipped

Stop foraging on cards expiry – turns off foraging, when the cards expire so you can replay the cards before proceeding

Priority by type and distance – tells the bot to go for resource types of higher priority even if they are further away from the village

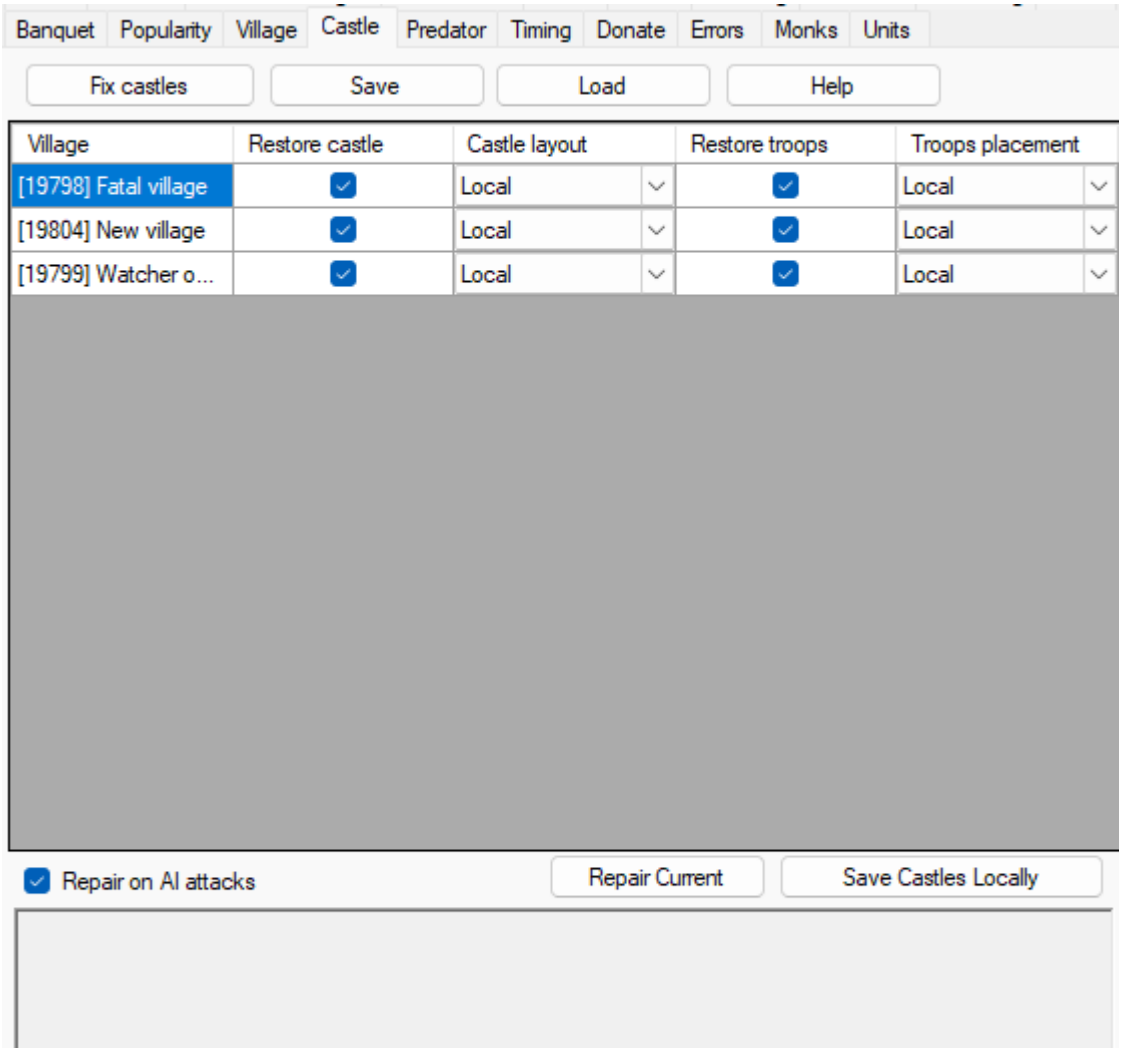
Priority by type - tells the bot to ignore priority and go for nearest stashes

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

Castle

Purpose of this feature is to loop over all your castles and restore troops and infrastructure



Fix castles – starts repair loop for all selected villages. Note that the villages must be enabled in Download village tab or opened manually to get current castles state. The list of villages is automatically updated whenever you obtain new villages or lose any. If you happen to see villages that you no longer own, immediately exit the server and reconnect.

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

You can use “Copy Settings” window by calling it via “CTRL+Shift+C” keys combination.

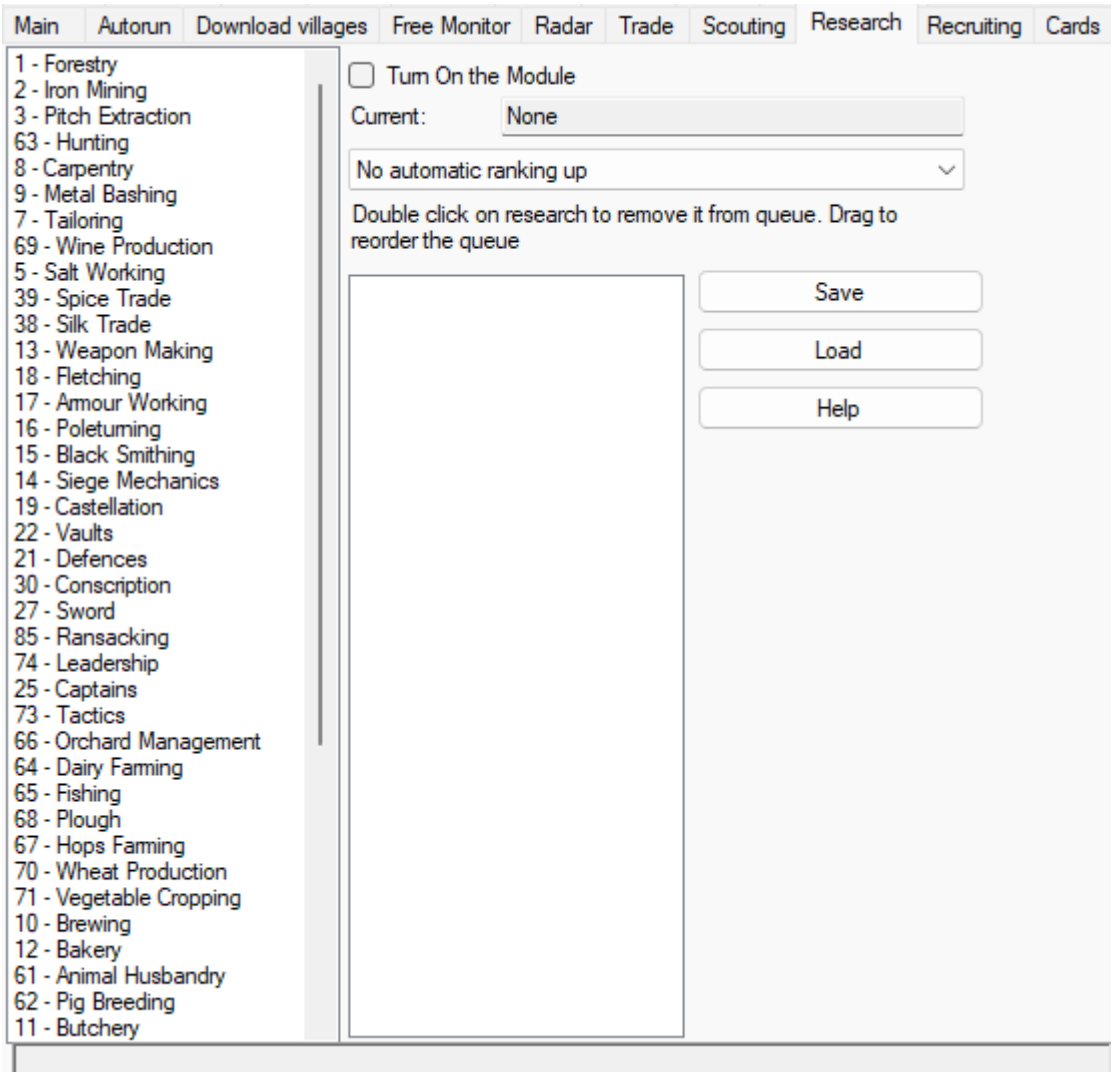
You can also click on “Restore castle” and “Restore troops” column headers to turn on and off these options for all villages at once.

