UPDATE
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For customer support, email support@rebellion.co.uk

1) ONLINE PLAY
Playing over the Internet is no longer possible. LAN play is available.

2) GRAPHICS ISSUES
Check your graphics card drivers are up to date.

2.1) Winodows 8.1/10.
Please ensure the windows feature 'Direct Play' is installed.

3) AUDIO ISSUES
Check your audio card drivers are up to date.

4) STEAM OVERLAY
No access to Steam overlay while running this title.

5) SCALING Windows 7/8/10.

Scaling at +150% can cause issues.

6) UPDATED MINIMUM REQUIREMENTS

OS: Windows Vista, Windows 7, Windows 8 or Windows 10
Processor: 1.8 GHz Processor
Memory: 512 MB RAM
Graphics: NNVidia/ATI 3D graphics card compatible with DirectX 7 with Hardware
T&L support (compatible with DirectX 9 recommended)
Storage: 500 MB available space

7) Other in game known issues

On Windows 7 user could experience a 256 Colour corruption on FMV during first
boot of title.
Certain Menus and screens instantly dismiss
unable to navigate to centre of the map in editor as cursor snaps to corners

The remainder of this document is the original readme.txt file, some of which
may no longer be relevant.

LORDS 2 VERSION 1.03 PATCH

MANUAL CORRECTIONS

Help (pg11) The entire manual is available on-line from the Help menu. Choose

'Help', then 'Game Help' and then 'Start Game Help' to launch the on-line manual.

Play Now!! (pg13) is a campaign game. This links eight of the maps into a campaign that will get progressively more difficult with each map (and contains at least one hidden surprise). The 'custom' settings for each of these maps are preset, except for the advanced settings of Farming, Foraging and Exploration, which you can use or not at your pleasure.

Ale (pg28) To get any benefit from ale, you must purchase at least 1 barrel of ale for every 10 people in your county. Once you do this, a +1 Happiness indicator will appear on the purchase ale pop-up. You can increase the happiness effect up to a maximum of +5 by purchasing more ale at the same ratio of 1:10 for each level of happiness.

Population Growth. (pg29) Birth rate depends on happiness, death rate depends on health. Rations have an indirect effect on both birth and death in that it affects both happiness and health.

Field Reclamation. (pg41) Multiple fields can be simultaneously reclaimed in a county. Any given field will always take a minimum of 4 seasons to reclaim. However, if you assign more workers than are needed for reclamation of one field, the remainder will work on a second field that is set for reclamation. The only limit to the number of fields that can be simultaneously reclaimed is your population. Note that labor is not divided equally between fields; a field will be assigned the maximum number of workers that it needs before any will work on a subsequent field.

Herd Overcrowding (pg42) There are four states of overcrowding: low herd crowding, average herd crowding, overcrowded, and massive overcrowding. Crowding directly affects the birth and death rates of your herd. You can see the crowding status by clicking on any cow field or by clicking on the dairy maid section in the advanced labor panel. The graphics on the map give a good indication of crowding level, but there is no graphical distinction between overcrowding and massive overcrowding.

Blacksmiths and Resources (pg48) Any blacksmith that is active is assigned a portion of your global resources for his work that is based on the total number of blacksmiths that are 'on'. Be aware that turning a blacksmith on will reduce the resources available to other blacksmiths and can change the labor allocation of counties that have already been adjusted that turn.

Castle Building and Resources (pg50) You may not allocate any labor to castle construction until all resources for the castle have been collected. The info panel will display a wood and/or stone icon next to the castle building icon in any county that has started building a castle but has insufficient resources to begin construction. Wood will not be shared with blacksmiths: any resources collected are immediately and irrevocably assigned to the castle under construction unless castle construction is 'off' in that county. Turning castle construction 'off' can also be useful if multiple counties are constructing castles: castles with construction 'on' are assigned resources, castles with construction 'off' are not, allowing you to decide which castles will get

resources first.

