

# Lords of the Realm



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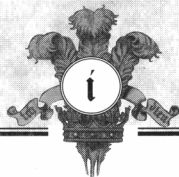
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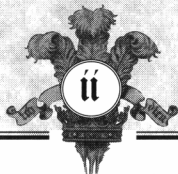
**Technical Supplement  
and Tutorial**

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## About This Manual

This *Technical Supplement and Tutorial* booklet is designed to show you how to install, load, and begin to play Lords of the Realm so that you can start enjoying your new game as quickly as possible. We suggest you begin by working through the **Quick Start Tutorial**. After you have gone through the tutorial, you can then use the main Game Manual and the Castle Siege and Battle Manual to learn about the more advanced aspects of game play. Be sure to read the **Rules Changes and Additions** section of this booklet, and to check your game disk for a **README.TXT** file which may contain newer information.

Inside this booklet, you will find:

- Installation and loading directions
- Instructions for multi-player games, including modem play
- A list of keyboard commands available with the game
- A tutorial to get you started playing right away
- Changes and additions made to the game since the main manual went to press
- A tips section to answer the most common questions of new players

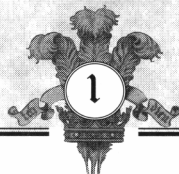
## Installation, Loading, and Sound Setup\*

### Installation

The P.C. version of this game **cannot** be run from a floppy drive — it must be installed to your computer's hard disk. Lords of the Realm will occupy about 10 megabytes of space when fully installed. Each game you save will take up an additional 150 K of room. There should be **four** game disks in total.

A) Before starting to install the game, make sure that your computer is turned on and that the MS-DOS prompt is showing. The prompt should look like this: **C:\>**. (The letter may be different if you are in a different drive.) Exit completely out of any other programs you may have running, such as Windows or Dosshell.

\* Amiga users should refer to the separate instructions included with your game package.



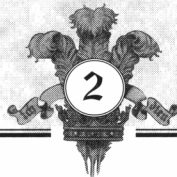
- B) Insert Disk #1 into your floppy drive and change to that drive. Do this by typing the letter designation of your floppy drive, followed by a colon, followed by Enter. For example, if your floppy drive is your "A" drive, you would type: **A:** , then press the <**ENTER**> key.
- C) Type **INSTALL** at the floppy drive prompt and press <**Enter**>. Detailed directions for installing the game software will appear on the screen. When you have finished reading them, press <**Enter**> to continue with the installation. At any time during the process you may press <**Escape**> to abort the installation.
- D) By default, the installation program will create a directory on your main drive called **LORDS** and place all the game files in that directory. If you want to install the game to some other directory, delete the default directory name when the screen appears and type in the new directory. For example, if you already have a directory called *GAMES*, and you want to create a subdirectory for Lords of the Realm called *LORDS*, you would delete the default name and type **C:\GAMES\LORDS** instead.
- E) The installation program will prompt you for each of the disks as it needs them, then exit back out to the DOS prompt.

When the installation is complete, the **Sound Card Setup** screens will appear automatically (see below.)

## *Loading*

To play Lords of the Realm, start with the computer turned on and the DOS prompt showing. Exit completely out of any other programs you may have running, such as Windows or Dosshell. Don't try to play the game by just shelling out to the DOS prompt — get all the way out.

- A) Change to the drive where you installed Lords of the Realm by typing the drive letter followed by a colon. If you installed the game to your "C" drive, type **C:** and press <**ENTER**>.
- B) Change to the game directory by typing **CD LORDS** at the DOS prompt. If you used a directory other than the default, type that directory name after the CD instead of "LORDS." (For example, you would type **CD GAMES\LORDS**, if you used the other example given in the installation instructions.)
- C) To run the game, type **LORDS** and press <**Enter**>.



## ***Sound Setup***

The Lords of the Realm Sound Card Setup program will run automatically when the program is first installed.

- A) At the first setup screen, press return. This brings up a list of sound cards which are compatible with Lords of the Realm. Select a card from the list by typing the letter beside the name of the card that you want.
- B) If you select *No Sound Card* or *Internal Speaker*, nothing more needs to be done; the game will begin immediately.
- C) If you choose a sound card and the computer does not detect that it is configured to the default settings for that card, a new screen will appear asking you to select an IO address for your card. Again, choose one by typing the letter that appears next to your choice. When the next screen appears, set the interrupt for your card the same way. If you do not know the IO address or interrupt for your card, please consult the documentation that came with your sound card.
- D) If you select an invalid IO address and/or interrupt, the setup program will return to those screens automatically to give you a chance to change your selections to the correct settings.

After the first time you play the game, you can change the sound card settings without reinstalling the game by changing to the game directory (see the directions in the Loading section, if necessary) and typing **SETUP** at the DOS prompt.

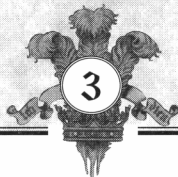
## **Multiple-Player Games**

You can play a multiple-player game of Lords of the Realm in one of three ways:

- Up to six people can play the game from the same computer; *or*
- Two people can play on different computers connected through a standard modem; *or*
- Two people can play on different computers connected directly by a cable (*null modem play*).

### ***Multiple Players on One Computer***

To play Lords of the Realm with up to six players at the same computer, follow the game start-up instructions at the beginning of the tutorial until you get to the player number selection screen. Click on the button next to the number of human players you want. When the shield selection screen appears, each player should type in his or



her name and select a shield. The game plays out as it does for a single person, with each of the multiple players taking his or her actions at the right point in the play order. All battles are resolved through auto-calculation, however.

### *Two Players: Modem Play*

To set up a two-player game over a modem link, begin by selecting *Set Up A Modem Conquest* from the game selection screen. The

**Communications Link Screen** will appear.

- Set the baud rate and communications port using the up and down arrows.
- Decide which player will be on the receiving end of the link. That player should click on the button next to *Wait to Receive* **first**, before the other player takes an action.
- The second player should then click on the *Dial Up Number* button and type in the number to dial. The number will be dialed and the modem game set up.
- Players should not give commands to the game during the opposing player's turn or the game may lock up.
- Note: The second player's county flag will not appear on the Realm Map until he completes his first move.