“Repair on AI attacks” – this option launches restoring of troops and infrastructure after AI attack arrives to your village. It may not work if game data is stale and castle damage is still absent after attack.

Repair current option restores troops and infrastructure for currently opened village without looping through all villages.

It is possible to use presets saved at your computer and presets saved on server to restore troops and infrastructure. If you do not have anything saved yet, use “Save castles locally” to save current castles to your computer. It is equivalent to clicking “Memorise troops” and “Memorise Infrastructure” in “Advanced options” in every village.

Research



The purpose of this feature is to queue up researches and automatically upgrade rank

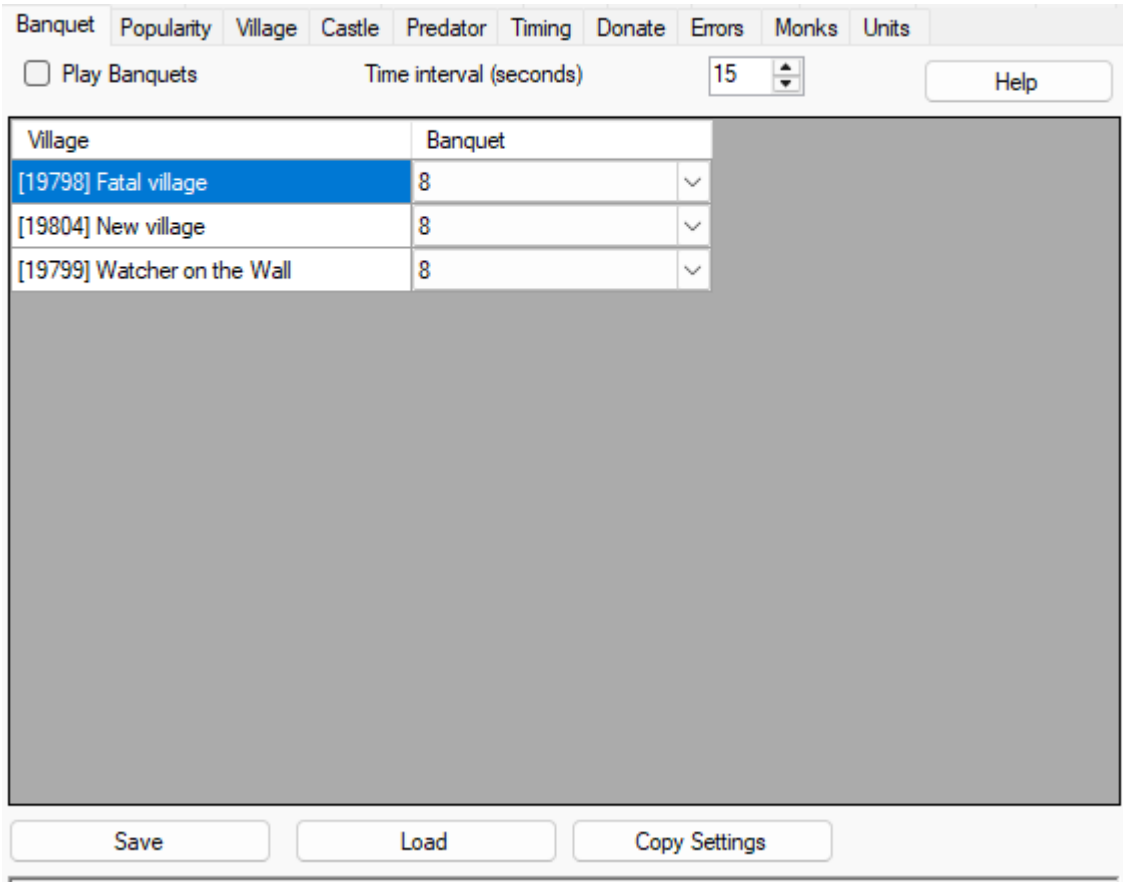
On left hand side, you have list of all researches that you have not maxed out yet

In the middle section you have queued up researches.

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

Banqueting



Purpose of this feature is automatically play banquets

Play Banquets check box turns on and off this feature

Time interval tells the app how often to check for available banquets in every village

The list of villages is automatically updated whenever you obtain new villages or lose any. If you happen to see villages that you no longer own, immediately exit the server and reconnect.

Banquet setting tells what minimum level of banquet to play in the village. If you set it to 7, then both banquets of level 7 and 8 will be played

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

Copy Settings allows to apply new settings for multiple villages in few clicks

Radar

Purpose of the feature is to alert you about incoming attacks, scouts or monks.

Top panel:

Monitor checkbox turns on and off all automatic alerts.

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server. However, the email box settings are shared

Load – restores all your settings from file inside BotSettings folder

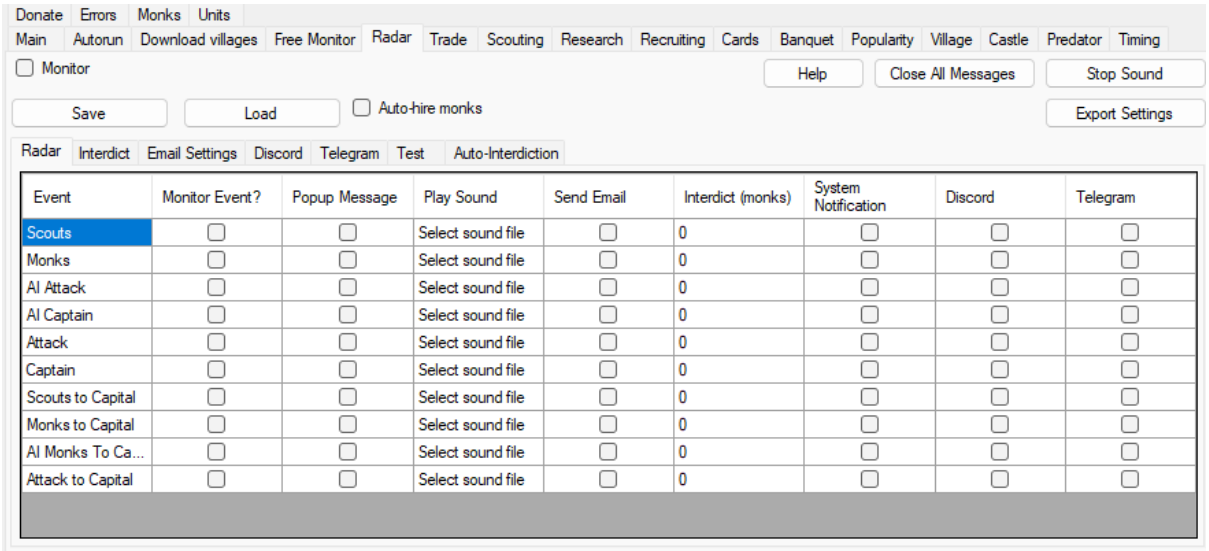
Auto-hire monks check box – tells the bot that he can hire monks for automatic interdiction when the village doesn't have enough monks available. Not that you must have enough gold, recruits and space inside particular village.

Close All Messages – closes all Popup Messages at once

Stop sound – stops the sound signal that is currently playing

Export Settings – saves your settings as 1 file with custom name and location

Main settings:



Monitor Event – turns on and off all types of notifications for respective event category. Notifications work for all your villages and capitals. There is no option to disable particular village or capital. If you obtain new villages or lose any, their list is updated automatically

Popup Message – displays a popup with information about incoming attack and what is under attack

Play sound – plays specified mp3 file when the event happens

Send email – dispatches an email about incoming attack. You require to configure emails to have this working. Gmail with its "App password" feature works best for this

Interdict – number of monks that should cast Interdiction for village that is under attack. It doesn't work for capitals. You need to have monks in this village or enable Auto-hire monks option.

System notifications – alerts using windows system notifications that usually appear as popup on right hand side and vanish within few seconds. This type of alerts is handy if you are at the computer but do not look at the game.

