

Growing Seasons

Crop	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan
Soybeans				G	G	G	G	H				
Cabbage							G	G	G	G	H	
Miller						G	G	G	G	H		
Rice					G	G	G	G	H			
Wheat	G	G	G	G	G	H						
Hemp		G	G	G	G	G	G	H				

Orchard	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan
Tea		G	G	H	G	H	G	G	H			
Mulberry			G	G	H	G	G	H				
Lacquer	G	G	G	G	G	H	H					

G: Growing season. H: Harvest season.

Commodity Prices

Foods	Imperial Standard Price	Foods	Imperial Standard Price
Miller	27	Fish	33
Wheat	28	Meat	34
Rice	29	Salt	40
Cabbage	51	Spices	70
Bean Curd	34		

Goods	Imperial Standard Price	Goods	Imperial Standard Price
Clay	25	Iron	85
Hemp	26	Steel	90
Wood	45	Jade	95
Stone	50	Weapons	120
Tea	55	Paper	145
Lacquer	60	Bronzeware	180
Raw Silks	65	Lacquerware	210
Ceramics	75	Silk	225
Bronze	80	Carved Jade	250

Heroes	His Building cost when active	Walker function	Capture animals	Blessing	Increases Popularity and...	Fighter
No Wu, Cesar's Goddess	Clay Pit, Fishing Quay, Hunter's Tent, Music School, Inspector's Tower, Irrigation	Inspector, Musician, Drifter	Yes	Clay Pit, Fishing Quay, Hunter's Tent, Increases production (Inspector's Tower, Levees)	More difficult for enemy forces to burn buildings	
Shen Nong, Divine Farmer	Crops, Farms, Herbalist's Shop, Market Square, Food Sleep Mill	Herbalist, Drifter		Formhouse, Temp, Farm, Increases production	Satisfies non-player city requests for food	
Huang Di, Yellow Emperor	Mill, Mulberry Tree, Silkworks, Shed, Weaver, Acupuncture's Clinic, Chariot Port	Acupuncturist, Drifter, adds 1 ceramic to each house he passes		Silkworks, Shed, Mill, Increases production	Helps Chinese morale, satisfies non-player city requests for Ceramics	Yes
Confucius, Sage of All Time	Music School, Ancestral Shrine, Tax Office, Academic Roads	Drifter, Tax Official, Musician, Scholar	Yes	Tax Office (fills with paper or wood)	Increases tax revenues, satisfies one bonus provision (50%)	
Sun Tzu, Master Sun	All Forts, Fortifications	Scholar	Yes	Fort, Causes troops to flee	Helps Chinese morale, army travels to other cities faster, harvest cost of Spies, reverses one enemy Sun He's status	Yes
Mencius, Second Sage	Warehouse, Trade Buildings, Market Square	Scholar		Trade Buildings, increases (more)	Traders from non-player cities arrive more frequently	
Xi Wang Mu, Queen Mother of the West	Gems, Jade, Carved Studio, Sculptures	Priest	Yes	Jade, Carved Studio (fills with Jade)	Speeds up monument construction	
Zao Jun, Kitchen God	Houses, Food Shop	Priest, adds 1 delicious food to each passed house		Food Shop, Increases food quality	New Year's festival is free	
Guan Di, God of War	All Forts, Weaponsmith, Watchtower	Guard, Priest, Scholar		Mill, Warehouse (fills with Spear and) Confucian Academy, Mills with Paper/Wood, Fort (fills with Weapons/Wood)	Helps Cavalry (more) no Muggers, Thieves or Bandits in city	Yes
Guan Yin, Goddess of Mercy	Well, Gardens, Aesthetic, Trees, all Accretion	Witch, Carrier, Monk		Common Houses (owers unrest), Well, resolves	City health bonus, solves crime & tribute cost	
Bodhidharma, Kung Fu Monk	Tea Bush, Tea Curing Shed, Tea Shop, Watchtower	Drifter, Monk, adds 1 Tea to each house he passes		Tea Curing Shed, Increases production, Watchtower, (solves)	Satisfies non-player city requests for Tea	Yes
Sun Wu Kong, Monkey King	Stoneworks, Weaponsmith, Acrobat School, Drama School, Doist Shrine, Theatre Pavilion	Acrobat, Actor, Monk, Priest	Yes	Weaponsmith, Stoneworks, Increases production	Essentials cost nothing and travel to other cities faster	Yes