Altering Castles (pg53) You may not downgrade castles.

Castle Garrisons & Foraging (pg54) Armies in castles forage for themselves, and therefore do not eat from county stores. When foraging is on, building large castles and keeping your army inside is an effective way of avoiding starvation problems.

Army Wages (pg68) You will be warned the first time you fail to pay army wages. If you fail to pay them on subsequent turns, some of your troops will desert each turn until a mutiny occurs. Pay careful attention to the messages that appear at the start of each turn. These messages will tell you if any men have deserted or if a mutiny is imminent.

Splitting Armies (pg75) Armies can be split at three different times/circumstances:
1) An army normally can only be split only at the start of its movement in a turn. Splitting does not use all the movement for a turn, but cannot be done if the army has used any movement points that turn.
2) Splitting out of castles. Armies in castles can be split as follows: the 'daughter' army (to the right of the Split Army screen, this starts out with zero men) will leave the castle while the 'parent' remains as garrison.
3) Splitting into castles. If you try to move an army into a castle with a garrison limit smaller than the combined size of your army and the current garrison, you will be asked if you wish to split your army. The 'daughter' army will advance into the castle. When splitting into castles, you may split off less than 50 men. This will make it much easier to bring a current garrison up to its maximum size.

Disbanding Armies (pg75) Right-clicking on an army accesses an information pop-up that includes the army's county of origin. This is the county that your troops will return to if they are disbanded. Any weapons they are carrying are returned to your treasury. If you no longer control an army's county of origin, you can only disband it by moving it to any friendly county before disbanding it. The army will join the population of the county they are in.

Capturing Counties (pg76) All county towns (player, AI, or neutral) will defend themselves with a portion of the population of the county. If a friendly army is adjacent to a county town that is attacked, that army will defend the county instead. If a garrisoned castle is present in the county, it must be attacked instead of the county town to gain control of the county.

Retreats (pg82) Armies that retreat will suffer some casualties. Any army that would have less than 50 men after retreating is eliminated instead.

Besieged Castles (p.87) When one of your castles is under siege, you may only leave the castle to engage the sieging force, and you may not enter the castle or strengthen the garrison until the siege is lifted.

Siege Towers (pg91) Once siege towers reach a wall and 'dock' with it, they can not be moved again.

Boiling Oil (pg94) Oil is designed for use by the besieged for defense of the castle. Trying to move oil out of any door will register as an attack order and dump the oil.

Drawbridge (pg95) Note that only the Stone and Royal castles have drawbridges. Within a siege, drawbridges can not be closed once they have been opened.

Army Foraging (pg107) Soldiers that don't eat starve and desert. Armies will always try to eat normal rations regardless of the ration level set in the county. If an army does not achieve at least half rations, you will be warned. On subsequent turns, if the army still doesn't eat, some of the soldiers in that army will die/desert each turn. If this condition persists for more than a few turns, the entire remaining army will leave your service. As with wages, pay attention to the messages at the start of your turn to get a feel for the effects of starvation on your army. In addition, right-clicking on any army will provide information about its current health (this only applies with foraging on).

Custom Games (pg109) The Difficulty Level determines how challenging the computer opponents will be, and also how many usable fields are in each county at the start of a game. County status determines the starting population, number of cows, amount of grain, health and happiness of counties at the start of the game, but not the number of usable fields.

Overpopulation (pg115, #5) You may no longer slaughter your own villagers (this was too brutal for even the 13th century).

Quaintville (pg128) The Quaintville map was completely changed. The new map is an 'N' shaped map for 2 players only and contains 4 counties. This is the first map of the campaign (Play Now!!). This is a perfectly balanced 2-player kingdom. There are two sets of roads on this map: one that connects all county squares and one that provides shortcuts between county squares of non-adjacent counties. Some off-road movement can also shorten travel time.   The starting counties are contiguous even though it is not possible to move directly between them.