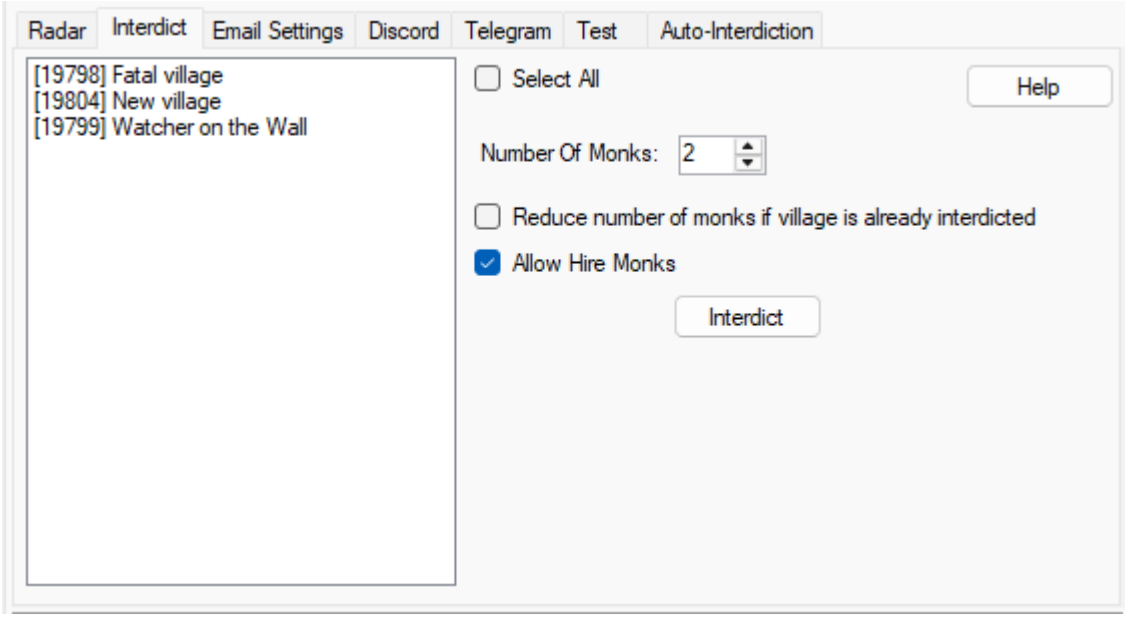
Discord – turns on notifications to Discord. You have to specify webhook on Discord subtab. Search web for steps to create Discord webhook

Telegram – turns on notifications to Telegram. You have to configure it on Telegram subtab

Interdict

Purpose of this tab is to allow you manually interdict all selected villages before going offline.

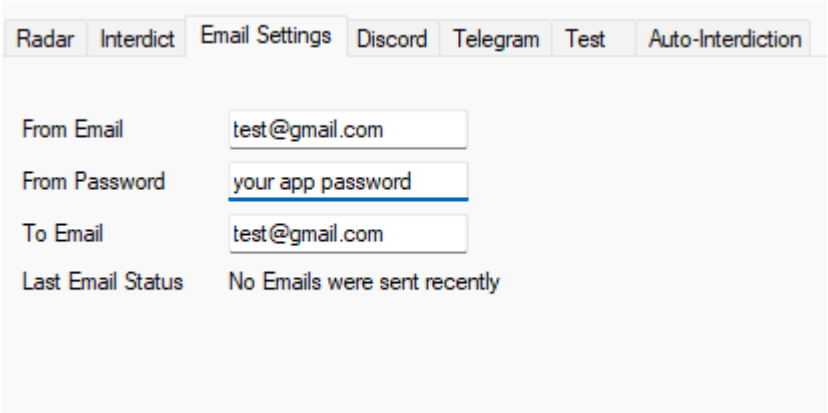
This tab is not related to automatic interdiction



Specify number of monks that must cast Interdiction in every selected village and press “Interdict” button.

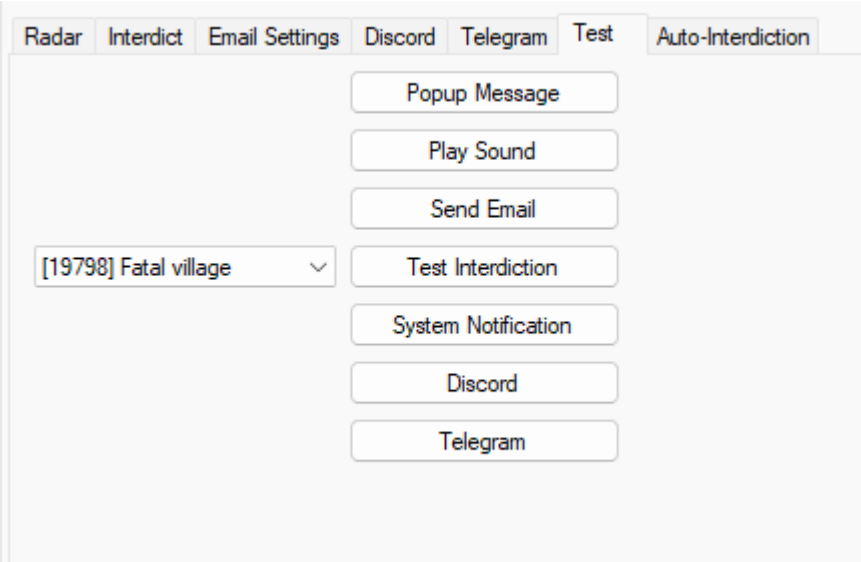
Optionally you can reduce number of casted monks for villages that already have some interdict time

Email settings



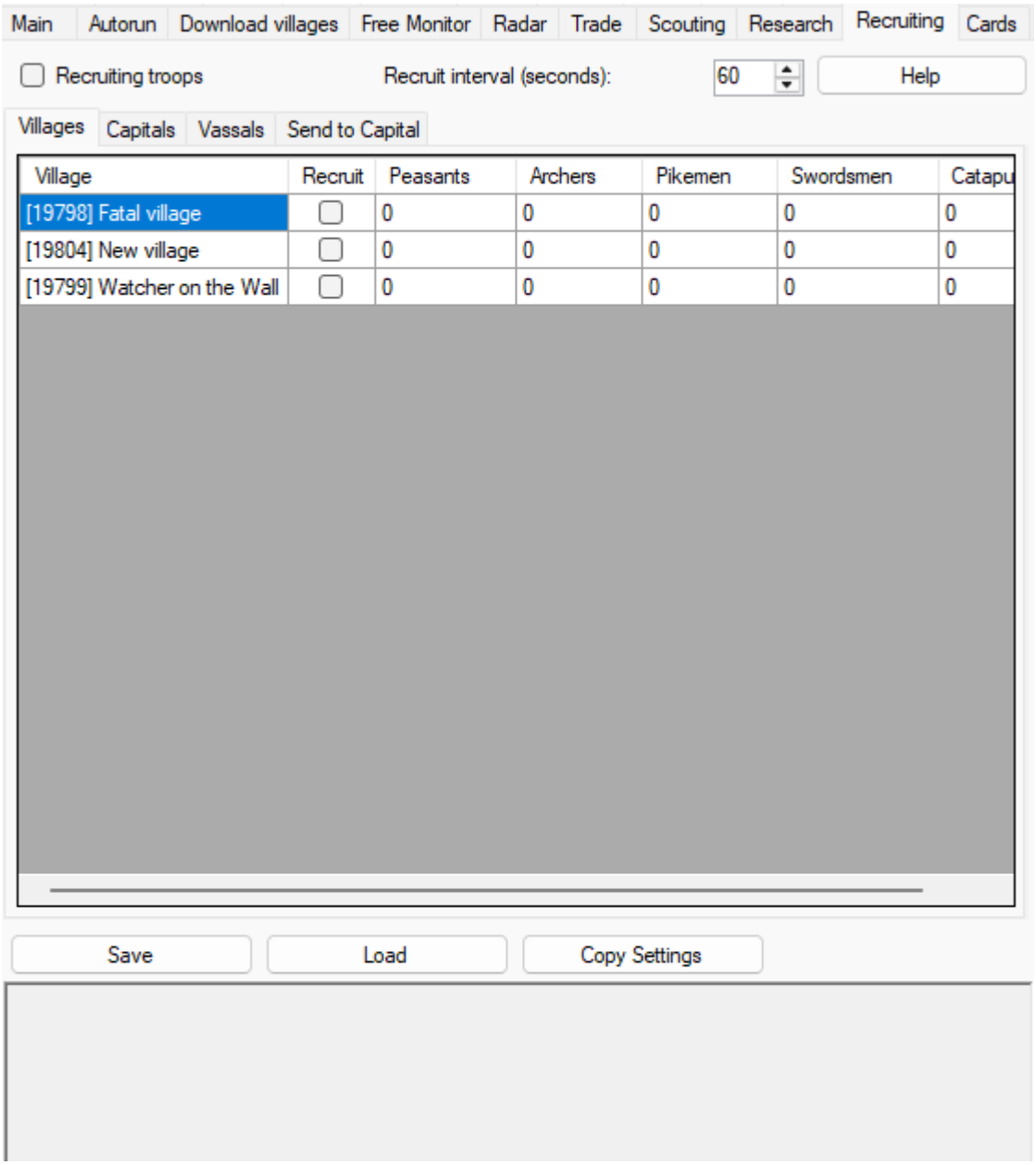
These settings are necessary to receive alerts by email. The app needs a mailbox to send emails from it. Gmail mailboxes proved to be most reliable and allow safe setup with their “app passwords” feature. You may use the same address for sending and receiving

Test



This tab allows running a test for each kind of alert to ensure you have them configured correctly. It is highly recommended to use it for email, discord and telegram notifications.

