Original topic: http://www.knightsandmerchants.net/forum/viewtopic.php?f=32&t=2351

You choose bonuses by placing adequate house plans, as follows:

1. **Inn - "Survivalists"**: your units are never hungry. Ever. Quarry is unlocked after building the School house.

2. **Sawmill - "Engineering"**: every building is unlocked from the start, and Laborers take half the usual time to build them.

3. **Metallurigst's - "Rich"**: endless gold in Schoolhouses (and only there), and you get double the normal amount of wares from trading.

4. **Stable - "Explorers"**: your soldiers and Towers have double the usual vision range, breeding your horses costs 2 Corn instead of 4, and occupied buildings get repaired over time. Towers are still destructible while self-repairing.

5. **Iron Smithy - "Master crafters"**: armors' and weapons' production is increased by 50%.

6. **Barracks - "Tough people"**: you train Barbarians instead of Militia. 2 Hand Axes per Barbarian are needed.

7. **Watchtower - "Snipers"**: your ranged units have 15% chance to kill their target in a single arrow/bolt.

8. **Marketplace - "Retribution"**: any enemy unit that attacks yours has 5% chance to get killed instead.

The instructions on how to choose and a reminder of the bonuses are presented in-game as messages.

Changelog:
v2-01:
- Removed three meaningless checks.
- AI players can now recruit Barbarians at the same cost of a Militia, in order to overcome a conflict between their programmed behaviour and this map's script.

v2-00:
- Rewritten, for a tidier, lighter and more efficient code. Hopefully.

v1-13:
- Player names are now color coded.
- It is now possible to easily choose between the new, faster, build order included in KaM Remake and the classic, slower, one, by editing the script (changing the boolean "aEnableOldBuildOrder" in OnMissionStart).

v1-12 :
- Explorers have the Farm unlocked after the Inn.
- Explorers' horses now cost half the normal Corn amount.
- Snipers now get their bonus on attack instead of on wounding - this is a massive buff, so the chance is reduced to 15%.
- Tough people now can make axes at the normal price, but need 2 Axes to equip 1 Militia.
- Rich have their starting Gold restored and can mine for (and sell) it.
- Demolishers are now named "Retribution", can be chosen with the Market and their bonus is

a passive 5% chance to kill any unit that attacked them.

- Master Crafters now get 50% increased Weapon and Armor production.

v1-11 :

- Script updated to use the function SetLength.

v1-10 :

- Script updated for KaM Remake RC3.

v1-9 :

- Changed the order in which the bonuses are presented.
- Changed some of the buildings to be planned when choosing a bonus.

v1-8 :

- Deleted the .mi file, now SetSpecial works.
- Fixed translation files.
- Overlay texts now refresh every 15 seconds.

v1-7 :

- The script should now be independent from the map and easily exportable. Remember to copy the .libx files too!
- Added SetSpecial to the map's description file, nothing seems to be changed though.
- To choose a bonus, you now have to plan a building.

v1-6 :

- Bugfix: for Demolishers and Snipers, the script now checks for the involved units/buildings to exist and be alive/not destroyed.
- To prevent cheating, the Storehouse is now disabled too until a bonus is chosen.

v1-5 :

- Explorers now have a x2 Line of Sight bonus on soldiers and Towers.
- Bugfix: Engineers now actually get their x2 construction speed bonus.

v1-4 :

- Explorers no longer see the whole map.
- Explorers now only need 3 Corn to breed Horses instead of 4.
- Survivalists no longer get 2 Skins instead of 1 Pig + 1 Skin from Swine Farms.
- Allies now get an overlay message stating what did you choose.

v1-3 :

- Tough people now don't trade Axes, and need 8 Timber to produce one.
- Rich now starts with no Gold and won't mine for it.
- Survivalists now start with no food and won't produce any.
- Survivalists now get 2 Skins instead of 1 Pig + 1 Skin from Swine Farms.

v1-2 :

- Second batch of the readability fixes.
- Master crafters now only convert Coal when they need it.
- Bugfix: soldiers-bonus-placeholders are now added through script, and can now be removed regardless of where the player managed to move them.

v1-1 :

- First batch of the readability fixes.
- For Master crafters, Weapon and Armor smithies are now unlocked after Tannery.
- AIs now get to choose a bonus too.

v1-0 :

- Original version.

Credits:

- House Icons images taken from http://www.knightsandmerchants.net/information/buildings/
- Map made by koczis12
- PDF file made by Tiank
- Script made by Esthlos