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Please check your technical supplement/tutorial booklet and the file on your game disk entitled README.TXT for information on changes made and additional features added to LORDS OF THE REALM after this manuscript went to press.

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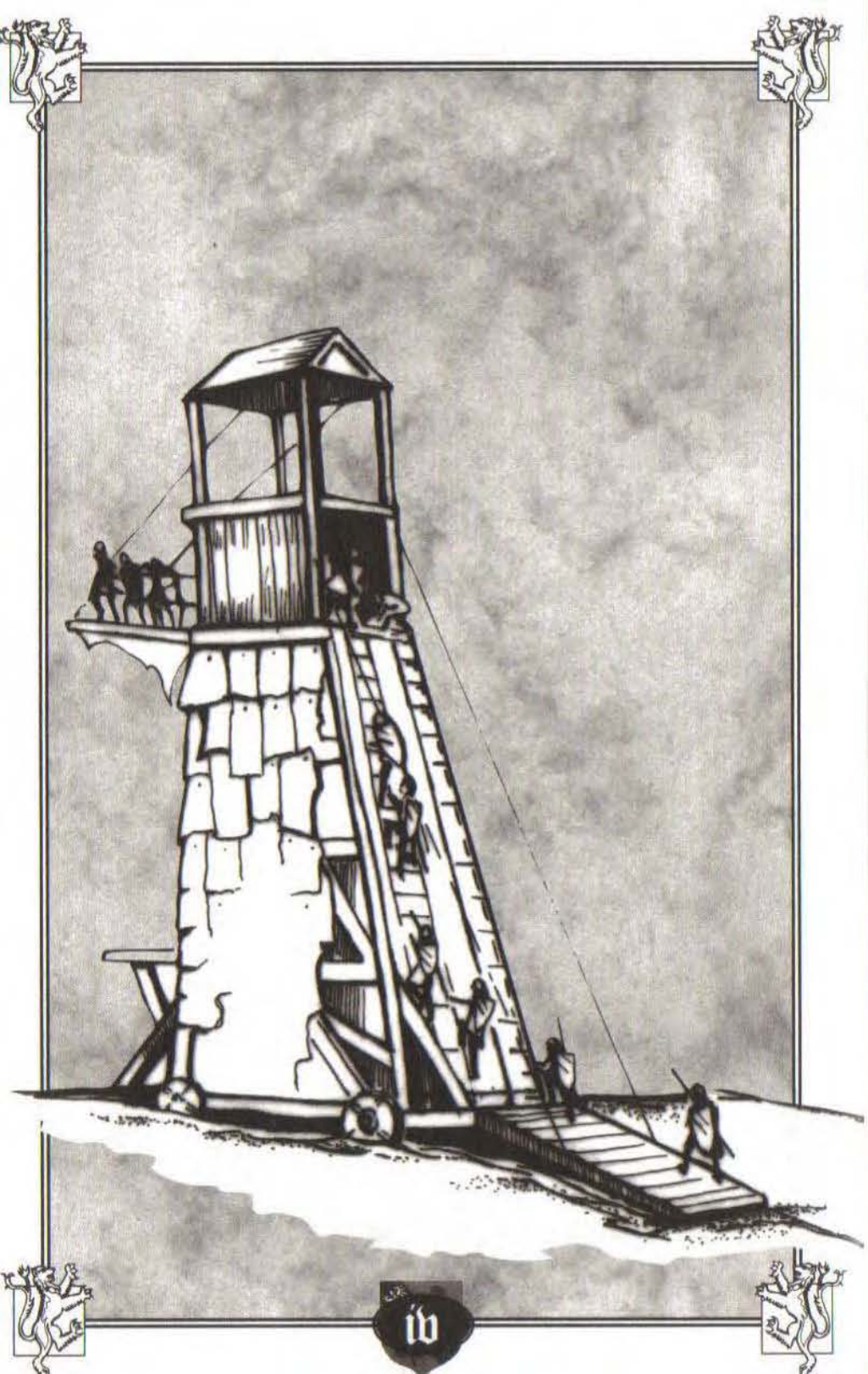

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Welcome to



The year is 1268, and the throne of England sits empty. The lands of England and Wales are controlled by powerful nobles who do as they please and answer to no authority. They make constant war upon each other and cruelly oppress the lesser folk of the land. The people cry out for a single leader, great in both wisdom and strength, to unify the land and make it thrive once again.

You are that leader. You, and you alone, can restore prosperity and happiness to the land, care for the people, and end the ceaseless feuding among the nobles. But in order to claim the crown that is rightfully yours, you must first prove that you have what it takes to be the King. Can you make your counties thrive? Can you keep your people safe and well? Can you defend your lands from the aggression of the other nobles? If not, the country is doomed.

Only power and wisdom together will make a true ruler.

Long Live the King!

Where Do I Start?

To get the most enjoyment out of your new game as soon as possible, we recommend that you start by reading and trying the Game Tutorial in the *Technical Supplement and Tutorial* booklet included with this game. After you have finished the tutorial, we suggest that you read the **Game Overview** section of this manual first. You can then read the rest of the manual to get a better understanding of the game's features, or just refer to those sections that deal with the parts of the game you find most interesting or confusing.

Installation

For complete instructions on how to install Lords of the Realm, how to start the game, and where to find help if you need it, please refer to the *Technical Supplement and Tutorial* booklet.

Saving, Quitting, and Game Options

The commands to allow you to save, restart, quit, or load games and to set the game options for sound, music, and speed are found on the **Kingdom Map** screen (described in the **Kingdom** section of the manual, below).



Game Overview

In Lords of the Realm, you are a noble lord of England or Wales in the thirteen century A.D. Your objective is to manage your kingdom with enough skill to become king. To do this, you must show that you can rule wisely and well by delivering prosperity and happiness to your people, and by defeating the other five nobles of the land — all of whom have the same ambition to gain the crown that you do.

You begin the game as the ruler of one small county, assigned randomly each time you play, somewhere in either England or Wales. Your county starts out with a small population of peasants, a meager amount of stored food, and sixteen fields available for farming with grain, cows, or sheep. Your first priority as lord of this county is to see that your people tend to its fields properly so that there is enough food for everyone. If your people are well-fed, they will become healthy and content, provided that you don't tax them too harshly or conscript large numbers of them into your armies. If your people are happy, their numbers will increase. More children will be born, and the good conditions in your realm will attract immigrants from other, less happy counties. If your people aren't happy, they will leave your counties to go to better lands — and if things get bad enough, you might face a peasant revolt.

In order to keep your county prosperous and secure, however, you must be able to respond to external as well as internal threats. Bands of roaming outlaws will sometimes appear to steal food, ruin your fields, and kill your people. The other nobles of the land may decide to send an army across your borders to try to take your county by force. In order to defend yourself against these threats, you will eventually need to build a castle in your county and raise an army to garrison it. A healthy and happy county with a large population can provide workers to gather building materials for your castles and to do the construction work. A large, healthy population will guarantee that you have enough

people to both keep the fields productive and at the same time build your castle. A large population will also be less disturbed by the conscription needed to create an army, or by the higher taxes you may have to levy in order to be able to hire skilled mercenaries or buy weapons and army.

Game Time

The game progresses in turns, each of which represents one season of the year. As each turn begins, the season shown is just ending, and you will have to make the management decisions to keep your county prospering during the season which will follow. When your population is small, you must pay close attention to how you assign tasks to your workers. The demands of the fields will change from season to season as they are sown, tended, and harvested. Winters are harsh, and your population will sicken and die more easily. The turning of the seasons is the rhythm of life itself for you and your people.

When you have turned your starting county from a poor and miserable place into a prosperous and happy land, it will be time to start extending the benefits of your wise and careful rule to other counties. If you rule your lands well enough, some counties may come to you and request that you bring them under your leadership. Others may swear fealty to you if you extend generosity toward them with a kingly gift. If necessary, you may have to send your soldiers out to bring them under your rule by force, although this will reduce the county's population and make it that much harder for you to bring it back to prosperity.

You can take one of two paths to glory: succeed by might, or by stealth. Both paths are long and hard, and danger lurks around each corner — but with wise ruling and a little good fortune, the throne will be yours.

Good luck!

The Game Interface

The Mouse and the Mouse Pointer

A mouse is required to play Lords of the Realm. When this manual tells you to click on something, you should click the **left** mouse button, unless the instructions tell you to use the right one instead.

Most of the time the mouse pointer will look like a **golden scepter**. Any other pointer shape tells you that you are about to use a special command, that you have entered a special game area, or that something else unusual is happening. Generally, the scepter must be showing in order for you to give commands to the game.

Mouse Commands

Lords of the Realm uses several different symbols for mouse commands.

