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% - 200% can cause issues. Playing in windowed mode fixes this (ALT+Enter)

6) UPDATED MINIMUM REQUIREMENTS

OS: Windows Vista, Windows 7 or Windows 8
Processor: 1.8 GHz Processor
Memory: 512 MB RAM
Graphics: NVidia/ATI 3D graphics card compatible with DirectX 7 with Hardware T&L support (compatible with DirectX 9 recommended)
Storage: 200 MB available space

7) Other in game known issues

Credits cycle very quickly on launch.
Alt+Tab returns windowed mode.
Certain on-screen popups dismiss immediately not allowing time to be read.
Problems with mouse sensitivity when scrolling on the sides of the screen.

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

LORDS OF THE REALM

The following game-changes and notes could not be included

in this game's printed documentation.

An Explanation of Stewardship

As explained in the technical supplement, your steward will offer to manage the labor allocations for your fields once you control three counties. At the start of each season, he will reallocate the workers you have assigned to grain, sheep, cattle, fields and idle to complete the farming tasks as best as he can. He provides a report which indicates which counties require more farmers, and which have too many.

(In addition to this, he now also indicates when the ration allocations in a county have changed. This warns you of food shortages so that you can respond to them.)

It's important to remember that the steward's purpose is NOT to let you ignore your counties while you conquer the enemy -- he will not reclaim fields for you, and you will still need to manage your castle-building and production. And he does not act on the warnings he gives you; you must decide on a course of action whenever you have labor excesses, labor shortages, or ration changes.

Starting Location

Players always start in one of six locations on the map; the county you start with will have a strong effect on how your kingdom will progress. For example, starting in a central county provides more borders through which you may receive immigrants (or invaders). Alternatively, the southwestern-most county gets harsher weather overall than others, and has only one county for immigrants.

Ale Limitations

Ale can only be purchased once per county per season. Its benefit is also limited to +3 happiness per purchase. The Buy Ale panel displays the expected happiness boost for whatever amount you select.

Ale is consumed immediately upon purchase; as such, it cannot be transported like other goods.

Merchant Delays

At harder levels, the appearance of mercenaries may be delayed. Expect at least one new merchant to enter the game each season (until all twelve are present).

Castle-Building / Deducting Resources

Stone and wood are allocated to castles at the end of a season (not immediately). Therefore, if you buy stone or wood, don't expect to see it deducted (and placed in your castle) right away.

Army Discontent

The likelihood of an army to mutiny (i.e. turn into outlaws) is indicated by a descriptive phrase showing their discontent. This phrase appears on the Army panel (when you click on an army), and on the first screen you see when starting a siege.

Discontent is based on the army's morale, health, and the types of units in it.

Army Movement Limitations

You are not allowed to stand on top of an army or castle while attacking another army or castle. Therefore, if you move to attack an item, and your movement path passes through another obstacle just before reaching that item, the attack will be disallowed.

Mercenary armies

Unlike other armies, an army made up only of mercenaries can disband in any county.

Aiming Ladders, Towers and Fighters

When sieging, you should always aim a ladder or siege tower at its target BEFORE you aim infantry at it.

Secondly, you can only aim one fighter-unit at each ladder or siege tower.

Finally, you can aim ladders and siege towers at structures of any height; however, they are only effective against the heights stated in the manual (i.e. any other attacks are considered "long shots").

Picking up Siege Weapons and Fighters

If you can't pick up fighters or weapons from the "holding area" in the top-left corner of the screen, it is because you have another command currently selected. Right-click the mouse to cancel the command.

Battering Rams

Battering rams are only effective at attacking either gatehouses and keeps.

Eviction and Castles

Neutral counties never maintain castles. Whenever you are evicted from a county, any castle you have built there will be demolished.