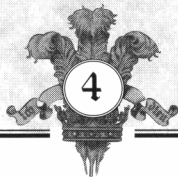
### *Two Players: Null Modem Play*

Use this type of connection if the game is to be played on two computers connected by a cable. Begin by selecting *Set Up A Modem Conquest* from the game selection screen. The **Communications Link Screen** will appear.

- Set the baud rate and communications port using the up and down arrows. Over a cable, you can probably use the fastest baud rate.
- Both players should click on the button next to *Link Open?* so that it reads **Yes**.
- When you are ready to begin, both players should click on **OK** to start the game.

### *Chat Mode for Modem Play*

While playing a linked game, you can chat with your human opponent by pressing the **space bar**. This displays a chat panel on **both** machines; players can then type messages to each other in real-time. If either player pressed the **Escape** key, **both** chat panels disappear. You may only access the chat screen from the **Kingdom Level** map.





## Keyboard Commands

A mouse is required to play Lords of the Realm, but some commands also have keyboard equivalents that you may sometimes find more convenient to use.

- A) You can move the mouse pointer around on the screen by using the *arrow keys* on your keyboard. (Don't use the number pad arrow keys.)
- B) The *semicolon* key (;) acts the same as a click with the left mouse button, while the <Enter> key acts like the right mouse button.
- C) Whenever a pair of confirmation gauntlets appear, you can confirm by pressing **Y** (for "yes"), or disregard the command by pressing **N** (for "No".)
- D) You can exit the game from most screens by pressing **Alt-X** and confirming that you want to exit. If the confirmation gauntlets don't appear when you press this combination of keys, exit your current screen and the boxes will appear on the next screen you see to allow you to exit.

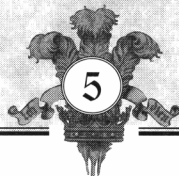
## Quick Start Tutorial

### Before You Begin

Before starting the tutorial below, it might be useful for you to get out the Quick Reference Cards included with the game and keep them nearby as you play. If you wish to leave the game, you can exit from most screens by pressing Alt-X. A confirmation box showing two gauntlets will appear, one pointing thumbs up, and one pointing thumbs down. Click on the thumbs up gauntlet to confirm that you want to exit. If the exit confirmation box does not appear immediately, it will show up when you leave the current screen. Your current game will not be saved — if you want to save it, refer to the end of the basic tutorial for instructions.

A mouse is required to play Lords of the Realm, but some commands also have keyboard equivalents that you may sometimes find more convenient to use. Refer to the **Keyboard Commands** section of this booklet for a list of those options.

Whenever the tutorial asks you to click your mouse, assume that you should click the **left** mouse button unless the tutorial specifically says otherwise.



## Quick Start Tutorial

This tutorial will show you how to set up a game and teach you the most fundamental techniques you need to know to make your first county happy, healthy, and prosperous and build a firm foundation for your kingdom. Because this is only a basic tutorial, there are many features of the game which will not be covered here. To learn the rest of the game, look at the Game Manual and the Castle Siege and Battle Manual.

### Set Up Your Game

You should begin this tutorial with the game loaded and running, after the title screens have passed. When the first setup panel (the game selection screen) appears, select *Start a New Conquest* by moving the mouse pointer (a golden sceptre) over the square box (called a *button*) next to the option and clicking.

The next panel allows you to set the difficulty level of the game. For this tutorial, you want everything as easy as possible. Next to *Economy Level* and *Warfare Level* are a pair of up and down arrows; click on the down arrow next to each of these until they both read **Novice Level**. Click on the button next to *Limited Visibility* to set it to **Full Visibility** (this will allow you to see the whole kingdom map.) When you are done, click on the button marked *OK*.

When the next panel appears, set the number of human players to *One* by clicking on the button next to that number. (The other five nobles will be played by the computer.) The next screen shows six shields, each a different colour, and a rectangular box. Type a name for yourself in the box, then pick a coloured shield as your emblem by clicking on the one you like best. Your name should be no more than fifteen letter or number characters; to correct errors, use the backspace key. The colour of the shield you pick will be used to represent your character in many areas of the game.

Next, the computer will display a roster of the six players, showing the colour of each and the order in which they will play. The five computer opponents you will face are the Earl, the Baron, the Countess, the Bishop, and the Knight. Each of these nobles has a different attitude and personality which will affect what actions they take and when, which you will have to discover as you play. When you are done reading the player roster, right click to end the set up and begin playing.



## *Your First Turn*

Lords of the Realm begins at the end of the spring season in the year 1268 A.D. Each turn represents a season of the year (three months of time); during each turn, you will view the events that happened in your lands in the season just past and make plans for the season which will follow. Since the needs of your counties will differ from season to season, you will want to keep track of the current time of year so that you can plan accordingly.

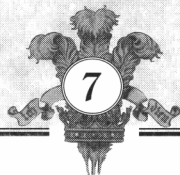
The first screen you will see after you complete the game set up will be the **Map of the Realm**. You can't take any direct action from this screen, but it provides a useful overview of the current state of the realm. As you move the sceptre over the map, the box in the lower right corner will display the name of each county it crosses. Dark lines show the county borders, light lines show the roads, and dark green areas are impassable forests.

On the map, you can see which counties are controlled by which nobles, where battles have taken place, where the merchants are, and where your opponents have built castles or assembled armies. At the start of the game, however, the only thing on the map will be the flags of the nobles. Each noble begins the game with a single, randomly-assigned county. Find the county with your own flag in it (your flag will be the same colour as the shield you chose during setup.) Notice the geography — is your county near the sea? Near a deep forest, good for defence? How many other counties does it border? A larger number of nearby counties means greater opportunity to attract people to your own holdings and plenty of options for expansion, but will also make your county harder to defend. (The actual physical size of the counties in relation to one another isn't relevant, except as it affects the distance that armies and supply wagons have to cross to move between counties.)