Recruiting



Purpose of the feature is to hire troops in your villages and capitals, send troops to vassals and capitals

Recruiting troops check box turn on and off whole feature

Recruiting interval is a pause between checking for spare villagers and missing troops

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server.

Load – restores all your settings from file inside BotSettings folder

Villages

Recruits your spare villagers into barracks troops. It considers your research levels, required weapons and gold stocks. There is no option to specify troop type priority and no way to hire captains.

Village list is automatically updated when you get new villages or when you lose any, although there may be errors and if you see the bot listing villages that you no longer have – it is highly recommended to immediately exit and reconnect to server

Click “Recruit” column header to toggle all villages at once.

Selected villages must be enabled in Download villages tab to ensure up-to-date information about spare villages and current troop amounts

Capitals



Hire missing troops using capital gold stock. It considers your tech levels. There is no option to specify troop type priority.

Capitals list is automatically updated when you get new capitals or when you lose any, although there may be errors and if you see the bot listing capitals that you no longer have – it is highly recommended to immediately exit and reconnect to server

Click “Recruit” column header to toggle all capitals at once.

Selected capitals must be enabled in Download villages tab to ensure up-to-date information about tech levels and current troop amounts

Vassals



Sends barracks troops to vassals.

Use minimum troops limit to prevent spam of 1 archer armies.

Use Copy Settings option to quickly configure all vassals

Vassals list is automatically updated when you get new vassals or when you lose any, although there may be errors and if you see the bot listing vassals that you no longer have – it is highly recommended to immediately exit and reconnect to server

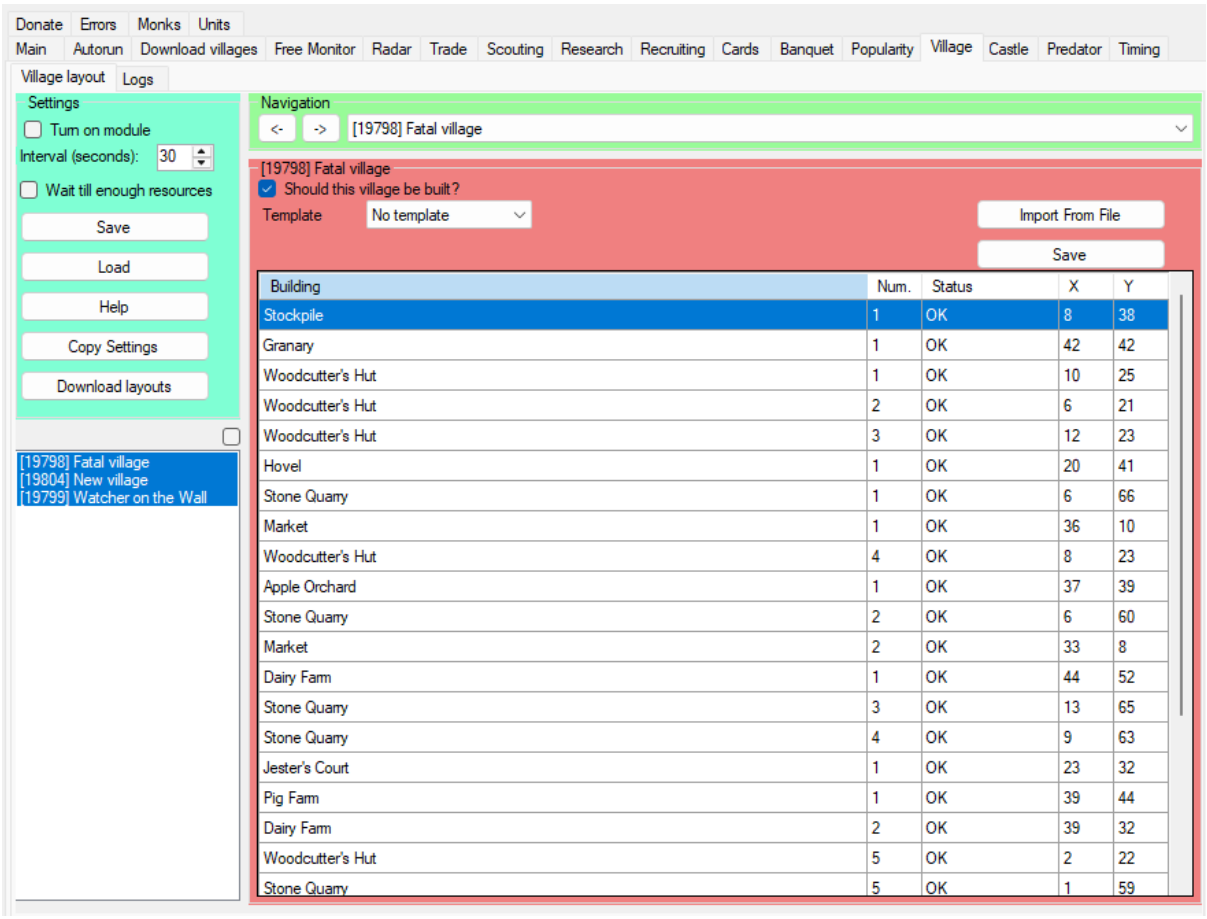
Click “Fill” column header to toggle all capitals at once.

Send to Capital

This option is currently available only in Stronghold Reborn

It works using routines similar to trading between villages. It uses village barracks troops to support capitals. Donor village and supported capital must be enabled in Download villages tab.

Village



Purpose of the feature is to build the village according to a template

Left hand panel:

Turn on module check box turns this feature on and off

Interval is a pause between processing of all villages selected for construction

Wait till enough resources – tells the bot not to skip a building if you don't have enough resources to place it

Save – writes all your settings into file inside BotSettings folder, VillageLayouts subfolder. Note that it is common for all accounts and servers so if you have the same village id in multiple worlds, they will share the same file

Load – restores all your settings from file inside BotSettings folder

Copy settings – allows copying settings for one village to other villages in few clicks

Download layouts – downloads zipped village layouts from our website

Villages list – click the village in this list to enable construction for it. They are automatically updated when you get new villages or when you lose any, although there may be errors and if you see the bot listing villages that you no longer have – it is highly recommended to immediately exit and reconnect to server. The feature currently supports only construction of villages and not the capitals. Right clicking the village opens its settings in right hand part of the screen.

Right hand panel:

Displays settings for one particular village.

Here you can save your layout to a file with custom name and load from it.

Import only templates for matching village type. A template file contains village type name in the very first row.

Should this village be built check box enables construction for this village - the same effect as clicking a village in the list on the left hand side.

Template – allows you set another village of the same type as template for current village. The bot will try to build the same buildings as those in template village. If template village gets new building, moves one, or deletes, the bot will try to synchronize settings for villages that follow this template. However, it cannot delete or move existing buildings. If your current village already has some buildings when you specify a template and their placement does not match the template, then the bot cannot move them

Buildings table

The bot constructs buildings in the list from top to bottom. You can reorder them by dragging a building via mouse.

The buildings you have not researched yet are skipped with a warning message in the log.

The bot makes random pauses after each placed building and before it switches to next village.

Status – OK means it is already placed in the village. Other status match the tooltip which you get when you try to place the building yourself.

If you have premium token, the bot will try to fill the construction queue.