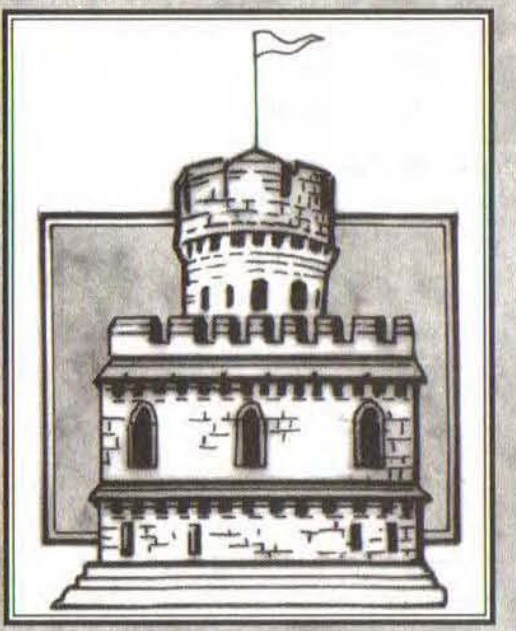
- *Buttons* are small square boxes with a smaller solid red square in the center. Move the tip of the scepter (or other symbol) over the box and click to give that command. The box will change color briefly when the button is clicked.
- *Arrows* usually appear in pairs. Use *up/down* arrows to scroll through a list of options until you see the one you want. Sometimes you may have to click on the list entry as well to make your choice, once you see it. *Right/left* arrows will appear near a number, and are used to raise or lower that number. Click on an arrow the same way you click on a regular square button to give a command. For most arrows, you can change the display more quickly by clicking and holding the mouse button on the arrow.
- *Icons* are small squarish boxes with pictures on them. Each picture represents the command that will be executed, or the game area that you will enter, when you click on the icon box. One set of icons that you will often see is a pair of gauntlets side by side, one pointing thumbs up and one pointing thumbs down. These will appear when the game wants you to confirm a command. To execute the command, click on the thumbs-up gauntlet. To cancel the command, click on the thumbs-down.

When you select a function, one of three things will happen:

- That command will be executed; *or*
- You will enter a new game area with more command options; *or*
- A *pop-up panel* will appear over the first screen, giving you more information, more command options, or both. Usually, clicking the right mouse button will cause a pop-up panel to disappear.

Keyboard Commands

A number of game commands can be given from the keyboard without using the mouse, which you may find more convenient. For a complete list of keyboard commands, see the technical supplement booklet. To exit Lords of the Realm at any time, press **Alt-X**. On most screens, this will take you out of the game immediately (after confirmation.) On a few screens, the confirmation box will not appear until you leave that area. (Your game will not be saved.)



Getting Started

When you first start up Lords of the Realm, you will see several title screens and an animated introduction. If you wish to skip these, click any mouse button on each screen until you see the game selection panel which asks you to choose what type of game you want to play.

Select a Game Type

The game selection panel lets you choose one of three game types by clicking on the button next to it.

- Click on Start a New Conquest to bring up the rest of the start option panels for a new game.
- Click on Load a Saved Conquest to bring up the list of saved games. To load a game, click on the filename that you want, and confirm your choice. To exit without loading, click on the thumbs-down gauntlet.
- Click on Set Up a Modem Conquest to bring up the set-up screens for a modem game. See the technical supplement for directions on how to play Lords of the Realm over a modem link.

Set the Difficulty Level

The second panel lets you control how hard the game will be by setting three difficulty factors.

- Economy Level controls how much food you start with, and changes the frequency of good and bad weather and events. Click on the arrows to choose one of five levels: novice, easy, normal, hard, or expert.
- Warfare Level controls how tough your computer opponents will be during battles and castle sieges. Set the level the same way as you set the economy. (The two levels do not have to be the same.)
- Limited Visibility controls how much information you have on the parts of the country that you don't rule. Click on the button to toggle the setting either *On* or *Off*. For an easier game, turn the Limited Visibility off, which will allow you to see everything in the country. With the Limited Visibility turned on, you can only see territory which you control, or through which your army is marching, or areas close to your castles.
- Click on the OK button when you finish setting the levels.

Choose the Number of Players

Click on the button next to the number of human players who will be in the game. The rest of the six nobles will be played by the computer. If you are playing with more than one human player without a modem connection, the game will give each human player a chance to take action on his or her turn, and will play each of the remaining nobles, if any.

Select Your Shield

Choose a name by typing it into the box at the top center of the screen, then pick a colored shield as your emblem by clicking on it. The color of the shield will become the color used to mark all your counties, armies, and castles. After every player has chosen a name and shield, a new panel will appear, showing you the playing order for the six nobles. Right click on this screen to start the game.



Surveying Your Realm

The first screen you'll see when you start the game is the **Map of the Realm**. From here, you can view all of the counties in England and Wales, get some useful information, make long-range plans, and jump quickly between counties.

Map of the Realm




Show Flags


Show Armies


Show Battles

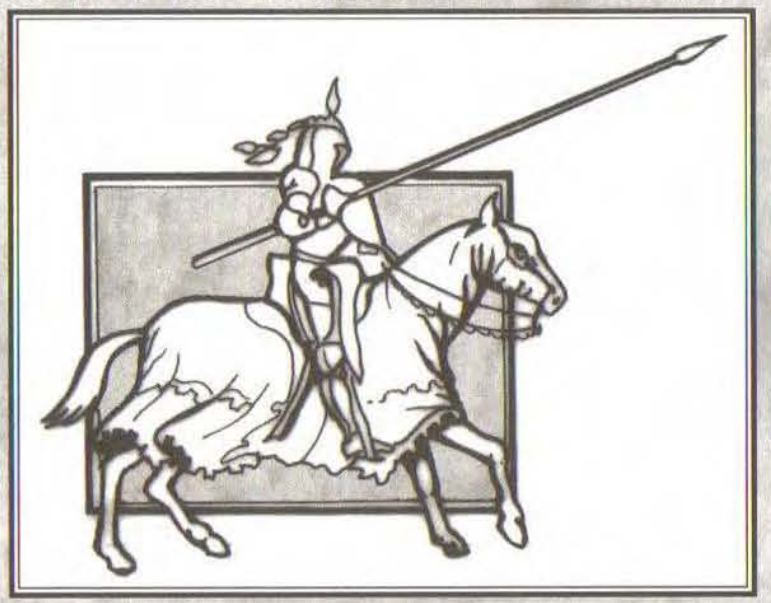

Show Castles


Show Merchants

This map shows you the boundaries of the counties as dark lines, roads as light lines, and forests as patches of dark green. You can add more information to the map by clicking on the *Compass Rose* at the top left corner of the screen, which controls whether or not the five *Viewing Icons* will be shown on the screen. Each icon controls a different map symbol. When a symbol is toggled off, the icon is darkened. All of the symbols (except for the merchants) are color-coded with the shield colors of the six nobles.

- The flag icon places a pennant in each county controlled by one of the six nobles. This icon has three settings: large flags, small flags, and no flags. There is no effect from the change in flag size except to make the flags easier to see on a crowded map.
- The knight places small rectangles on the map to show you where armies are located.
- The swords mark the locations of battles with a pair of crossed swords. The sword hilts show the colors of the combatants. (Outlaws and revolting peasants appear as a yellow-hilted sword.) As the map becomes more crowded with symbols, the swords will become smaller to improve visibility on the map.
- The castles show where castles are being built or have been completed. Each castle has a flag showing which noble owns it.
- The wagon places a small wagon symbol on the map to mark the location of each of the traveling merchants.

As you move the mouse pointer over the map, the box in the lower right corner will show the name of the each county. You can zoom up to the **Kingdom Level** by clicking anywhere on the map of the realm. You will always appear in whatever county the scepter pointer was over when you clicked.



In the Kingdom

When you click on the map of the realm, you will move to **Kingdom Level.** You can do the following things from this level:

- Go to the Map of the Realm
- Load, save, and quit your game, or change the game options for sounds and speed.
- Tax your subjects, monitor your treasury, and send messages to your opponents.
- Command your armies to march, engage in battles, and attack enemy castles
- Move goods from one county to another
- Get information to keep track of your progress and tell you how well you are doing compared to your opponents
- Locate outlaws who are raiding your lands
- Design, locate, and build your own castles
- Monitor the general state of your lands, castles, and armies
- End your turn

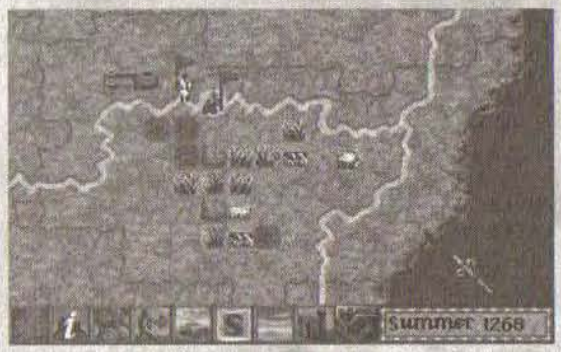
The first time you move to the kingdom level each turn, a banner will pop up to tell you the current season. In the lower right corner of the screen is a rectangular box which displays the name of the player whose turn it currently is. Around the edge of this box is a zig-zag border that changes color with the seasons: in spring, it will be light green; in summer, dark green and gold; in autumn, gold and red; and in winter, blue and white. This border appears on most of the screens and panels in the game, as an easy reminder of the current season.