Once you've located your county and studied its position, place the sceptre over it and click. This will take you down to the first of the two action levels of the game: the *Kingdom* level.

## *The Kingdom Map*

The Kingdom level of the game is where you control all of the interaction between the different counties of your growing kingdom. Since you have only one county at the very beginning of the game, only a few of the options on this level will be useful to you right now.

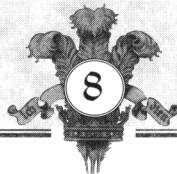


When you first move to this screen, you will see a banner appear telling you which season has just passed. If you are not the first player on the turn roster, you may have to wait a few moments while the nobles who are ahead of you make their moves. You can tell who is acting by watching the box in the lower right corner of the screen, which will change to display the name of the current player. The shield icon just to the left of that box will also change to show the current player's shield. When this icon displays your shield and your name appears in the box, it is your turn to move.

First, you need to get familiar with the scrolling Kingdom Map which takes up most of this screen. On it, you should be able to see your county, with its borders marked in gold and one or more tan roads running through it. Somewhere on one of the roads should be the *town cross*, shown as a small building with a cross on top. It should have your flag flying from it, to show that you control the county. (A town cross without a coloured flag shows a neutral county, uncontrolled by any of the nobles.) This is the administrative centre of your county (until you build a castle to replace it), and is therefore the point which must be reached and conquered in order to seize control of the lands. As soon as possible, you need to raise an army to defend your town cross and keep one of the other nobles from taking your county, but you can't do that right now because your county is too poor.

There are several other important features of your county, and other counties as well, that you can see from this map. Much of your county will be covered with wild grass and possibly forest, but near the town cross will be sixteen *fields*, the tilled lands that support the people living in that county. Check your fields to see what is growing there. You might see cows, sheep, or grain. You might also see fields that are *fallow* (unfarmed fields filled with wild grass), *barren* (infertile fields, shown as bare rocky ground), or possibly *flooded* or *drought-stricken* fields if the weather has been very bad. The distribution of what kind of fields your county gets is determined at game start based on the difficulty level you have chosen. You can also see a small house somewhere in the county, which represents the people living there. As the population of the county grows, more houses will appear.

By moving the sceptre to an edge of the screen, you can cause the Kingdom Map to scroll in that direction to reveal more of the Realm. If you lose track of your own county, you can exit back up to the Map of the Realm (by clicking on the box showing a picture of Britain, in the lower left corner of the screen,) then click on your county again.



Whichever county you click on while viewing the Map of the Realm will be the county over which you appear on the Kingdom map. You can therefore use this technique as a way to move quickly around on the Kingdom map, by jumping out to the Realm and then jumping back in again at that new location.

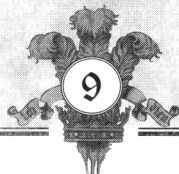
### ***On the County Level***

The *County Level* is the place where you will do most of the work of running your counties, until they get prosperous enough not to need your constant attention. To get there, place the sceptre anywhere within the borders of your county on the Kingdom map, and click. First, the *Event* panel will appear, to tell you what unusual event happened in your county last season (if any) and let you know what the weather was like. Click any mouse button on this panel to make it disappear and bring up the *General* county screen.

The *General* county screen is the first of six screens available on this level. At the right edge of the screen are seven icons, one for each of the screens, plus the last one, which is the Doorway icon that will take you back up to the Kingdom level. You can also get back up to the Kingdom level from any County screen by clicking the right mouse button. On many of these screens there is a coloured border that indicates the season which is ending: light green for spring, green and gold for summer, gold and red for autumn, and blue and white for winter.

On the *General* screen, notice the name of your county, plus the season and the year, shown at the top. Just underneath that are three very important statistics: the *Population* of the county, the *Happiness* of the county, and the *Health* of the county. **Your first and most important objective is to get all three of those statistics to as high a level as is reasonably possible.**

*Population* is shown as two numbers; the first is the current number of people in the county, and the second the change in population since last season (in black if the population increased, in red if it decreased.). Current *Happiness* in the county is shown in hearts, on a scale from zero to forty, with forty being the best. As with population, the change from last season is shown after the current rating. Current *Health* is shown just below Happiness, and is rated on a scale from *Diseased* to *Perfect Health*. Your goal in managing the county is to increase the health and happiness of your peasants so that the population will increase to the point where there are enough people to both tend the fields and to perform other tasks you will need in order to increase your



holdings. If your county is poorly managed, you will lose more people to illness, and you will also lose many to emigration, as the peasants move away in search of a better life.

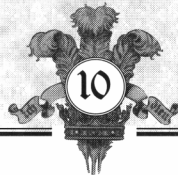
### ***Feast or Famine?***

The best way to raise both the health and the happiness of the county (which will lead to an increase in population) is to make sure everyone has enough food. You have to plan ahead, however, so that you don't have your people feasting in one season and starving in the next — feeding your people double and triple rations will make them very happy for a short time, but only until they exhaust their food stocks and famine arrives.

First, you need to set the ration level for your population. If you set a lower than normal ration, your population will grow more slowly (or possibly even shrink), your people will become less healthy over time, and their happiness will drop. If you set a higher than normal ration level, all these things will increase, but your food stocks will drop more quickly. Your ration level should already be set at **Normal**; if not, find the pair of up and down arrows in the lower middle section of the *General* screen and click through the selections until you find the right one.