Food Quality

Quality	Consists of...	Alternatively, if salt in mill	Alternatively, # Spices in mill	Alternatively, if both Salt and Spices in mill
Bland	1 food type	NA	NA	NA
Plain	1 food types	1 food type and Salt	1 food type and Spices	NA
Appetizing	3 food types	2 food types and Salt	2 food types and Spices	1 food type, salt & spices
Tasty	4 food types	3 food types and Salt	3 food types and Spices	2 food types, salt & spices
Delicious	NA	NA	4 food types and Spices	3 food types, salt & spices

Housing Needs

Common Housing	Needs
Shelter	
Hut	Water
Plain Cottage	Bland food, ancestor worship
Attractive Cottage	Plain food, hemp
Spacious Dwelling	Herbalist, music
Elegant Dwelling	Appetizing food, ceramics
Ornate Apartment	Acrobat, acrobat, acrobat
Luxurious Apartment	Daoism or Buddhism, tea
Elite Housing	Needs
Modest Siheyuan	Appel, hemp, ceramics
Lavish Siheyuan	Appetizing food, ancestor worship, herbalist, music, acrobat, silk
Horrible Compound	Tasty food, acupuncturist, bronzeware or lacquerware
Impressive Compound	Daoism or Buddhism, Confucianism
Heavenly Compound	Tea, Drama

Emperor

Rise of the Middle Kingdom

中國皇朝鼎盛之世 中國皇朝鼎盛之世 中國皇朝鼎盛之世 中國皇朝鼎盛之世

Hotkeys

The following "standard" hotkeys can be used when playing the game.

1	Republic Ministry and press opens Population full report	M	Empire/Helios select or sculpture or building footprint for map scrolling
2	Agriculture Ministry and press opens Agriculture full report	S	Mousing: See supplies
3	Industry Ministry and press opens Industry full report	K	Housing: See walkways
4	Commerce Ministry and press opens Commerce full report	G	Agriculture: see agriculture
5	Safety Ministry and press opens Safety full report	T	Agriculture: see water table
6	Government Ministry and press opens Government full report	I	Industry: see industry
7	Entertainment Ministry and press opens Entertainment full report	C	Commerce: see distribution
8	Religion Ministry and press opens Religion Offerings window	W	Safety: see water
9	Military Ministry and press opens Military full report	H	Safety: see medicine
0	Aesthetics Ministry and press opens Monuments full report	Z	Safety: see guards
.		Q	Safety: see crimes
/		X	Government: see tax income
-		Y	Government: see problems
=		E	Entertainment: see all entertainment
[N	Entertainment: see festivals
]		O	Entertainment: see musicians
~		C	Entertainment: see acrobats
Ctrl		A	Religion: see Ancestors
Ctrl + F1	Set map bookmarks 1 to 4, respectively	Q	Religion: see Daoism
Ctrl + F2	Jump to map bookmarks 1 to 4, respectively	B	Religion: see Buddhism
F1	Toggle Windows Mode	C	Religion: see Confucianism
F2	Set resolution to 800x600	V	Military: see security
F3	Set resolution to 1024x768	D	Aesthetics: see desirability
F4	Center window on screen	~	Aesthetics: see long life
F5	Open Online Help/ Table of Contents	Ctrl + G	Assign group # 1 to 5, respectively to selected military company
F6	Decrease game speed 10%	Alt + G	Selects military company 1 to 5, respectively
F7	Increase game speed 10%		
F8	Toggle overlay		
F9	Use currently selected "tab"		
F10	Rotate map to North view		
F11	Rotate map clockwise		
F12	Rotate map counter-clockwise		
Arrow Keys	Scroll map		
Alt + X	Exit the game		
Enter	Begin and send chat message		
F	Pause game		
R	Rotate selected sculpture or building footprint		