The Kingdom Map

Most of the main kingdom level screen is filled with a detailed view of the thirty counties, the **Kingdom Map.** The *Icon and Information Bar* along the bottom shows eight command icons, the "End Turn" shield, and the name box. To scroll from county to county, move the mouse pointer to the edge of the screen in the direction you want to move. At

the bottom, you need to put the pointer at the bottom of the row of icons to start scrolling.

Map of the Realm



County borders are shown as narrow gold lines and roads as thick tan lines. Dark green areas represent deep forest.

- On the road in each county is a building with a cross on top. This is the *town cross*, the point that must be captured to take control of the county. (If there are occupied castles in the county, you must defeat the castles first before attacking the town cross.) A colored flag at the town cross shows that the county is controlled by a noble. There is never more than one town cross per county.
- Each small house in the county stands for a certain number of people. The more small houses in the county, the bigger the county's population.
- Each county farms exactly sixteen fields, which are arranged randomly around the county. The symbol in the field shows what is being farmed there: cows, sheep, or grain. Fields that are *fallow* (being allowed to rest) are shown filled with grass. Fields that are *barren* (unfarmable) are shown as bare dirt and rocks. The grain fields appear fallow in the winter, after they have been harvested, and become grain again in the spring.
- An army appears as a number of knight figures carrying their noble's banner. A small army will appear as a single knight, while a

larger one will have two or three. Bands of outlaws or revolting peasants are shown as a peasant figure carrying a torch. Castles begin as foundations only, and "grow" as they are built, until completed.

You can get a summary of information about one of your armies or castles by clicking on the map figure which represents it. For an army, this will tell you what kind of soldiers you have, what their health and morale is, and how much you are paying them in wages. There are also two buttons on this summary panel, one which allows you to *split* the army into two groups, and one which will *disband* the army, but only if it is in its home county. For a castle, you can see how far along the building is and the amount of time and materials it will take to finish. You may also get information on the castles of your opponents or on bands of outlaws, but you cannot get information on enemy armies. Clicking anywhere else on the kingdom map will take you to the **County Level** (covered in the next section) if you control that county. To go back up to the Map of the Realm from the county level, click on the *Realm Icon* at the far left of the Icon Bar.



Game Controls, Information, and Options

Click on the "**i**" icon to bring up the five game controls.

- The Castle icon restarts the game.
- The Doorway icon quits the game.
- The Information icon brings up the game options panel (see below).
- The Blue Diskette icon lets you load a saved game. The saved game screen will appear. Click on the saved game you want to load, and click on the thumbs-up gauntlet to confirm your choice.
- The Red Diskette icon lets you save your current game. Either select an old game to save over, or type in a new name for your saved game, and click on the thumbs-up gauntlet. You can save an unlimited number of games (up to the space limit of your hard drive.)

The *Game Options and Information* panel appears when you click on the

Information icon. The box at the right side of the panel lists the six players, each name shown in that player's color and in the order in which they go. The bottom of the panel shows the difficulty levels of the current game. Click on the buttons in the box on the right side of the screen to turn the sound effects and music on or off, and use the arrows to set the game speed and the scrolling speed to the level you like (100% is the fastest.) When you have set all the options, click on the OK button to exit the panel.



Manage Your Treasury

Click on the Coins icon to go to your treasury. The bottom of the screen shows a graph of the amount of funds in your treasury over time. To change the scale of the graph, click on the arrows at the left of it. Above the graph is a chart showing you how much money, building materials, and weaponry you have in stock. The first number in this box appears in blue text and shows you what your current total for each item is. The second number shows the change from last season, including any changes you make during the current season; it will be red if you have lost money, and black if you have gained it. Click on the button next to the *Crowns* entry to get a detailed summary of your finances for the current season. Click on the button next to the *Arms* entry to see how many you have of each type of weapon.

Treasury Screen



Collect Taxes

Use the arrows at the top right to set the tithe (tax) rate for the people in the county. Tax rate is determined as a certain number of gold coins per ten people, so the larger your population the more money you will be able to collect in taxes. The higher you set your taxes, the more unhappy your peasantry will become. If you must set tax rates at a high level in order to raise cash in a hurry, you will have to pay extra attention to the other factors which affect your people's happiness to keep the county in good condition.

Send Messsages and Make Alliances

Just below the tithe setting is another button marked *Dispatch Message*. Click on this button to bring up the message panel which you can use to communicate with your opponents. Use the first pair of arrows to select the noble to receive the message, and the second to set the type of message to send. If there is more than one human player, you can use the message box to send the exact text of your message to the other player. For computer opponents, only the style of the message matters, not the text, but you can still enter specific text for the message if you like. This panel will also show you which of the other nobles you are currently allied with. When you are ready to send the message, click on the *Dispatch* button at the bottom of the panel. The other player will receive the message on his turn. Messages sent to you will be presented at the start of your next turn.



Move Your Armies

Click on the Knight and Arrow icon to move your armies around on the kingdom map and send them to attack your opponents. When you click on this icon, the mouse pointer will change from a scepter to a mailed fist. With this pointer, you can still scroll as usual, but you cannot click on any of the command icons, get army or castle information, or go to the County level unless you first click the right mouse button to bring back the scepter pointer. Locate the army you want to move on the kingdom map, place the fist on top of the army figure, and click to select that army. The fist pointer will change to include the army's flag.

As you move the fist pointer away from the army, a trail of colored dots

will follow it, leading from the army to the destination you want. The dots will show you how far your army can march along the path you've chosen. When the dots stop appearing, you've reached the limit of your army's movement for that turn. The color of the dots shows you what sort of terrain your army will be crossing: gray for road, red for fields, and gold for possible targets (town crosses, other armies, or enemy castles). The easier the terrain, the farther your army can move. Roads are easiest, fields more difficult, and forests and water are impassable. Once you've marked a good route for your army, left click on their destination and the army will march to that point. Your army can move only once per turn, even if it has not moved as far as possible.

If your army's route will take it over the border of a county that you do not control, the people in the county will send you a message to let you know how they feel about you. They may choose to welcome you, they may threaten you, or they may even voluntarily join your kingdom. If the locals are hostile, you may be able to appease them with a bribe, if you have the money, by clicking on the button next to the amount you want to offer.

If your army reaches a possible target, such as a town cross, army, or enemy castle during its march, you will have the chance to order an attack (see the **Castle Siege and Battle Manual** for Details). While any army is marching (including bands of outlaws), the mouse pointer changes to a shield with an animated gold lion. If you have the game visibility set so that you can see the entire kingdom, left clicking while this shield is showing will take you to the location where that army is marching.

If you move one of your armies onto the figure of another of your armies, you will be able to combine the two groups into one larger army, if you want. If each army has a mercenary group, however, they cannot be combined until you have gotten rid of one of the mercenary troops since the final army is only allowed to have one.

Pillaging

If your army's path crosses a field that is being farmed, you will be offered the chance to have them stop and destroy the field. If you agree, the army will stop at that field and pillage (ruin) it until it becomes

barren. All grain or livestock on the square will be destroyed. You can also march your army onto one of the houses in the county and order them to kill the peasants, to lower any enemy lord's population.



Transport Goods Between Counties

Click on the Wagon icon to transport goods from one county you control to another county in your realm. When you click on this command, the mouse pointer changes to a mailed fist holding a sheaf of grain. As with the fist pointer for army movement, you can't give any other commands while the pointer is in this mode.

With this hand and grain pointer, click on the county which has the goods to be moved, then click on the county to which you want the supplies shipped. A panel will appear with a list of goods that can be moved. The first column of numbers shows how many units of each kind of good the county has in stock, while the second column shows how many units you want to ship. Use the paired arrows to move goods from one column to the other until you are satisfied, and then click on the button in the lower right corner of the panel to load the wagon.

When the kingdom map screen reappears, you will see a loaded wagon symbol by the town cross of the county from which the goods will be shipped. Every turn, the wagon will automatically move down the road closer to its destination until it arrives at its destination and the goods are added to the stores in the new county. Supply wagons can be attacked and destroyed by enemy armies or outlaw bands, so it might be wise to assign an army escort to the convoy to make sure it arrives safely.