The next step in planning how to feed your population is to decide what kind of farming you want the peasants to do — raise cattle? Raise sheep? Grow grain? Do some of each? For this tutorial, your people are going to farm some cows and grow some grain. Your county will probably begin with some of each type of food: a few head of cattle, some sacks of grain, and a small flock of sheep. Since you don't plan to raise sheep, you will want to eat the sheep and save as many cows and sacks of grain as you can. You will need the grain to sow for the next year's harvest. Cattle can feed your people with dairy produce as well as meat, so it is more efficient to save them instead of eat them (cows that are eaten don't generate milk, so you lose more than just the cow when you eat one — you lose the milk too.)

In the middle of the *General* screen is a tricolour sliding bar you can use to determine what kind of food (grain, sheep, or cattle) your people will eat during the next season. Remember that you want to eat only sheep, if possible. Click and drag the borders between the coloured sections to adjust their sizes until as much of the bar is blue as possible. There should still be a small sliver of red and green colour left, even though your people are (ideally) not eating any grain or cattle; this gives you something to grab with the pointer when you need to go back to eating these things. If there are enough sheep, you may be able



to fill the entire bar with blue. If not, make the blue section as large as you can, and then fill the rest of the bar with green, for grain.

Below the slide bar is a small table which will show you exactly how your food stocks will be used in the next season. The third column, *Eat*, tells how many cows, sheep, or sacks of grain your people will eat at the current ration level and food bar setting. The first column is how many of each you have available, and the second column is how many you will have left over after the next season ends. Check and see whether or not there will be any sheep left, and remember this. (You'll want to know for the next section.) Notice that under this table is a display showing how many people can be fed solely on the dairy produce from your cattle herd; this food is always automatically eaten first, and does not appear on the bar.

### ***Fields and Flocks***

Your next task is to organise the fields your county farms. Go to the *Fields* screen by clicking on the *Fields* icon in the column at the right of the screen (second icon from the top.) You will see all the county's fields displayed with the various crops (sheep, cattle, or grain) pictured.

Fields appear in one of four states: *farmed*, *fallow*, *barren*, and *weather-damaged*.

- *Farmed* fields are those which are producing food for your peasants, either sheep, cattle, or grain.
- *Fallow* fields show wild grass in the field square. These fields are being left unplanted to rest and regain nutrients to keep the field fertility high.
- *Barren* fields are shown as rocky bare ground. These fields are not good for farming and nothing can be grown on them. A barren field can be made fertile again over time by assigning *serfs* to fertilise them and dig up rocks.
- *Weather-damaged* fields will appear either flooded or drought-stricken. If you have the game's economy setting on the lowest difficulty level, you will not see these often, if at all. A damaged field is temporarily barren until the weather changes. A fertile field will produce more food than an infertile one, so it's a good idea to always keep as many fields fallow as possible. When fields are kept fallow, *crop rotation* occurs automatically. The peasants will switch between the used and unused fields every year, to keep the fields from becoming exhausted. You won't see any sign of this on the screen, but as long as there are fallow fields, it *will* keep happening without your supervision. Underneath the fields squares, to the left,



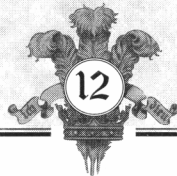
is a display showing you the current fertility level of your fields. Also underneath the squares to the right is a display showing you how fast your fertility is changing and in which direction. (Gains and losses in fertility take some time to happen.) This display will show flowers if your fields are becoming more fertile, and weeds if they are becoming less fertile. The more flowers or weeds displayed, the faster the change is happening.

Both cows and sheep do best in a field when there are neither too many nor too few animals in one field. The number of animals displayed in each field box will change as the number of total animals in the herd changes. The optimal number of animals per field is three, but you probably don't have enough cows at the start to get that many. You should have few enough cows at the start that you can fit them all comfortably into one field.

For the first year, you are going to farm one field of cows and two or three of grain. If you are going to eat *all* of your sheep in the next season, you do not need to keep a field of sheep. If you are not going to eat all of your sheep, leave one field for the sheep until they've all been eaten (or sold). If you take away all the sheep fields before you have disposed of the sheep, they are lost and wasted. You should keep eating sheep every season until they are gone, and then change the final sheep field to fallow.

**To reassign a field to a new crop**, click on the field you want to change and a panel will pop up offering you a choice of grass (fallow), cows, sheep, or grain. Click on the new type of field that you want. Repeat this process for any fields you want to change until you have the right assortment: one cow, two or three grain (however many you started with), one sheep (if needed), and the rest fallow. If you have barren fields, you will not be able to change them to anything — they are useless until reclaimed. If a field is growing grain, be careful not to change it to another use until after the grain is harvested, or the growing grain will be lost.

Under the fields, at the left side of the screen, is a table you can use to allocate labour to your fields. The *Now* column shows how many men are assigned to each of four tasks: farming sheep, farming cattle, working the land (*Serfs*), or growing grain. If the number in this column is shown in red, more men are needed to get the most benefit from those fields. The number in the *Need* column shows how many men are optimal for each task. If there are enough men *Idle* (shown at the bottom of the table), you can make the *Now* column match the *Need* column by clicking on the *Need* number in each row. The optimal





number of men is the amount of labour you need to get the best results from each field; if you don't have enough men to go around, you will still get some food out of the fields — just not as much as you could with more labour.

Use the arrows to set the *Now* value for each row equal to the *Need* value, if you have enough men. If you don't have enough men to go around, you can cut down on the number of shepherds, since you're not as interested in your sheep as in your grain and cows. If there are men left over, and you have one or more barren fields, assign all the extras to *Serf* duty. They will begin to work on reclaiming the barren fields (this will probably take more than one season.) If you have no barren fields, leave the men idle for the time being.

The demand for labour in your fields will change from season to season, so you will need to return to this screen every season for the first few turns to make sure everything is being tended to properly. The demand for cowherds stays relatively stable. Note that it is possible to have the optimal number of men assigned to tend the cattle and still have a net loss of cattle for the season. The demand for field labour will change dramatically from season to season. It will be especially high during the autumn season when the grain is harvested. It's a good idea not to put too many fields into grain at the beginning, even if it seems like you have enough men to tend them; when the harvest comes, you may well fall short and not be able to harvest all the grain you planted. If you decide to put more fields into grain, change them after the *winter*, as the grain is sown in spring. Remember that if the current season is winter, you are making decisions for the **next** season, spring.