Predator

Purpose of the feature is to notify about spawning of various AI types next to your village, capital or vassal's village

Top panel:

Start Hunting - checkbox turns on and off entire feature

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server

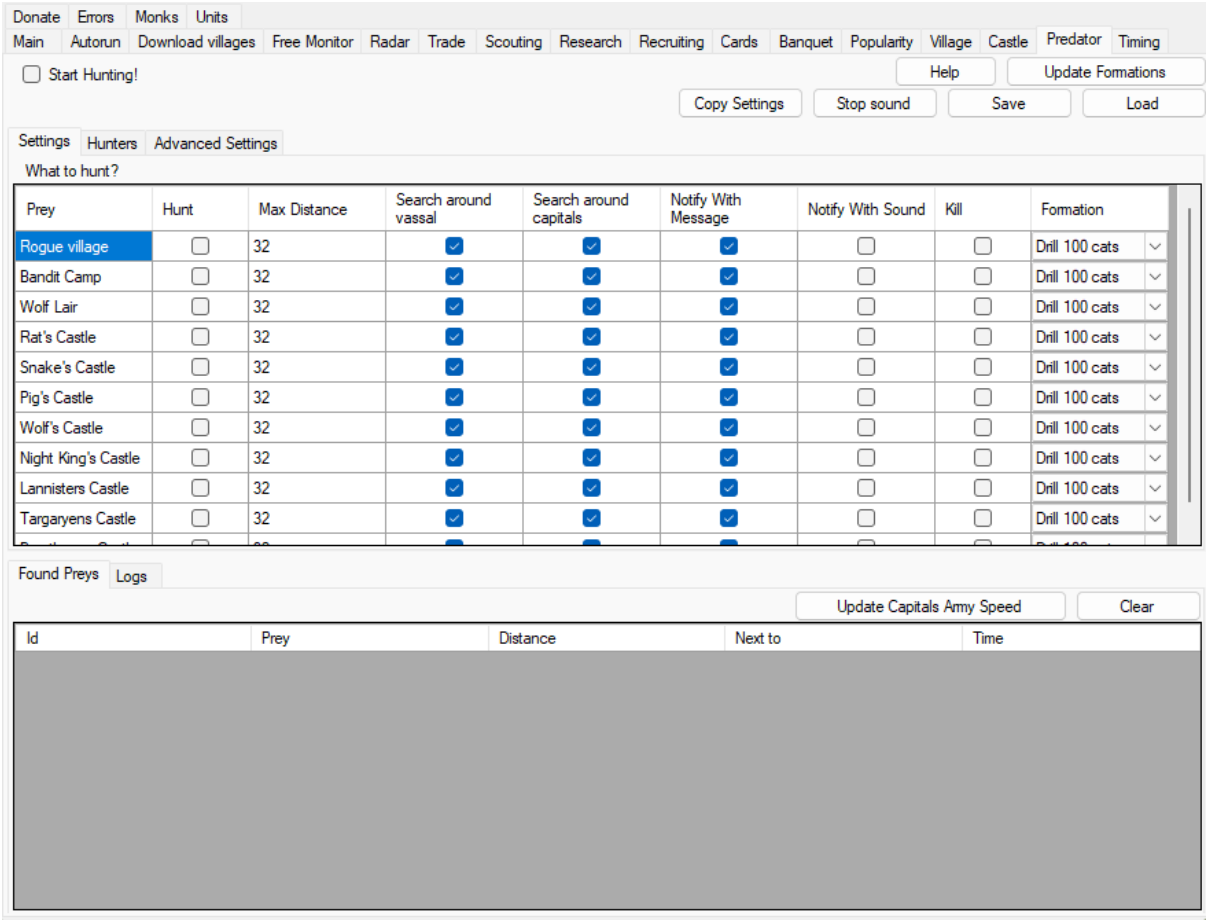
Load – restores all your settings from file inside BotSettings folder

Copy settings – allows copying settings for one type of AI to other types of AI in few clicks

Stop sound – stops the sound signal about detected AI

Update Formations – downloads the attack formations that you saved on server and updates the "Formation" column

Settings table:



Prey – name of the AI castle. Note that Rogue village is not an AI, but every player, which you marked as enemy. The bot will not attack him. He will only play notifications. This is useful against rogue players the suddenly appear next to you

Hunt – turns on and off detection and attacking of corresponding type of AI

Max Distance – radius around your villages, capitals and vassals in which the feature will be scanning for AI. 32 is red honour circle

Search around vassal check box turns on and off searching around all your vassals

Search around capitals - check box turns on and off searching around all your capitals

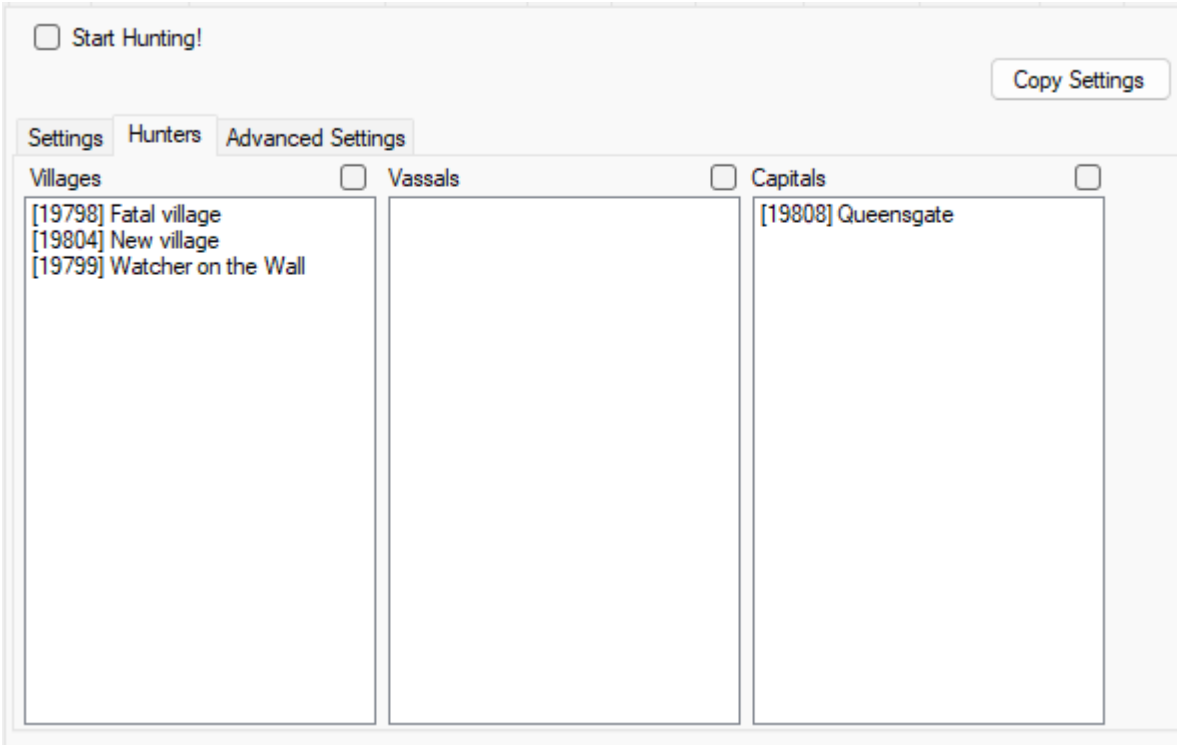
Notify with message – displays a message box when the AI detected. One message lists all AI castles detected during one world map scan

Notify with sound – plays a sound signal when the AI detected. Note that a sound file must be in wav format and saved in BotSettings folder with name PreyDetectedSound.wav

Kill – tells the bot whether to attack the detected AI or only notify you. Note that it will send only one attack at the AI and not retry even if it failed. If you restart game or use Clear option, the another attack will be sent

Formation – tells the bot, which attack formation to use for attacking. You can use formations save on your PC or on the server. If previously saved formation is missing, the bot will notify you with an error. Note that you require having at least 90% of troops saved in the formation to get attack dispatched. If you do not have enough troops or the landscape does not allow placing them, the bot will not send attack to prevent waste of units

Hunters tab:



Here you have 3 lists: villages, capitals, vassals. Click the village in the list to select it for searching and attack AI within specified radius.