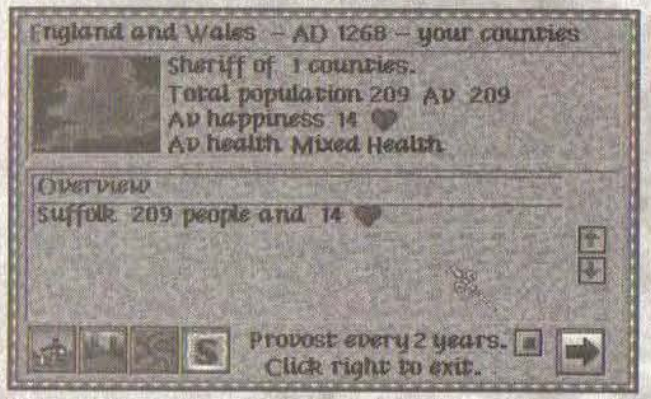


Check Your Progress

By clicking on the icon showing the letter "S," you can bring up a series of useful summary screens to find out how well you are doing in your struggle for the crown. The first summary screen can be set to show you three things, each controlled by one of the three picture icons in the lower left of the screen. The Knight icon brings up a summary of your armies; the Castle icon shows your castles; and the Counties icon will show you your counties. If the list

for any of these is too long to fit on the screen, you can use the up and down arrows at the right to scroll it until you can see the one you want.

Summary Screen





Show Armies



Show Castles



Show Counties



Steward's Report



Go to Current Selection

This screen also provides an easy way to get to any specific army, castle, or county. Select one name from the list by clicking on it, and then click on the large right-pointing Go-To Arrow in the lower right corner to jump back to the Kingdom map with the view centered on your choice.

The Steward's Report

The best overall indicator of the health and prosperity of your realm is the *Steward's Report*, which gives you a summary of your management and tells you whether the trends are up or down in all the key areas. This report will appear automatically at the beginning of the spring turn, in a frequency you set by clicking on the button just to the left of the Go-To Arrow to bring up a panel with a list of choices. Click on the button to select the frequency you want.

Steward's Report



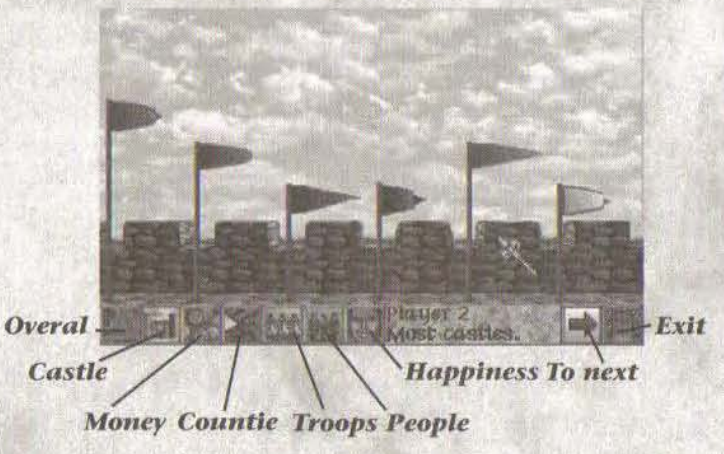
You can also access the Steward's Report at any time by clicking on the Steward icon (a capital S) on the main summary screen. The report will be created fresh each time you request it. To exit, click on the Doorway icon.

In addition to the main screen, the Steward's Report contains two other helpful screens which will give you a better idea of what your standing is among the six nobles of the land. To reach these screens, click on the Go-To Arrow from the first Steward's Report screen.

The first screen displays the *Status Flags*, each marked with the color of one noble. The relative heights of the flags shows how you stand when compared to the other nobles in seven important categories. The display can be changed to show the standings for each category by using the seven icons at the bottom left of the screen. The name of the noble who is leading in each area is displayed in the box just to the right of the display icons. The icons show the following things:

- Kingdom icon: overall standing.
- Castle icon: number of castles
- Coins icon: largest treasury.
- Counties icon: number of counties controlled.
- Knights icon: most troops.
- People icon: largest population.
- Smiling Face icon: happiest people.

Steward's Report: Status Flags



The last screen of the report displays a message to you from the top noble of the land. If you are currently in the lead, your Steward appears to congratulate you.



Watch for Thieves

This icon will show you when there are outlaws, revolting peasants, or enemy armies stealing from your lands. If all is quiet, this icon displays a picture of an empty field. If trouble arises, the picture changes to that of a bandit with a dagger. Clicking on the bandit icon takes you directly to the site of the problem. If there is more than one trouble spot, clicking on the icon repeatedly will take you to each of them in turn.

Enemy armies or outlaw bands harm your counties in two ways: they eat the food your peasants need, and they can pillage the fields or kill the peasants themselves. The presence of pillaging armies is a problem that should be corrected as quickly as possible by sending an army out to get rid of the thieves. If left alone, the thieves will keep doing damage until they eventually wander out of your territory.



Monitor Your Castles

Clicking on this icon will bring up a screen showing you the state of your fortifications in the current county. The top of the screen tells you how many castles are complete, are

being built, or have been destroyed, and shows you the amounts of building materials you have available. The middle of the screen tells you the state of the castles for the county the scepter pointer is currently over. A picture shows you how close your first castle is to being complete, with the amount of material and time required to finish it shown at the right. If you have more than one castle, you can view the rest of your fortresses by clicking on the pair of right/left arrows under the picture to bring up their information, one castle at a time.

The name of the castle is shown under the picture. If you want to change the castle's name, left click on the one shown and then type in the new name. Under the name of the castle is a button that will allow you to Demolish (stop building) the castle pictured, if you want. If you scrap a castle, you will get back some, but not all, of the stone and timber that went into its building. If any of your castles are damaged by a siege, a button marked Repair will also appear on this screen. Selecting this function sets your builders to work repairing the castle, and figures for the amount of stone, timber, and labor needed to complete the repairs will appear. A damaged castle that isn't repaired will fairly quickly crumble away into nothing.

At the bottom of the screen are two icons which let you design and build new castles to keep your lands secure (see **Create a Castle**, below.) To exit this screen, click the right mouse button.



End Your Turn

When you have finished taking all your actions for the season, click on the shield icon to end your turn. Each of the other players will then take his turn, as the shield design changes to show who is acting. If the shield changes to a brown shield with a yellow pitchfork symbol, it indicates that there are outlaws or angry peasants rampaging somewhere in the kingdom (though not necessarily in your lands.) The season will change just after the last noble in the playing order has finished his turn, and the cycle of play will begin again with the first player.



In the County

This level of the game is where you manage the affairs of each county and tend to your lands to keep them producing well. When you take control of a new county, it's usually necessary to spend some time on this level until the county becomes prosperous and happy enough to run itself with less constant supervision.

To get to the kingdom level, left click anywhere on the kingdom map inside the county you want to visit (except on an army or castle.) You can do the following things from this level:

- Control what food and how much of it your people eat
- Direct the use of your fields
- Assign workers to different jobs
- Trade and gossip with merchants
- Create and equip armies
- Check on the progress of the county over time

The first time you move to the county level each season, you will see a panel showing what major events have happened in the county since last season, and what the weather has been like. The weather in the game simulates real weather patterns so that nearby counties will have similar weather in the same season. The amount of sun or rain and the random events both can have a serious effect on the prosperity of your lands, either good or bad. As a reminder, the weather of the season just past is displayed again on the bottom of the *Fields* screen, while the random event is shown on the bottom of the *General* screen (see below for descriptions of these screens.) Clicking on this panel will cause it to disappear and the *General* county screen to appear.

There are six screens on the county level that you can use to manage the affairs of the county's populace. Each of them can be reached by clicking on one of the seven icons at the right edge of all the county screens. The last icon, the Doorway, returns you to the Kingdom level.


General


Fields


Labor


Trade


Create armies


County history


Exit

Population, Health, and Happiness

The first county screen to appear when you move to this level is also the most important. The *General* county screen has two key functions: it tells you what the *population*, *health*, and *happiness* levels are in the county, and it lets you determine how much and what kind of food your peasants get to eat.

The concepts of county population, health, and happiness are all very important to keeping your county in good condition, and they are closely interlinked. A change in any one of the three statistics is likely to cause a change in the other two as well. The higher all three of these statistics are, the better off the county will be.

General County Screen



Population is shown as a two-part number. The first part of the number, in blue, gives you the current total population in the county. The second part tells you how much the population has changed in the last season — in red if population was lost, or in black if it was gained. As a general rule, population will rise if there is enough food for everyone, and if the conditions in the county are good enough to encourage people to move in from neighboring counties (and to keep the ones already there from leaving, which they will do if the county is in worse shape than its neighbors.) The birth and death rates of your peasants will vary depending on the season (more will die in winter) and on their health and happiness. A high population will allow you to keep the fields well-tended to ensure that there is always enough food, and to still have some people left over to work on important tasks such as castle building.

Health is rated on a ten-level scale from *Diseased to Perfect Health*. Healthy peasants have more babies and fewer deaths each season, so a high health rating contributes a great deal to keeping your population high. The health level in the county also strongly affects the peasants' level of happiness. The best way to keep your peasants healthy is to see that they get enough to eat. Peasants fed short rations will start to sicken and more of them will die each season, while peasants fed extra rations will become healthier. Both of these effects will take some time to be noticed. The more drastic the change in food supply, the faster the change in health will take place. Therefore, putting your peasants on short rations for one season isn't like to do serious harm to their health, as long as you see that they start getting enough food again as quickly as possibly. By the same token, you can't significantly improve the health of a county by feeding the peasants triple rations for a single season; the increase has to be maintained over several seasons to have a positive effect. Peasants may also become ill from a *Plague*, a random event which sometimes strikes.