### ***Check Supplies***

Next, click on the icon for the *Trade* screen, which is fourth from the top of the icon column and shows two men shaking hands. From this screen, you will be able to trade goods with merchants when they come into your county. There will not be any merchants in any of the counties during the first turn — they will gradually arrive from overseas until all twelve of them are in the realm. Even without a merchant around, however, you can use this screen as an inventory. Under the boxes picturing each type of goods (cattle, sheep, grain, wool, ale, iron, stone, timber, and weaponry/armour) is a small number saying how many units of that commodity you have available.

### ***End Your First Turn and Start Your Second***

From any one of the county screens, you can click on the *Exit* icon (last in the column, the Doorway) to return to the Kingdom Level. Once



there, click on the shield icon to end your turn. You will see the shield change as each of the other players completes his or her turn. When the end of the roster is reached, the season will change, and the playing will continue until it is your turn once again. You may get a message from one of your rivals at the start of your turn.

When it's your turn, return to the county level in your county. You will want to play through several turns at this point while simply keeping an eye on your population and food stores. Check the food supply to see if your peasants are still eating grain and sheep and not cows. If they run out of other food and start eating cows, you may want to cut them back to half rations for a season or two until you can buy some more food from a merchant — if they eat all the cattle they'll run out of food completely and begin to starve. Check the field labour and adjust it if necessary to make sure that you are getting the maximum growth out of your cattle herd; make sure your fertility isn't falling. At some point, if you keep enough serfs on duty, you will reclaim a barren field (if you had any to begin with). You can then change it to cattle or fallow, whichever seems wiser. As your herd grows, the number of cattle pictured on each field will grow. Check the trade screen again to see if a merchant has arrived in the county.

### ***Barter and Banter***

You can tell when a merchant arrives in your county by watching for the little peddler's wagon which will appear at the town cross on the Kingdom level or on the Map of the Realm. When a merchant finally arrives, buy as much grain from him as you can afford so that you can feed your people until the cattle herd gets large enough to either support them entirely on dairy produce or so that it is growing fast enough that eating a few cows each season won't slow down the growth of the herd. It is entirely possible to feed your people by farming sheep or grain instead of cows — cattle are used here just as an example.

To buy grain from a merchant, click on the price in the *Buy* row under the picture of the grain sheaves, then use the up and down arrows in the pop-up panel that appears to indicate how many sacks you want to buy. Later, when you have a little money built up, you may also want to buy more cows from the merchant to increase your herd size. If you do this, you should be sure you have enough men available to tend them properly.

You can also click on the button marked *Gossip?* to see if the merchant has any interesting news from other counties.



## ***The Treasury***

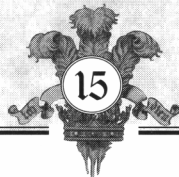
To check on your current funds and adjust tax rates, you need to visit your Treasury. From the Kingdom level, click on the icon at the bottom of the screen which shows a group of gold coins (third icon from the left.) This takes you to your treasury screen, which shows you how much money and how many resources — stone, timber, iron, and weapons — you have stored. You start out with no materials in stock — you will have to either produce or buy some for your building projects and armies. About midway down the right side of the screen is the word *Crowns*; next to this, in blue, is shown the total number of crowns currently in your treasury. Crowns are the currency of the Realm. After the total is shown the change from last season, which is in black if you gained money, or in red if you lost it.

In the top right corner of the screen is the phrase *Seasonal Tithe* and a set of up and down arrows. This allows you to set the tax rate for all the peasants in all the counties you control, in gold crowns per hundred head. A tax rate that is too high will make your peasants unhappy, but one that is too low will keep you from gaining enough cash to make vital purchases of food and other materials. At the start of the game, the level is set at a reasonable rate, but you may want to experiment by raising or lowering the taxes a little to see what effect it has on your county. Use the up and down arrows to set the tax level. When you are finished, right click to exit the screen and go back to the Kingdom map.

## ***Defend Your Lands***

As soon as possible, you will want to raise an army to defend your county from interlopers. You can do this either through hiring mercenaries or through drafting your peasants. There are a number of advantages to having mercenaries do your fighting, but they are quite expensive to hire and maintain, so you won't have the money to do this for many years. You probably don't want to wait that long before raising forces to defend your lands, though, or you'll risk having your single county conquered by one of your enemies without even a fight. This means you'll have to conscript peasants.

Conscription is an unpleasant but necessary task. It's important to remember that any peasants you draft for your army will not be available to tend your fields and flocks; therefore, you want to make sure that your county has enough population to both tend the fields and supply you with an army before you start to conscript. You also want your population to be as happy as possible, since conscription



always produces unrest among the remaining peasants. The greater the percentage of the population you draft, the more unhappy the rest of the peasants will become, which is another reason to wait until you have a decent population before conscripting.

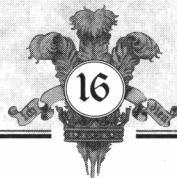
When all your fields are fertile, your people are well-fed and fairly happy, and your population is above 800, you can risk raising a 50-man peasant army to defend your county's town cross. To create an army, go to the *Create Armies* screen on the county level by clicking on the *Knight* icon (fifth from the top of the icon column). If there are mercenaries available in the county for you to hire, a panel will pop up telling you about them. Since you won't have the money, right click to get rid of the panel without hiring the mercenaries.

Click once on the up arrow next to the word *Peasants* to draft 50 peasants, and then click on the button next to *Raise this Army?* and confirm that you want it created. When you return to the kingdom map, you will see a small figure of a knight standing next to the town cross, representing that army. Make sure he is standing *right on top of the cross* so he can defend it if trouble comes. To move him into position, make sure you are on the Kingdom Map, and click on the *Move Army* icon (pictured as a knight and an arrow). The mouse pointer will change to a mailed fist. Click the fist on top of the army and the pointer will change to a fist holding a flag. Drag the pointer over the town cross and click; the army will move into position. (A trail of gray dots will follow as you move the pointer — for more details on army movement, see the main Game Manual.)