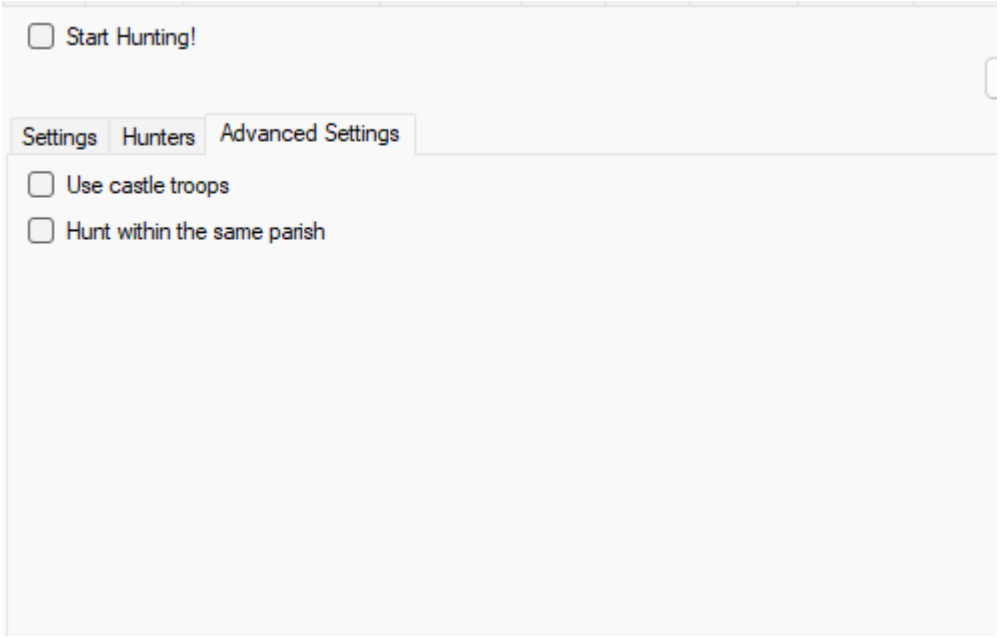
They are automatically updated when you get new villages, vassals or capitals or when you lose any, although there may be errors and if you see the bot listing villages that you no longer have – it is highly recommended to immediately exit and reconnect to server.

Note that one village may send multiple attacks if it has enough troops for specified formation.

The specified village and capital must be selected in Download villages tab to have relevant number of troops in the barracks and castle.

The bot also checks interdiction, peacetime and vacation status of vassals but it is recommended to simply uncheck such vassals in the list

Advanced settings tab:



Use castle troops check box tells the bot that he can remove troops placed inside the castle if the village has not enough troops in the barracks to apply attack formation. The setting affects vassals and capitals too. The bot cannot place troops back in the castle if they return from AI castle!

Hunt within the same parish check box tells the bot to not attack detected AI castles outside the parish even if they appear within specified range

Found Preys table



Id of detected AI castle allows to differ multiple detected AI and also allows to show the AI on world map when you click on it

Prey – shows what kind of AI castle is it

Distance – distance from your closest village, capital or vassal to this AI castle

Next to – which of your villages, capitals or vassals is closest to this AI castle

Time – travel time from your closest village, capital or vassal to this AI castle based on your research level or capital upgrades. You require updating capital army speed to calculate travel time for capitals.

Clear option deletes all found targets from the table. Then bot will rescan the map, replay all enabled notifications and retry to attack detected AI castles. This option was mainly used for testing the feature.

Monks



Purpose of this feature is to run monking routines such as healing or blessing parishes

This feature is very similar to trading between villages and sending troops to capital

Turn on | off – turns on and off all routines

New – opens Monk Route Editor to create new routine

Save – writes all your settings into file inside BotSettings folder. You get separate set of settings per account and per server

Load – restores all your settings from file inside BotSettings folder

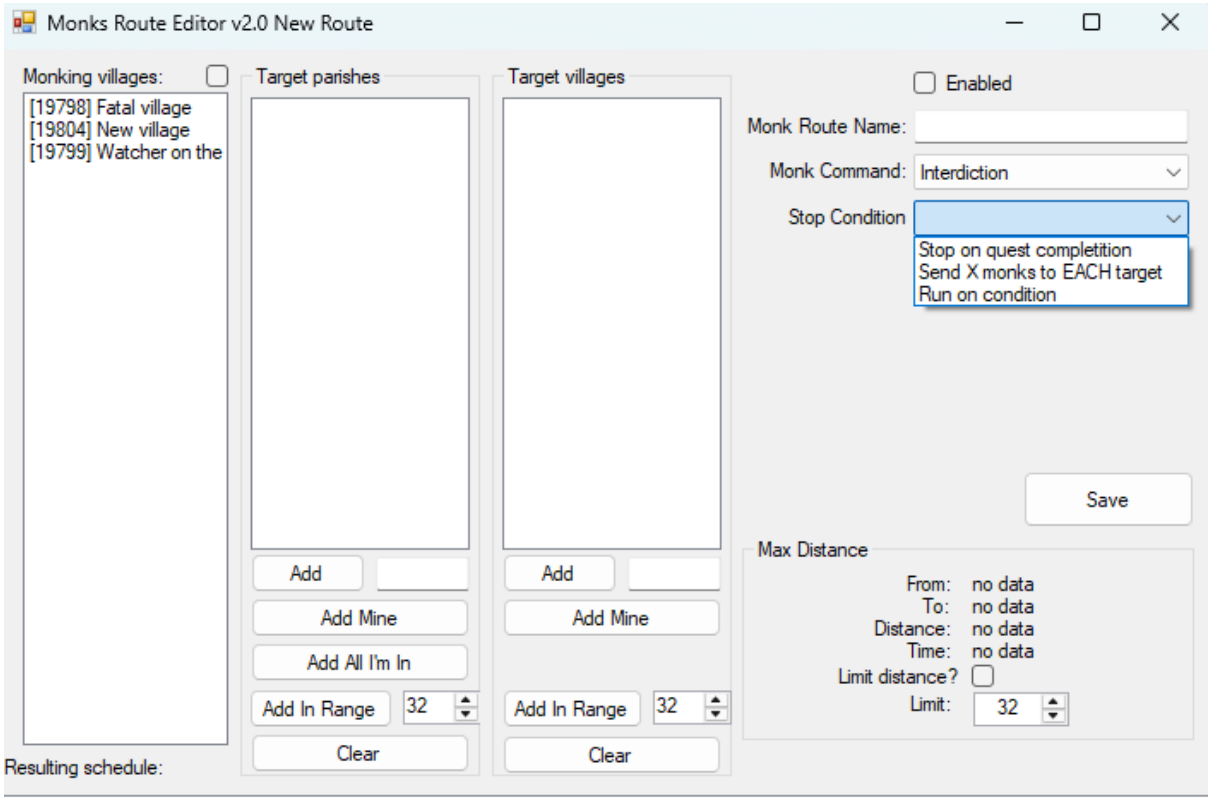
How many monks to keep in the village – allows to keep some amount of monks in the village for automatic interdiction

Faith points to keep – prevents burning of too many faith points

Skill levels and monking cards are considered in all cases

Monking villages must be selected in Download villages tab to ensure up-to-date information about amount of monks, villagers, interdiction and excommunication timers etc

Monk Route Editor



Stop condition is what prevents running a routine endlessly:
a) stop on quest completion – turns of this routing once the quest objective is achieved

b) send X monks to each target – stops once every target village or capital received X number monks, for example 8 monks with interdict

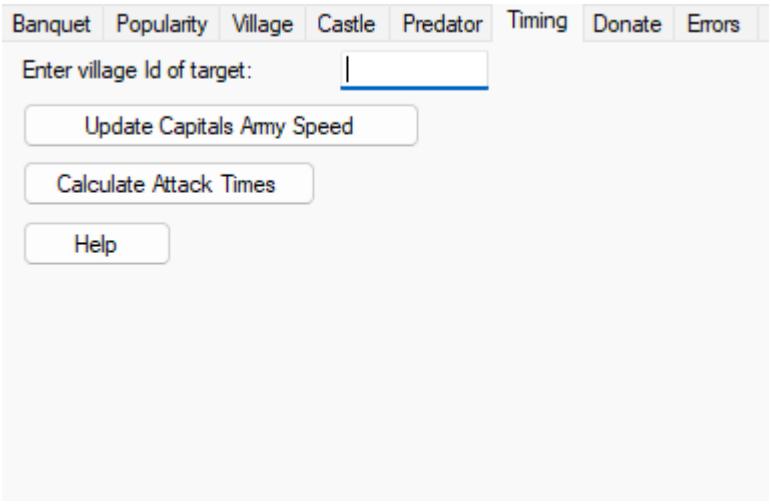
c) run on condition – the routing will be active only when there is plague to heal or blessing level is less than required or interdiction time is less than required etc