Happiness, like population, is shown as a two part number. The first part, in blue, shows the happiness level of the county on a scale of zero to forty hearts (where forty is the best.) As with the population display, the change from last season is shown after the current rating, in red if the people became less content and in black if their happiness

increased. If there was no change, the second number will simply not appear.

The happiness of your counties is the single most important statistic in the game, on which nearly your entire victory depends. If the peasants in your counties are happier than those in neighboring counties which you don't control, you will get a steady increase in population as the peasants from those counties immigrate to yours in search of a better life. Sometimes an entire county may voluntarily give over its lands to your control, if they are impressed enough with how content your population is. By contrast, if your peasants become unhappy, they will leave for other counties, lowering your population. If they become unhappy enough, they may even revolt and turn outlaw, causing great damage.

There are many factors which affect the happiness your population. Among them are:

- *Food*. Well-fed peasants are happier than hungry peasants. In general, the better your people eat, the more content they will be.
- *Health*. Sickness and death will lower your peasants' happiness. Unhealth may be caused by insufficient food, or by a plague.
- *Taxes*. A high tax rate will make your peasants unhappy.
- *Conscription*. Conscripting a large percentage of the population of the county for your armies will make the remaining peasants very unhappy very quickly. Also, the morale of your conscript army will be low. You should wait until the county's population is large enough to support conscription before creating a conscript army, and should always try to take as small a percentage of the population as you can.
- *Ale*. If you buy ale from merchants, your peasants will drink some of it each season and become happier.
- *Random Events*. The random events that may happen at the start of each turn can have an effect on your county's happiness, for either good or ill.

By keeping the peasants' health high, you help keep their happiness high, and the high levels of these two factors contribute greatly to a steady population increase for your counties.

Food

Each county starts out with a certain amount of cows, sheep, or sacks of grain (although not every county will necessarily have all three.) If the county is properly managed, these amounts should increase naturally over time as the grain grows and the cows and sheep reproduce. You may also have the opportunity to buy more supplies from a traveling merchant, if you have the gold for it. Grain, sheep, and cattle can all be used for food, but with different consequences.

- *Grain* is the cheapest kind of food, but it takes many sacks of grain to keep your people well-fed. Also, you have to be sure to always keep enough grain on hand for the yearly planting, or your people will eat well this year but starve in the next.
- *Sheep* can be eaten, and one sheep will feed many more people than one sack of grain. Sheep that aren't eaten produce bales of wool, however, which can be sold for gold to buy other more useful things. Also, a small flock grows much more slowly than a large flock. If too many sheep are eaten too quickly, the flock might take many years to recover.
- *Cattle* will feed many people if eaten, but they can also feed a number of people with dairy products if they aren't killed. Eating too many cattle too quickly can cause more serious food shortages later when there are no dairy products available. And cattle herds, like flocks of sheep, grow slowly when the herd is too small.

Click on the ration arrows on the left side of the screen to set the amount of food you want the people in the county to eat, from no rations (no food at all) to triple rations (three times normal.) Just above the ration arrows are two boxes. The lower one shows what ration level you want, and the upper box shows what level your people will actually be eating. These two will differ only if there is not enough food available for your peasants to eat as well as you'd like them to. The game will remember the setting you desire, however, and if more food becomes available (due to a large harvest or a shipment from another county, perhaps) the rationing will return to where you set it.

The *Sliding Food Bar* allows you to control how much of each of the three food sources the peasants will use for food and how much they

will keep for other uses. The bar has three sections, one for each food source: blue for cattle, green for grain, and red for sheep. The proportion of the bar given to each color determines what proportion of their food the peasants will get from that source (after dairy products are eaten — see below); if the bar is divided into three equal sections, the peasants will get one-third of their food from eating cattle, one-third from grain, and one third from eating sheep. To change the proportions, click on the border between two of the sections, then hold down the mouse button and drag the border in the direction you want it to go. If there is not enough of that food source available, that section will stop growing when it reaches its maximum length. The proportions on the bar will change automatically as you adjust the ration level, if necessary. If the amount of food available changes from season to season so that it is impossible to hit the ration target you choose, the bar will change to show the new levels.

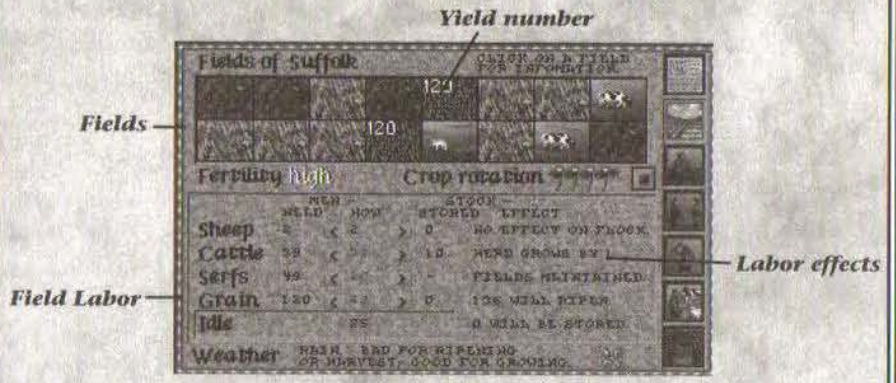
Under the food bar is a table showing how many sheep, cattle, and sacks of grain the county has, and how many of each will be saved and eaten next season at the current ration level. These numbers will change automatically as you adjust the sliding bar and the rationing level. Beneath that, the number of people who can be fed with dairy products from your cattle is displayed. Dairy products are always eaten first. If you are ever able to feed your entire population with dairy products, all of the entries for food use in the table will go to zero.

Note: Armies, both your own and those of your enemies, also eat food from your fields, reducing the amount left for the peasants. If food supplies are low, the cost of this support or thievery could drive your peasantry into starvation. Starving peasants are never happy.

Field Management

The *Fields* screen is where you direct your peasants to farm the land and tend the livestock so that you get the highest yield of food possible, and also decide what each field in the county is to be used for. At the top of the screen are the sixteen fields that belong to the county, each one showing a picture of what is being farmed in that field. (The number of fields being used for each type of food is generated randomly at the beginning of each game.)

Field Management Screen



A field may be used in one of five ways:

- *Grain.* A field farmed with grain is sown in the spring, grows through the summer and fall, and is harvested just before the winter season starts. It takes twelve sacks of grain to fully sow one field. When a field is sown with grain, a number appears in the upper left corner of the field square showing the expect yield (in sacks) from that field. Under the very best conditions, each sack sown yields ten sacks harvested, for a maximum yield of one hundred and twenty sacks from each field. The total that is actually harvested, however, depends heavily on the availability of labor, on the fertility of the ground, and on the weather. The yield number will change from season to season as the conditions change.
- *Cattle and Sheep.* Fields farmed with livestock don't change appearance with the seasons, but the number of animals pictured in each field will increase over time as the total number of cattle or sheep increases. It is possible to overcrowd your fields with livestock; if the number of animals pictured rises above three per field, their rate of growth will slow as the pastures become overgrazed.
- *Fallow.* A field left fallow is covered with wild grass. Fallow fields are "resting," regaining fertility.
- *Barren.* A barren field shows rocks and dirt. Barren fields will not produce any food at all. If the fields are poorly managed, some that were once fertile may become barren. A barren field may be reclaimed by serfs digging up rocks and spreading manure, if there is enough labor available, but this can take a long time, especially if the population is small.

If bad weather comes, some of your fields may be damaged and temporarily stop producing food. The two types of weather which can do this are:

- *Flood.* A flooded field will be shown covered with water and be unusable until the waters go down. Any grain or livestock on the field will be destroyed. After the flood, the field will return to its previous use.
- *Drought.* A field ruined by drought will appear dry and cracked and will not be usable until the weather improves. Any grain or livestock on the field will be destroyed. After the drought ends, the field will return to its previous use.

To change a field from one use to another, click on the field to be changed. A panel will appear with four icons, one for each potential use of a field. Click on the usage of your choice. If the field is currently sown with grain, any grain that was growing on it will be destroyed and lost if you change its usage. If the field used to have cattle or sheep, the animals will be redistributed to any other livestock fields of the right type. If there are no other fields of the right type, the animals will be lost at the end of the season, so it's best to avoid this by selling, eating, or transporting the livestock you no longer want.

Note: All three types of active farming require seed material. Without stored grain, you can't sow your fields, and if you have no sheep or cattle you will need to buy some (or have some shipped in from another of your counties) before you can start your own flocks and herds.