### ***The Work Ethic***

After you create an army, if you still have extra men available who aren't needed to farm, you can put them to work mining iron, quarrying stone, or cutting wood. Once you have iron available, you can assign men to make weapons and armour, and once you have stone and timber you can start building a castle. In addition to producing these goods yourself, you have the option of buying them from a merchant, if you can afford it.

From the county level, click on the *Labour* icon (third from the top — shows a man hoeing). This brings up the Labour screen, which shows nine sliding bars, one for each task. The top four bars can be used to adjust your farm labour again if you want, but this is better done from the *Fields* screen.



For this tutorial, put any extra men on duty mining iron. If they get enough iron mined, you can start to make weapons and build a better army to defend your county, or to send out to conquer other areas. You can either click on the arrows at either end of each bar to change the number of workers, or click anywhere on the bar itself. The bar will fill with gold colour as you assign more workers to each task. You can click and hold on the gold border to drag the bar further to the left or right.

For each of the four goods-producing tasks (mining, quarrying, gathering wood, and creating arms and armour), there is a second shorter bar at the end of the sliding labour bar which will fill in slowly with red colour as the work progresses. When the bar is filled, a unit of goods has been completed.

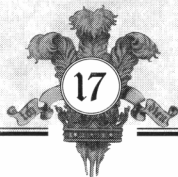
Peasants assigned to non-farming duties start off unskilled and inefficient and get better at the tasks the longer they are left on the job. Because of this, it's better not to take peasants off these duties once they've been assigned, although keep in mind that your crops and fields ought to have top priority, if you have to choose between the two.

### ***Castles***

Although building a castle is expensive and time-consuming, designing a castle is something you may do for free whenever you like. You can't start the real construction until you have stone and timber available and enough extra men available to do the building, but it costs you nothing to experiment with designs. You probably will want to build a castle for your starting county as soon as you reasonably can, since a castle will make it much easier for you to defend your lands from attackers with the minimum number of soldiers. You can make your designs as grand and impressive as you like, but the first castle you actually build should be relatively small and simple, so that it can be completed before too many years have gone by. You have the option of expanding it later if you feel like it. (See the main Game Manual for details on how to use the Castle Design screen.)

### ***Continuing the Game***

In further turns, you will want to continue as you have been, tending to your county and trying to keep it healthy and growing. As turns pass, keep an eye on the Map of the Realm so that you can see when your opponents start building castles and raising armies. If, while you are on the Kingdom level, you see the pointer change to an animated gold lion on a brown shield, it means that an army is marching somewhere on the map; click the right mouse button, and the map



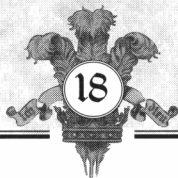
display will jump to show you the army that is moving. Another noble's army will appear as a knight marked with the noble's colour; an army of outlaws peasants will appear as a peasant carrying a torch. (When peasant armies are moving, the shield icon at the bottom of the screen will display a brown shield with a pitchfork instead of a noble's shield.)

If you are producing enough extra food that you don't want to store it all, or that your fields are becoming overcrowded with livestock, you can either increase your county's rations, trade the extra food for money or other goods, or ship the extra to another county if you control more than one.

As the game progresses, your treasury should increase and your peasants should start producing useful goods such as iron and stone. If your treasury gets large enough, you can also purchase these things from merchants. When you are ready, you can start building a castle in your first county to make it more secure, and possibly make or buy weapons and armour to equip your soldiers. At some point, you will want to send your armies out to take over other counties and expand your power base. If you are managing your county well, other counties may offer themselves up to your rule the moment your army crosses their border. In other cases, you may have to march your army to the town cross and take it, or the county's castle instead, if one has been built. (See the Main Game Manual and the Castle Siege and Battle Manual for details on conquests.)

As you add each county, you will need to tend it carefully for a while until it can manage on its own, and then build another castle and army there and keep expanding. Eventually you will come into conflict with the other nobles of the land and have to decide whether to make alliances with them or meet them on the battlefield. If you make wise decisions, your realm will continue grow until you are the supreme and unchallenged ruler of the land.

**Long Live the King!**



## Q & A

If you don't want to go through the tutorial, or already did and are still a little confused, here are answers to some of the most common questions you may have about Lords of the Realm.

**Q: What do the colours of the numbers on the screen mean? They keep changing.**

A: In general, a number in blue shows a current value. A red number shows a change for the worse, and a black or purple number shows a change for the better. For details, consult the Game Manual.

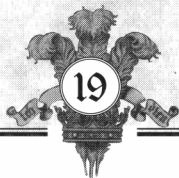
**Q: My peasants never seem to get any happier. Why?**

A: The happiness of a county's population rises slowly under the right conditions. If your peasants are not getting any happier (or are even becoming *more* unhappy), check the following things:

- Are you taxing them too much? Heavy taxes increase unhappiness.
- Did you just conscript a large army? Happiness drops in the season after an army is conscripted, but should start to rise again afterward if everything else is all right.
- Do they have enough food? Peasants on short rations are less happy. (If you keep running out of food and don't know why, keep reading.)
- Did something bad happen last season? There are chance events that can reduce happiness. You can't do anything about this. If everything else is all right in the county, they will become happy again in a few seasons.
- Are they already as happy as they can possibly be already? Remember that forty hearts is the maximum on the happiness scale.
- If all else fails, try buying your peasants some ale. Ale doesn't solve any of the problems of the county, but it may make your people forget about them for a while until you can get the problems fixed.