All other controls are self-explanatory

Influencing routine is not implemented

Monking other player villages is not implemented

Timing



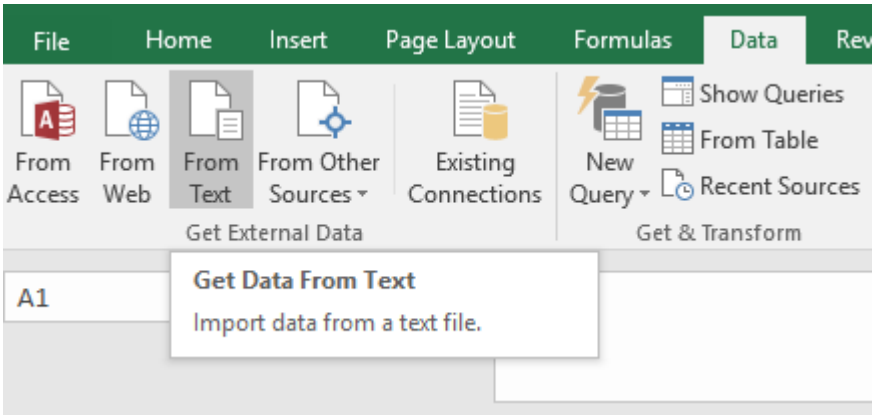
The purpose of this feature is to generate file containing armies travel time from all your villages, capitals and vassals to a specified target

Note that you need to use Update Capitals Army Speed option to calculate attack time for capitals. Use this option on first connection to the game and when the number of capital tech buildings affecting army speed has changed