Crop Rotation

The fertility of the fields is maintained by keeping some of them fallow at all times. The proportion of fallow fields to those in use determines whether the ground will become more or less fertile each season —

barren fields are not counted. The more fallow fields, the higher the fertility. The average field fertility and the rate at which the fertility is increasing or decreasing are shown under the fields themselves. Fertility ranges from terrible to ideal. The crop rotation area will display from one to four symbols, either flowers or weeds. A display of flowers means that the field fertility is increasing, with more flowers meaning a faster rate of increase. A display of weeds indicates that the fertility is dropping, with more weeds showing a faster decline. Click on the button next to the rotation display to get some information on crop rotation.

Note: Crop rotation happens *automatically*, as long as you have some fields left fallow. It is not necessary to manually change fields from farmed to fallow in order to raise the fertility. Only the total number of fallow fields matters for fertility.

Field Workers

The bottom half of the screen allows you to allocate the labor force for your farmlands. Sheep and cattle require herders, grain requires farmers, and all fields require some general labor from the serfs. (The word "serf" is used here specifically to mean someone whose task is looking after the general condition of the fields and preparing barren ones for planting.) The number of people needed for each task varies from season to season — it takes many more people to harvest grain than to sow it, and the growth of your flocks of sheep and cattle varies from season to season. When the population in the county is low, it may be necessary to keep a close watch on the labor assignments to make sure that enough people are in the right place at the right time to keep problems from happening.

The table has four rows, one for each farming task that needs doing: looking after sheep, looking after cattle, maintaining the field quality (serfs), and tending to the grain. The four columns show how your labor force is currently divided between these jobs and what the effect of that division will be in the coming season:

- The *Need* column shows you how many men are required to get the maximum benefit for each kind of crop in the upcoming season.

- The *Now* column shows you how many men are currently assigned to each job. A number in red tells you that more men are needed, while a black number shows that there are enough men assigned to get the optimal effect. You can have less than the needed number of men working at any one task and still get some benefit, although the greater the shortfall of labor the worse those fields will produce.
- The *Stored* column shows you the current stored stocks of each kind of produce in the county, after the amount currently allocated to be eaten next season has been subtracted.
- The *Effect* column tells you in detail what the effect of assigning the current number of men to each task will be. This number indicates the change in the population caused by your labor allocation, before any lost to food use are taken into account. The entry for *grain* in this column has two parts: the first for how much grain will be sown, grown, ripen, or be harvested, and the second for how many sacks of grain will be added to stores.

To change the number of men assigned to these jobs, click on the arrows to either side of the *Now* column of numbers. Click and hold to change the number more quickly. Any workers taken off their current tasks will be added to the *Idle* row, and any workers assigned to new tasks will be taken out of this pool. (Special note: You can also change these numbers from the Workers screen — see below.)

Other Peasant Labor

This screen lets you assign workers to non-farming jobs as well as field labor. For each of the possible nine tasks your peasants can do, there is a slider bar with arrows at each end. To change the number of peasants assigned to each task, click on the bar and drag the number higher or lower. Clicking on the arrows at the end of the bar also raises or lowers the number of workers on each task.

The first four bars show the number of laborers you assigned to farming tasks on the *field* screen. While you can adjust those numbers here, it is probably easier to do so from the *Fields* screen instead. The main purpose of this screen is to allow you to assign workers to five other useful categories:

- *Builders* are the people who construct your castles. In order to go to work, however, they require both stone and timber. When these items are provided (either produced or purchased) the builders will automatically set to work on any castles that need labor.
- *Miners* produce iron for use in making weapons and armor.
- *Quarryers* dig and prepare stone.
- *Foresters* cut and gather timber.
- *Armorers* make weapons and armor, but need iron to work with. Click on the button at the end of the bar to select the type of weapons or armor for your armorers to produce.

On top of each bar is a set of numbers. The first shows how many people you have assigned to each task, and the second shows the optimal number of workers for each job. For builders, the number shows you how many men would be required to finish all construction by the next season, assuming there are enough units of stone and timber available. The last four bars have a third number, a percentage which shows you how efficient and well-trained your workers are for their tasks; peasants start out untrained and increase in ability the longer they are kept at the same job. It is therefore much more efficient to leave workers assigned to the same tasks instead of shifting them back and forth between different jobs.

The final number shows the effect, if any, you will get from having that many workers on each job. For the farming tasks, the result might be a gain (shown in purple) or a loss (shown in red.) For builders, this shows the number of man-seasons left to finish the construction of any castles currently being built in the county. For the remaining four tasks, this number shows how many seasons it will take to complete one unit of that good. (One unit of armor or weapons will outfit a number of soldiers.)When the unit will be complete within the current year, a season icon is shown instead to indicate the precise time it will be finished.

The shorter bar at the right of the labor bar for these last four tasks will fill in with red from left to right as the workers come closer to completing a unit of material. The label above each bar will turn purple

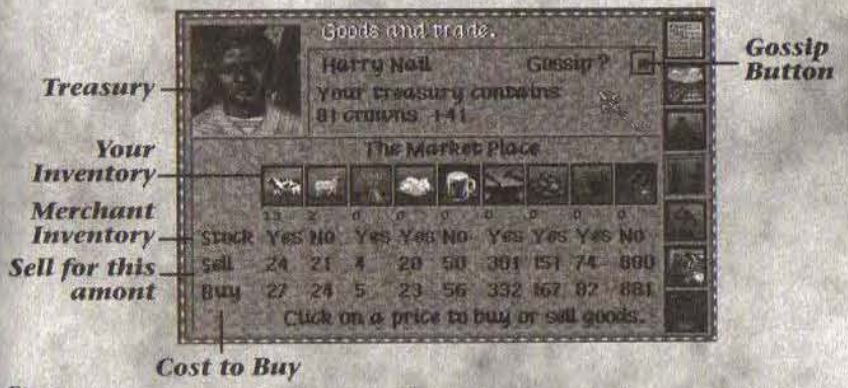
when a unit was completed last season. To get information on what each of these output numbers means, click on the number.
If you have workers assigned to a task that needs other goods (building or making arms), a warning message will appear if the workers are expected to run out of raw materials. In addition to producing materials for your own use, you may also find it helpful to have your peasant produce units of these goods for sale to raise extra money.

Trade and Merchants

If a merchant comes to one of your counties, you can trade gossip or goods with him by clicking on this icon. You can buy or sell any of nine types of goods, although not every merchant will carry every kind of good. Merchants follow set routes from county to county, and avoid each other so that there is never more than one merchant in a county at any one time. These routes and the geography of the map combine to cause certain counties to be visited more or less frequently than others.

When a merchant is in the county, the top of the screen shows you a picture of the merchant and the amount of money in your treasury (with a second number showing the change from last season). In the upper right corner is the *Gossip* button; click on this to see if the merchant has picked up any interesting news from elsewhere in the country. This news may be helpful (giving you information on what counties are doing well or poorly in various areas) or it may not.

Trade Screen



The bottom half of the screen is the *Market Place*. A row of nine pictures shows the goods that can be bought and sold: cattle, sheep, sacks of grain, bales of wool, kegs of ale, iron, stone, timber, and weapons/armor. Under each picture is a number showing how many units of each you have in stock to sell, if you choose. The *Stock* row shows what the merchant has in stock to sell to you, the *Sell* row is the price he will pay you for one unit of your goods, and the *Buy* row is what a unit will cost you. Click on the selling price to sell goods, and use the arrows in the pop-up panel that then appears to decide how many of each to sell. Do the same in order to buy goods. When you trade weapons or armor, a pop-up panel will appear with icons of each of the types of weapons or armor you can trade; click on your choice and then buy or sell as usual.

Of the nine goods, five (grain, ale, cattle, sheep, and wool) are *local* and four (stone, timber, iron, and arms) are *global*. The five local goods must be used in the county in which they are purchased, unless you use the **Wagon Icon** from the kingdom level to ship them elsewhere. The four global goods can be used in any county you control, regardless of where you buy them.

If you go to this screen when there is no merchant in the county, the screen will tell you how many merchants are present elsewhere in the kingdom. If there are any in neighboring counties, their names and locations will be shown. At the start of the game there are no merchants in the kingdom — as time goes on, a total of twelve will arrive from overseas. Even when there are no merchants present, this screen still acts as an inventory report for your goods and money.

Raising an Army

Click on this icon to create an army to defend your lands or to use to conquer other counties. Soldiers can be either your own people, or paid mercenaries. Using your own people as soldiers is cheaper and more dependable, but any conscription will reduce the happiness of the county, and any peasants conscripted for your armies are no longer available to work in the fields or on your castle. Mercenaries are better fighters and don't reduce the happiness of your people, but they are very expensive and not always available. You can combine mercenaries

and conscripts in one army, but you can have only one mercenary group per army.

If there are mercenaries available for hire, a panel will appear when you first enter this screen, telling you what kind of soldiers they are and what the cost to hire them will be. Mercenaries are only available for the season in which they appear; if they aren't hired, they will move elsewhere. They must be paid each season, in gold, and if they don't get their wages they will leave the army. They will also leave if the army's morale drops too low.