**Q: Who's that guy on the Kingdom Map with a torch, and what should I do about him?**

A: That figure represents a band of outlaws who will run around eating your food and terrorising your people if they enter any of your counties. Outlaws are produced when peasants or armies revolt due to unhappiness. Outlaws are only a problem if they are within the borders of your county — where they will steal and eat a lot of the food your



peasants need to live — or if they attack your army on the road. An outlaw band may come from within your county itself (if you fail to keep your peasants happy) or may arise in another county and move into yours. The only thing to do about an outlaw band is to march forth with an army and defeat them, or wait and hope they leave on their own.

**Q: My peasants revolted! Why? And what do I do now?**

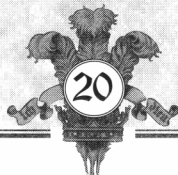
A: Any time the happiness in a county drops to five or below, there is a chance that some of the peasants may revolt. The more unhappy the peasants are when the revolt occurs, the larger the percentage of the population that will turn outlaw. All you can do when a revolt occurs is kill the rebels and then fix the problems in the county so that no more revolts occur. This is a major problem — the revolters may overthrow your rule in that county and cause you to lose control of it, which might split your kingdom. Beware!

**Q: I don't have enough food! How can I get more?**

A: If you have only one county, you can only get more food by growing it or by buying it from a merchant. If your only county is short on food, you may have no choice but to cut the people back to half or even quarter rations to keep them from eating everything they have until the next harvest. As soon as a merchant appears, buy food from him. Grain is probably the best choice if you're having a severe shortage since it's cheapest and takes no maintenance. If you have more than one county, you can ship food from a more prosperous county to a poorer one, but you need to plan ahead — it may take the supply wagon several seasons to travel to its destination. Under some circumstances, you may be able to stretch your county's food supplies by drafting an army and sending it into someone else's county to eat off their lands instead of yours.

**Q: Where did all my food go?**

A: It was probably eaten by someone. Maybe you failed to keep an eye on your peasants and they ate themselves out of house and home. Maybe your own armies are eating too much (look at the Create Army screen to see this.) Or maybe a chance event — a fire, a pack of rats — occurred and destroyed some of your stored food stocks. The most likely culprit for a sudden loss of food is an enemy army or a band of outlaws that has moved onto your land and is stealing food from your peasants. To find out exactly where the food went, go to the County History screen and take a look.





**Q: What's the deal with dairy produce?**

A: Dairy produce is produced in any county that farms cattle. It acts as extra bonus food for the peasants in the county. The dairy produce are always eaten **first**, before any stored grain or livestock is eaten. They cost you nothing, but cannot be stored, sold, or shipped to other counties. It is possible to feed your entire population on dairy produce if the population is small or the cattle herd is very large.

**Q: I don't have enough men to sow all my grain.  
Is this a problem?**

A: When sowing, don't worry about not achieving the "Need" number for farming labour. If you don't match it, all that happens is that you don't sow your fields to their greatest capacity. You will harvest less food, but you may still get enough to get by.

**Q: What do those flowers or weeds on the  
County Fields screen do?**

A: The four flowers (or weed) displayed underneath the sixteen Field Squares show you whether your fields' fertility is improving or degenerating, and how fast. Flowers show that fertility is improving, and weeds show that it is deteriorating. The more flowers or weeds, the faster the change is happening.

**Q: My fields are going barren! What's wrong,  
and what can I do about it?**

A: Your fields will go barren for one of two reasons. Either you don't have enough people assigned as **Serfs** to keep the fields in good repair, or you've let your fertility drop too far. In either case, you are losing valuable land and you should repair the problem as quickly as you can, either by putting more people on serf duty or by turning more fields to fallow.

**Q: Why does the number of men I need for my  
fields keep changing?**

A: The amount of work to be done in the fields varies from season to season, especially if you are farming grain. More men are needed during sowing and harvesting than while the crop is simply growing. The needs of your livestock will change with the seasons as well, though not as drastically as for the grain fields.

**Q: My fields are overcrowded with livestock and my fertility  
is dropping. What do I do?**

A: The only way to bring fertility back up is to put more fields into fallow. If you have too many cows or sheep for the land, you have to get rid of some of them. Do one of the following:



- Increase the rations your people eat, and have them eat more livestock and less grain.
- Sell your extra cows and sheep to merchants. This will also give you a nice piece of change to put into your treasury.
- Send your extra cows and sheep to another one of your counties that is less well-off. Be careful, though — if you send them more animals than they can tend to with their population, the animals will simply die and be wasted.

**Q: Why does my population keep falling?**

A: Population falls for one of four reasons:

- Your people are simply dying from natural causes. If they are short on food, more of them will die from ordinary illness. More peasants will die in the winter than in other seasons due to the harsher weather. A plague may also strike unexpectedly.
- Your people are leaving in search of a better life. If the conditions in your county aren't very good, your peasants will run off to nearby counties that aren't under your rule. On the other hand, if you're doing a good job, peasants from other counties will move into yours.
- Your people are being killed by enemy armies. The only way to stop this is to march out your own forces and defeat the enemy.
- Your people are being conscripted into your own army. This shows up as a decrease in population even though the people haven't really left — they've just been reassigned.

If you want details on where your population went last season, check the County History screen.

**Q: Why does my livestock keep dying?**

A: Some livestock will always die in every season due to natural causes. As with people, more animals will die in the winter or when the weather is very bad. Animals also die from unexpected events such as livestock plagues, and are sometimes killed by predators. If you have too few people tending the animals, more of them will die each season. They will also die more often if they are overcrowded.

**Q: I want to start farming sheep, but I don't have any lambs. Where do I get them?**

A: Buy them from a merchant who sells them, or ship some in from another county you control. Do the same with cattle.