Excel

How to view the file in Excel 2016 for example

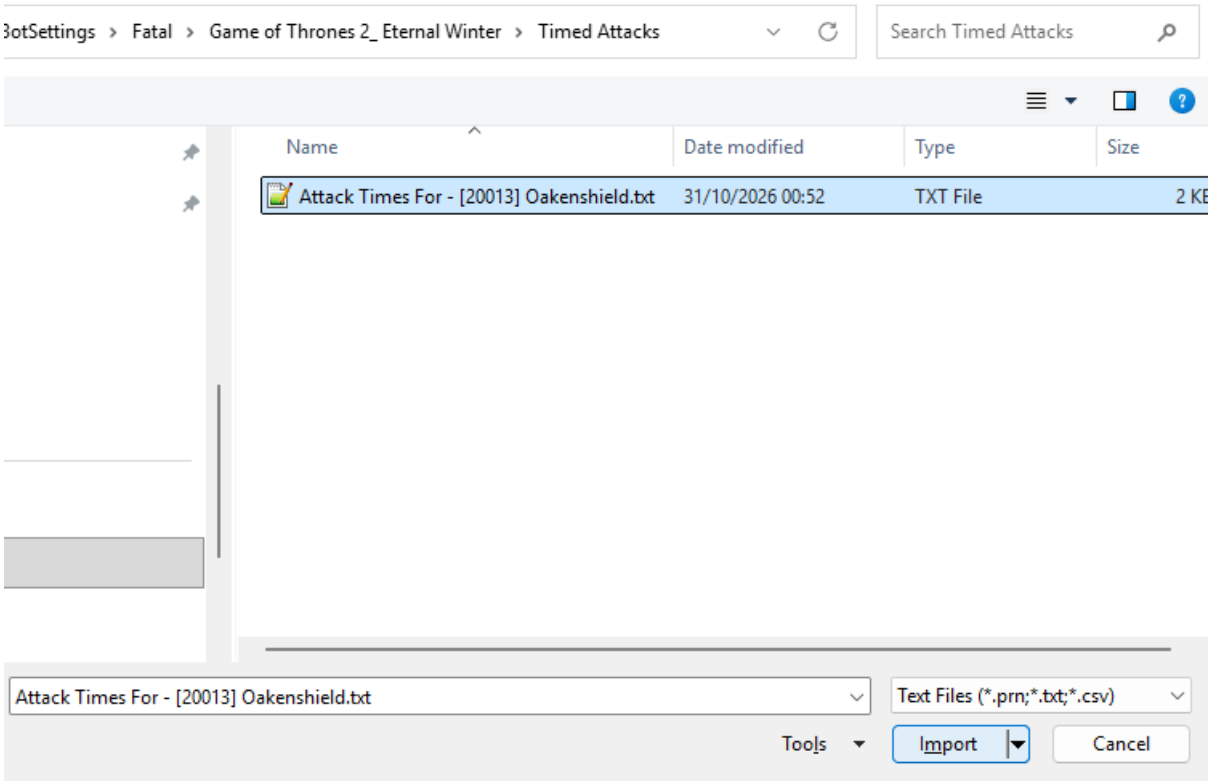
Open excel, start new spreadsheet



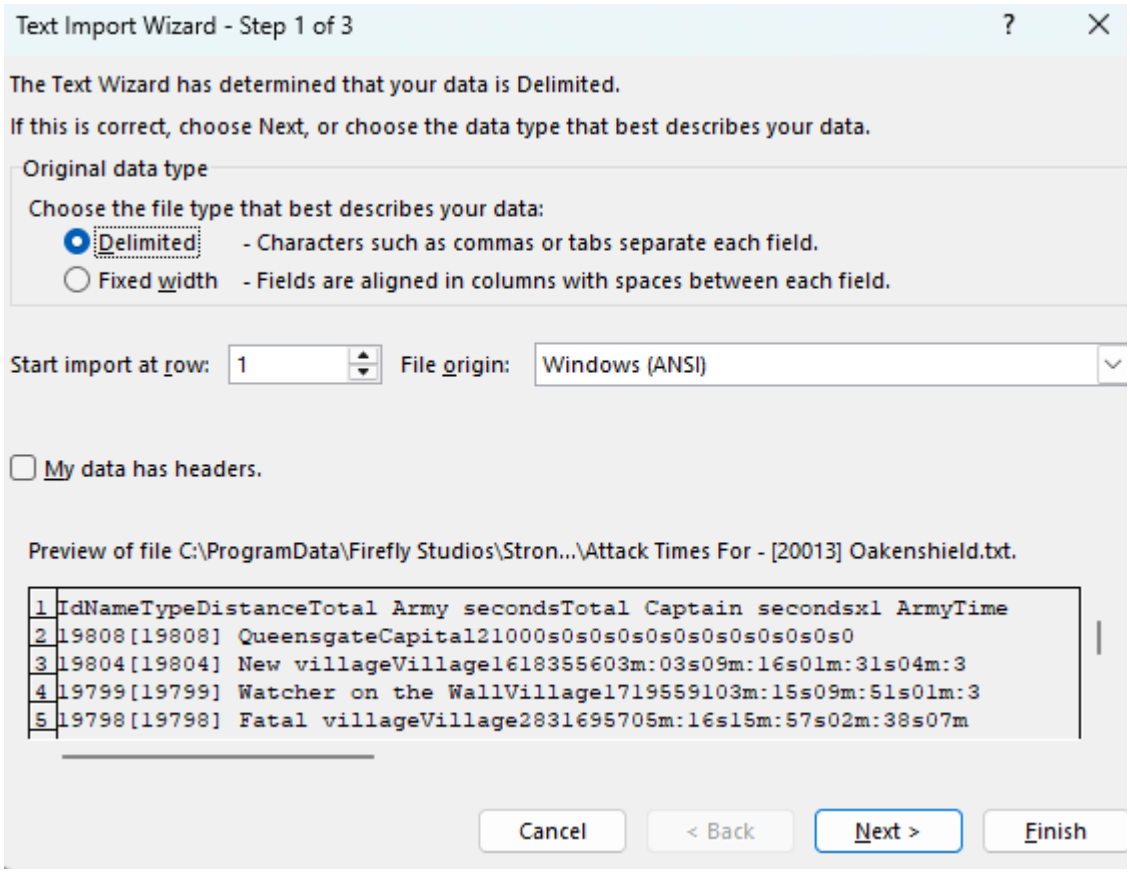
Use Data menu

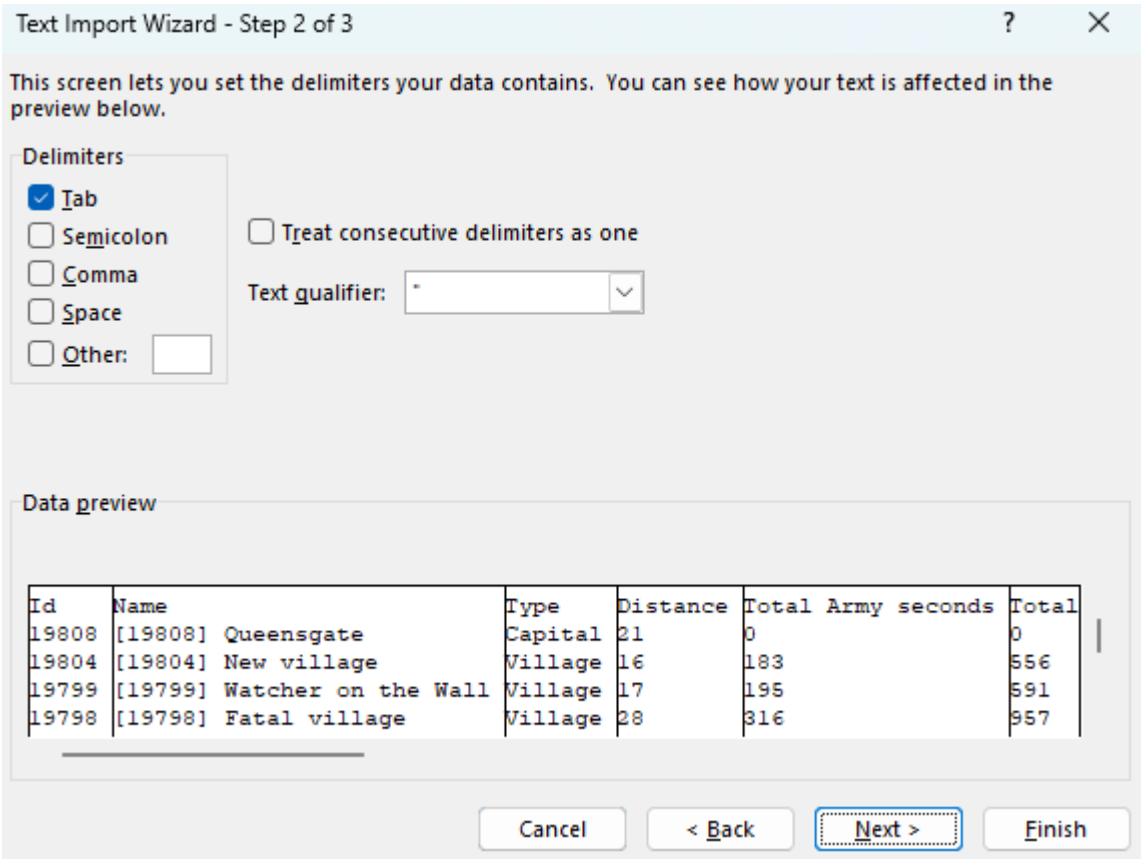
From Text option

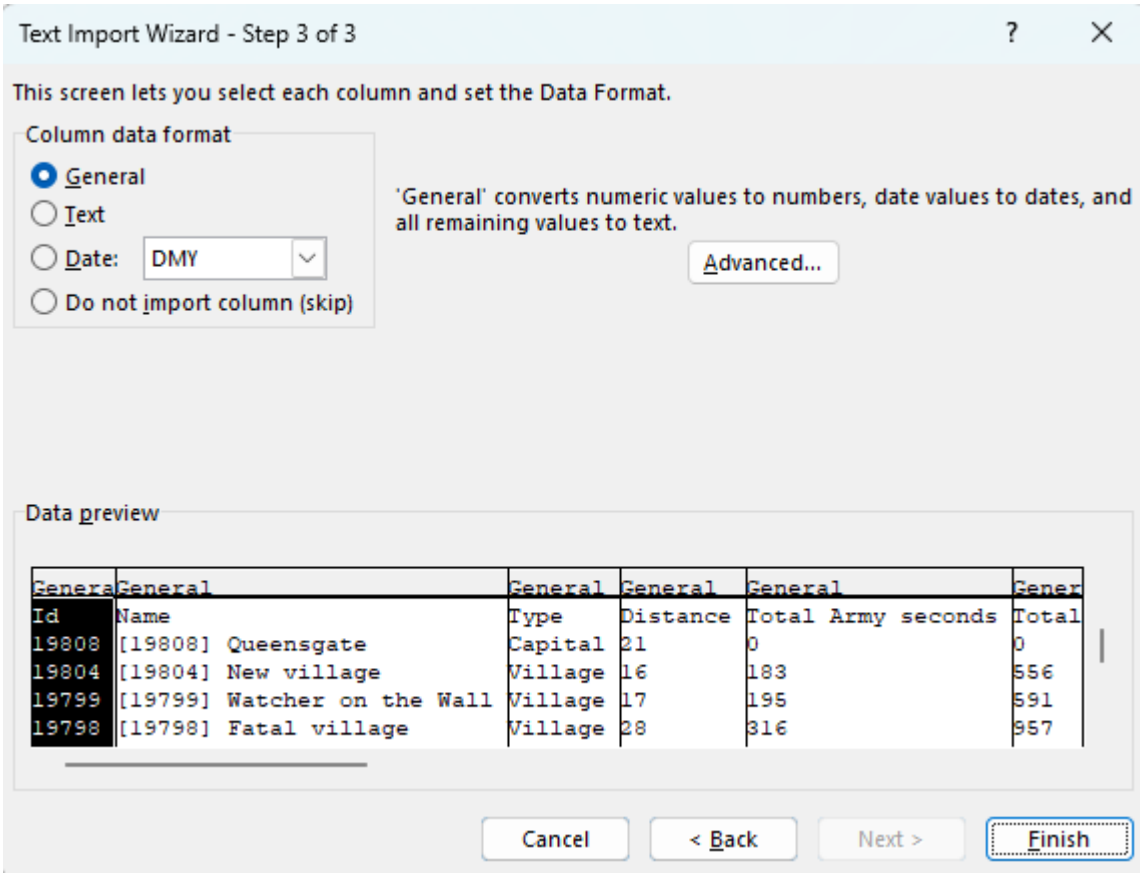
Choose generate file



Click Next everywhere




Text Import Wizard - Step 2 of 3
This screen lets you set the delimiters your data contains. You can see how your text is affected in the preview below.
Delimiters
Tab
Semicolon
Comma
Space
Other:
Treat consecutive delimiters as one
Text qualifier:
Data preview
Id Name Type Distance Total Army seconds Total
19808 [19808] Queensgate Capital 21 0 0
19804 [19804] New village Village 16 183 556
19799 [19799] Watcher on the Wall Village 17 195 591
19798 [19798] Fatal village Village 28 316 957
Cancel
< Back
Next >
Finish


Text Import Wizard - Step 3 of 3
This screen lets you select each column and set the Data Format.
Column data format
General
Text
Date: DMY
Do not import column (skip)
'General' converts numeric values to numbers, date values to dates, and all remaining values to text.
Advanced...
Data preview
General General General General General Gener
Id Name Type Distance Total Army seconds Total
19808 [19808] Queensgate Capital 21 0 0
19804 [19804] New village Village 16 183 556
19799 [19799] Watcher on the Wall Village 17 195 591
19798 [19798] Fatal village Village 28 316 957
Cancel
< Back
Next >
Finish

Result

	A	B	C	D	E	F	G	H	I	J
1	Id	Name	Type	Distance	Total Army seconds	Total Captain seconds	x1 ArmyTime	x1 CaptainTime	x2 ArmyTime	x2 CaptainTime
2	19808	[19808] Queensgate	Capital	21	0	0	0s	0s	0s	0s
3	19804	[19804] New village	Village	16	183	556	03m:03s	09m:16s	01m:31s	04m:38s
4	19799	[19799] Watcher on the Wall	Village	17	195	591	03m:15s	09m:51s	01m:37s	04m:55s
5	19798	[19798] Fatal village	Village	28	316	957	05m:16s	15m:57s	02m:38s	07m:58s
6										
7										