If there are no mercenaries (or if you don't have the money to hire them), you will have to create your own troops. You can never conscript more than fifty percent of the population of a county, and the higher the percentage you draft, the more unhappy the remaining population will become. The smallest army you can put together is fifty soldiers.

In order to raise anything other than a peasant army, you need to either make or buy the right kind of weapons for the kind of soldiers you want. If you want knights, you need to have both swords and suits of armor. If you have enough weapons, you can mix as many kinds of soldiers as you like together in your army.

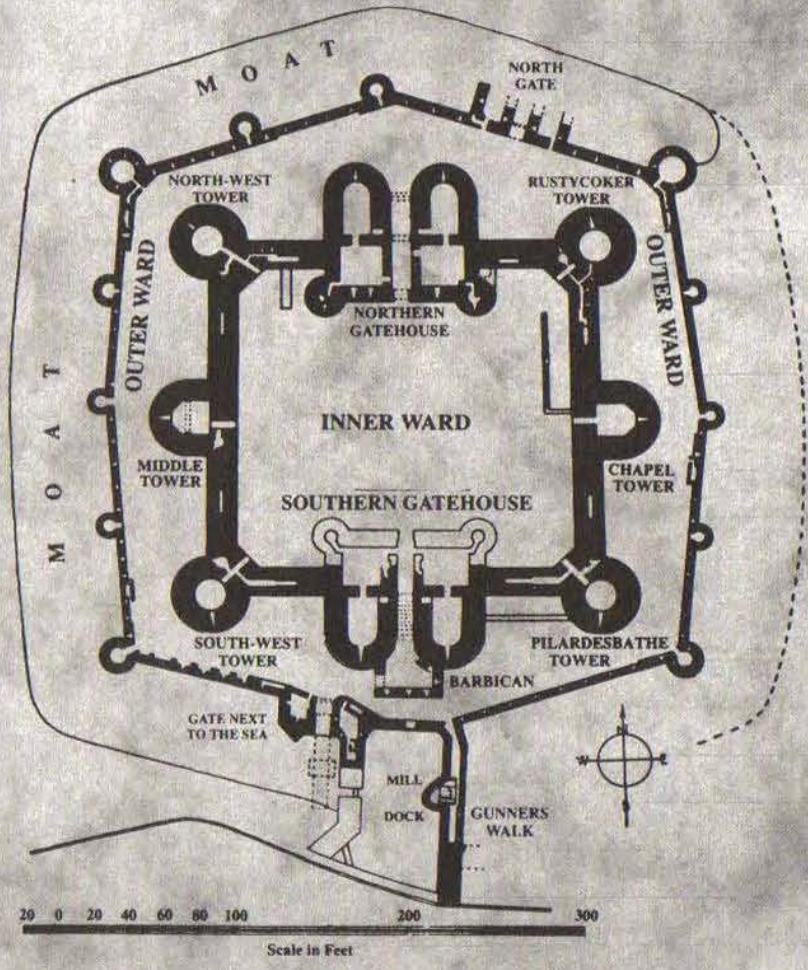
To raise the army, use the arrows next to each type of soldier to set the number of each type of man to draft and equip. The columns to the right of the arrows show how many men of each type will be part of the army, and what the cost of their upkeep will be (in crowns per season.) If you want to add the available mercenaries, click on the mercenaries button. When you have organized your army, click on the *Raise This Army* button, and your new army will appear at the town cross of that county.

Every army takes the food it needs from the county it is currently in. Food for the armies (your own or an enemy's) takes priority over food for peasants, so if there is not enough to go around, the peasants and not the soldiers will suffer. The right side of the army creation screen shows you how many men are being provisioned and how many are stealing from your fields at the current time. If your army moves into an enemy's county, they will start feeding themselves from his fields.

Track Your County's History

The last screen on the county level shows you the history of the county, how many goods it has produced in the last season and the way its population has grown (or fallen) over the years. From this screen you can see details of what happened to your cattle, sheep, grain, and population in the last season. Use the arrows at the top right corner to change the display from one category to the next. The picture next to the arrows shows which history you are viewing. The population screen tells you the change in population for last season and graphs the population growth or loss over the years. The arrows at the left end of the graph can be used to change its scale.

BEAUMARIS CASTLE, GROUND PLAN



Creating a Castle

To keep your lands safe, you should build castles. If there is a completed castle staffed with an army (even a very small one) in a county, the county cannot be conquered until the castle has been destroyed. With no castle, an invading army can conquer a county by attacking the town cross, a much easier target. Castle design costs you nothing, and is an opportunity to indulge your creativity, so you may find it rewarding to experiment. Lords of the Realm comes with designs for five real castles built during the time of King Edward I already stored in the design archives, with room for up to nine designs of your own as well.

Castle building is begun by clicking on the Castle icon from the Kingdom map. This brings up the castle summary screen (already described in the **County** section; shown below.) The two icons at the bottom of the screen will allow you to either build a castle from one of the designs included in the game, or to design a castle to your own tastes and construct that.

Castle Summary Screen



Build a New Castle

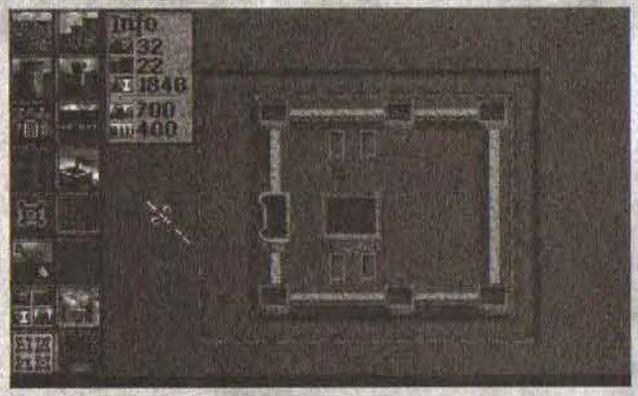
When you click on the Build a New Castle icon, you will bring up the castle design archives. On the left side of the screen is a list of all the available castle designs. On the right side of the screen is an overhead view of the floorplan of the castle design that's currently selected. Castle walls appear gray, wooden halls brown, water blue (if the castle has a moat), and towers, keeps, and gatehouses as gray walls around brown centers. If you want a clearer and more detailed view of the castle plan, you can get it from the castle design screen (see below.) The name of this castle design appears in the box underneath the design list. Use the arrows to scroll through the list until you find the design you want, then click on the name to bring up the floorplan.

Once you've decided on a castle to build, click on the Build button. The Kingdom map will appear, with the mouse pointer shaped like a castle tower. Left click on the map where you want the castle to be built. You can site your castle only on empty field or road, and only in counties that you own. You can't build a castle on plowed land, on a town cross, or in a forest. If you move the pointer over a forbidden site, it will darken and the shadow will disappear. When you place the castle, a square foundation will appear on the map. As time goes on and the castle construction proceeds, the foundation will automatically grow into a full castle. The game will automatically assign a name to the castle which you can change from the *Castle Summary* screen, if you want. Remember that the castle will not be built unless you provide stone and timber for it and assign peasants to do the actual construction. (See the section on labor assignment, above.)

Design a Castle

When you click on the Design a Castle icon, the castle design screen comes up. Most of the screen is a flat green area to use as your design board. The sixteen icons at the left side of the screen will let you add parts to your castle, to view it from three different angles, and to save your design when it's complete.

Castle Design Screen





Build Walls



Change Wall Height



Build Keep



Build Towers



Build Gatehouse



Build Hall



Build Moat



Place Flag



Foundation/ Projection View



Floorplan View



Clear Section



Clear Screen



Info Box



View Castle



Save or Load Design



Exit

You can easily design intricate and strong castles using a wide variety of potential components. Select the item you want, and then place it where you want on the plan by clicking. You can chose from:

- Walls: The wall icon builds a section of castle wall. Walls can turn corners, but cannot make three or four-way intersections without a tower. They can be built in three different heights, which you can set with the Change Wall Height icon. Taller walls are harder to scale, but take more stone and labor to build. You can use different wall heights in the same castle, if you like. Walls are automatically built with battlements and arrow slits.
- Keep: You can build a square or a round keep. The keep holds the main rooms of the castle, including the lord's quarters, the kitchens, the chapel, and so on. It is usually the heart of the castle and one of its strongest points.
- Tower: You can build one of four types of castle towers: large round, small round, large square, or small square. Towers strengthen walls and have to be used wherever more than two walls connect. Larger towers are stronger but take more stone and labor.
- Gate: You can build a small, medium, or large gatehouse. Gatehouses are strongly defended entrances into the castle keep or yard.
- Wooden House: You can build small or large halls for the castle which increase its holding capacity for men and supplies.
- Water: You can build a moat to help defend a castle. A moat prevents the enemy from approaching the castle wall until a section of the moat has been filled in.
- Flag: Select this option to set the *central defensive point* of the castle. This flag marks the point which must be captured by the enemy soldiers during a siege in order to conquer the castle, so it should be strongly defended. The flag must be set on a gatehouse, tower, or keep. You must place a flag somewhere in the castle before you can save or build any design.

There are also two icons that let you make changes to your design:

- Shovel: Use this to remove individual sections of the castle. Place the black box over the section and click to remove it. You can also

Now What?

This game manual gives you all the basic knowledge you need to know to start playing Lords of the Realm. In order to learn how to engage in battles with other armies and how to handle a castle siege (both as attacker and defender), you need to refer to the ***Castle Siege and Battle Manual*** booklet included with this game. Also, for those who want more hints and strategy tips, the ***Technical Supplement and Tutorial*** contains advice on all aspects of this game, from field management to castle building, as well as information on the model upon which Lords of the Realm is based. These extra tips are not required to play the game but are available if you want them.

Long Live the King!



Designers' Notes

One of the best perks of working as a game designer is that you get to design the games you want to play. *Lords of the Realm* is the game I have been wanting to build for at least five years. The earliest inspiration was a text-game on the BBC Micro called **Kingdom**, in 1981 or so, where players allocated people between farming and defense, and their grain between food, sowing and storage; simple, but maddeningly addictive. **Defender of the Crown** then rekindled part of the fire— adding lavish graphics and a rich medieval atmosphere, as well as conquest. And yet for me, as for many others, **Defender of the Crown** was a let-down. It promised so much more than it delivered, primarily in terms of its strategic depth. Other games since have covered the era or the game category, yet usually only in part, and, to my mind and to many others, none yet have done justice to the subject matter.

So, here it is: our attempt. For the first time, here's a game that has full kingdom management, conquest, tactical combat for those that want it, simple yet powerful castle-building and sieges which last somewhat realistic time periods, and which take into account the castles you or your opponents have designed and built.

I have heard from many of you in person or on-line that you, too have had the same excitement and the same disappointment regarding many of the games that have gone before. With Lords, we have tried to give you a product which provides full strategic challenge and enjoyment within an environment that fully reflects the color and pageantry of the time. I personally am pleased with the end result; I hope you are, too.

David Lester
Cambridge, MA July 1994

Just as in many other games of its type, we've used actual history as a jumping-off point for a "what if scenario," where the King of England and his son have been struck down during the Barons' War of 1264, and the alliance of barons has broken down. The result is a free-for-all for the throne, between the nobles with the drive and ambition to strive for it.

Naturally, in our efforts to produce a game that was manageable (both to you as a player and to ourselves as developers!), there were aspects of medieval life that couldn't be fully explored, such as siting castles on oceans, using fire in sieges, placing siege weapons within a castle, and knights' lances. Also, we decided to concentrate on the nuts-and-bolts of running a kingdom; while the political and class-related elements of the time period are certainly pervasive and interesting to simulate (as many games have shown), we chose to concentrate on the "down-to-earth" elements of a kingdom, and focus the player on his main job — being responsible for the lives of his people. Within kingdom management, we at first tried to literally reproduce the classic methods of crop-rotation, but they were criticized by playtesters as overcomplicating the game; the current, abstracted system provides the same elements of strategy with fewer headaches for the player.

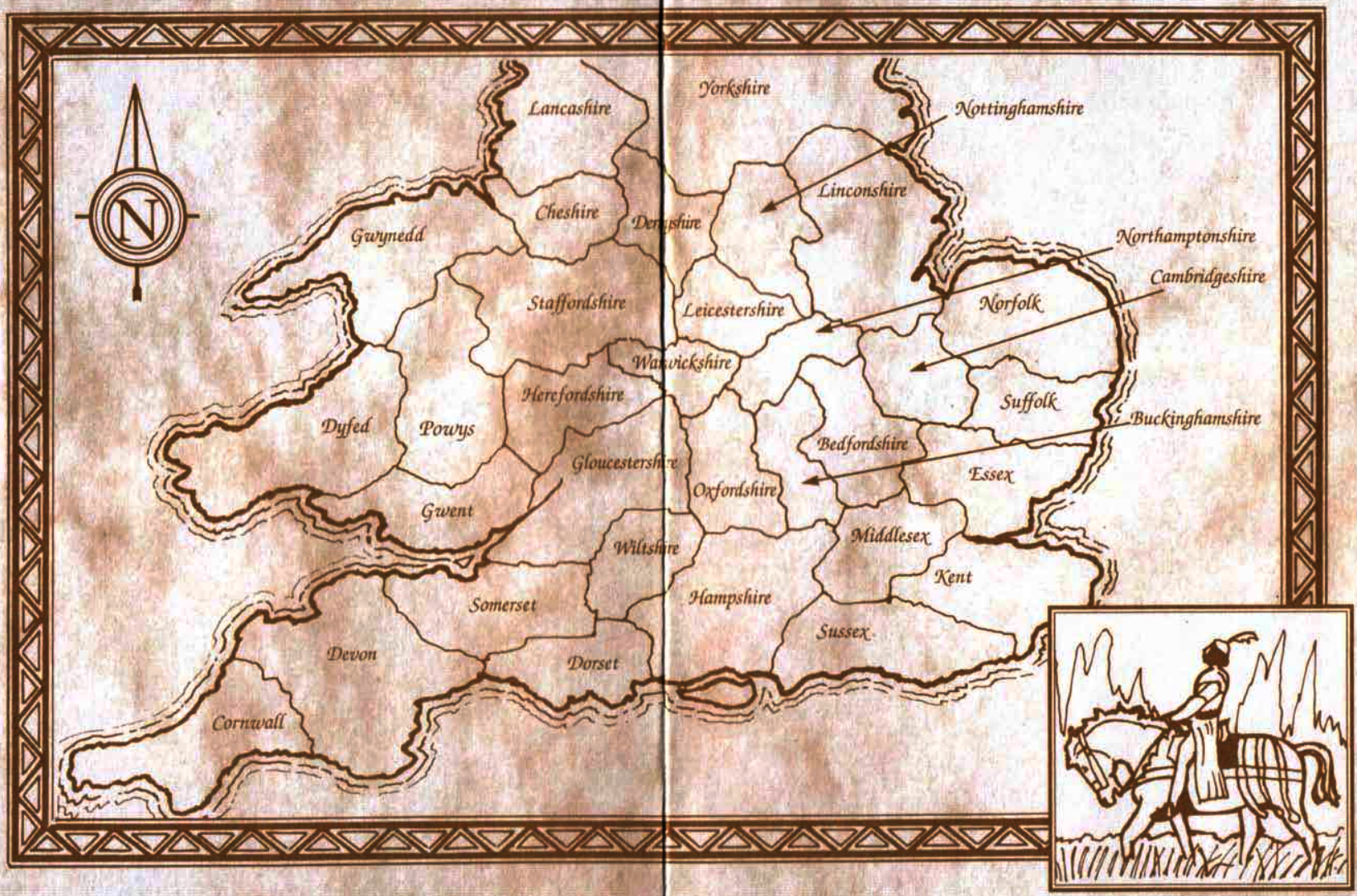
Finally, **Lords of the Realm** is our largest and most lavish game yet, and as such it is an experiment for us. The *scope* of Lords is huge — with more elements covered in detail than any other strategy game we are aware of — but we have striven to achieve this without compromising the overall ease of use and flow of the game. While there can be no question that in a strategy game, substance is all and style an extra, we have tried here to enhance the gameplaying experience by significantly increasing the quality and quantity of graphics (compared with other disk-based strategy games out there). Have we succeeded? Let us know. And thanks for playing.

Chris Foster

Cambridge, MA July 1994

Lords of the Realm

Realm Map



Lords of the Realm

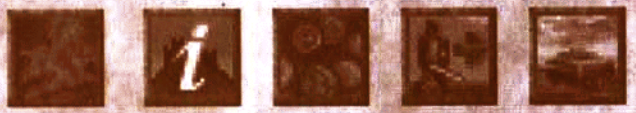
Quick Reference Card

Map of the Realm

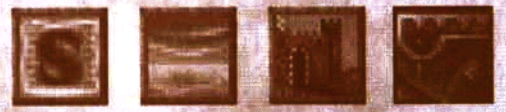


Show Flags | Show Armies | Show Battles | Show Castles | Show Merchants

Kingdom Map



Go to Realm | Game Options | Go to Treasury | Move Armies | Transport Goods



Go to Summary | Thief Alert | Go to Castles | End Turn

Status Flags


Greatest Noble


Most Castles


Largest Treasury


Most Counties


Most Troops


Most People


Happiest People


Next Screen


Exit

County Screens

General Screen




Trade Screen

Fields Screen




Raise Army

Labor Screen




County History


Exit

Castle Design

Build Walls




Set Wall Height

Build Keep




Build Tower

Build Gatehouse




Build Hall

Build Moat




Set Central Defensive Point

Foundation View/ Projection View




Floorplan View

Clear Section




Clear Screen

Info Box




Castle View

Save/Load Design




Exit