**Q: So where's the merchant? He never shows up when I need him, and when he does, he won't buy my wool or sell me any grain!**

A: Some counties are better served by merchants than others, although all counties will get merchants once in a while. If your county is rarely visited (which can happen if it's in an out-of-the-way location), save up your money and buy as much as you can when a merchant does come by — it'll have to last you. Each merchant has an inventory of items that he will sell or buy, which will always include at least one kind of food. These inventories don't change during the game — if George wasn't selling grain last year, he won't be selling it this year, either. Pay attention to which merchants visit which of your counties so you can plan ahead. Remember that some goods (stone, iron, timber, and weapons) can be used in **any** of your counties no matter where you buy them, but that food and ale can only be used in the county where they are bought, unless you send out a supply wagon.

**Q: Okay, I just bought some lambs and calves from a merchant to start my herds — and they disappeared! What happened?**

A: When you add a new kind of livestock to a county, you **must remember** to go to the County Fields screen and assign at least one field for the new animals to graze on. If you don't, the animals will be lost at the end of the season.

**Q: How can I get more money?**

A: Raise taxes (but be careful!) or sell goods to merchants. Keep in mind that the more people you have, the more income you get from taxes. The best way to have a high steady income is to have lots of people who can pay.

**Q: How do I get more counties?**

A: Create an army and march into the county you want to take. What you have to do to take control of a county differs based on whether the county is neutral or controlled by one of the other nobles. If the county is neutral, the difficulty in taking it will depend on how prosperous it is.

*Neutral Counties:*

If the county is very poor, the locals may simply turn the county over to you the instant you cross the border, in the hope that you can keep them from starving to death. Otherwise, an envoy will greet you at the border with a message which may be pleasant or



threatening. You may be given a chance to offer a bribe to the peasants in order to get them to accept your rule without a fight. If you can't get the county to come to your side by bribing them, you will have to march your army to the town cross and attack it. The local peasants will come out to battle you and protect their lands. If you win the battle, the county is yours.

*Counties Controlled by Enemy Nobles:*

A county which has another noble's flag at the town cross but no army stationed there can be taken by simply marching your army onto the cross. The local peasants are used to being ruled and don't care who rules them, so they won't fight back. The happiness of the county may change, however — it will drop if the peasants were happy before you came, but go up if they were dissatisfied under their previous lord. If the enemy noble has stationed an army at the town cross, or worse, built and garrisoned a castle in the county, you will have to defeat the army or the castle to seize control of the county.

**Q: How do I protect the counties I have?**

A: At first, build an army and station it **directly on top** of the town cross. Leave it there to defend the cross from enemy armies. Without a defending army, your county can be taken by any opposing army marching to the town cross. With an army present, the enemy will have to fight for his conquest. You may still lose the fight, though. For better defence, invest in a castle for the county and garrison it with an army. Castles are much more difficult to take, and while the siege is going on you may be able to create another army to attack the invaders.

**Q: How can I raise an army?**

A: Go to the Raise Army screen (on the County level). There may be mercenaries available for hire, although not always. If there are, you can either hire the mercenaries, or draft your own people, or do both. If you don't have any weaponry stored, the only kind of soldiers you can draft are weaponless peasants, who aren't very good fighters.

**Q: Should I hire mercenaries, or conscript my own people?**

A: It depends on what your resources and needs are. Mercenaries are costly and not always available, but if you can get them they are very good fighters who come with their own equipment. Hiring mercenaries also lets you avoid the unhappiness that comes to your population when you draft them. Mercenaries are prone to desert if they don't like the working conditions — if you don't pay them, for example, or if the morale of the whole army gets too low, or if they are told to retreat.



Conscripting your own people is less expensive, and is something you can do at any time, **provided** your people are happy enough and that the population is large enough. If the peasants are too unhappy, they will refuse to fight for you. You can never conscript more than 50% of the population of a county, and the minimum army size is fifty men, so you need a population of at least one hundred people to even think about raising an army. Also, the higher the percentage of your population you conscript, the more unhappy the remaining people will become (and the lower the morale of your new draftees will be.) If you need to conscript, it's better to wait until you can get a fairly large army from only a few percent of the population. You may not have that luxury, though, if your county comes under attack and you need to raise an army quickly for defence.

**Q: So how do I get weapons?**

A: Buy them from a merchant or make them. They come in lots of fifty weapons per unit. In order to make them, you need to have iron. The iron can be bought from merchants or mined by your own people.

**Q: One of the other nobles has gotten me really mad. How can I wreak havoc on his lands and make him regret it?**

A: Send an army out to pillage. If you march an army onto a farmed field or house belonging to another noble (or to a neutral county) you can order your army to destroy that field or kill the peasants represented by that house. This isn't a very efficient way to conquer a county — it doesn't help you defeat the enemy's armies or destroy his castle — but it can do a lot of long-term economic damage to your enemy. Of course, if you later wind up taking the county you'll have to undo all the damage you did, but that's conquest for you.

**Q: My castle is taking a very long time to finish.**

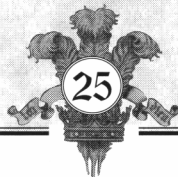
**What's wrong?**

A: Either you don't have enough materials — stone and timber — to finish the castle, or there's something wrong with your builders. You did remember to assign builders, didn't you? It's also possible you got over-ambitious with your castle design — the bigger and fancier the castle, the longer it will take to build.

**Q: My workers never seem to produce anything.**

**What's the matter with them?**

A: You've probably been switching them between goods production and farming tasks. Again, once you assign them to production, you're much better off leaving them there unless you need emergency manpower. Try to plan ahead and not assign people to production



until you're fairly sure you won't be needing them elsewhere. It should go without saying that the more people you put on a task, the faster they will produce a unit of goods — if you only put five peasants on quarrying, it will take them a long time to produce enough stone for a castle.

**Q: How do I stock a castle with food?**

A: You don't have to. The castle is stocked as it is built. When it comes under siege, the stores will decrease each season. If the siege is lifted, the stocks will be automatically replenished in the next season.

**Q: Hey, my army disappeared from the Kingdom Map! What gives?**

A: Any of a number of things could cause this.

- Your army will disappear if it is defeated in battle
- If the morale of your army drops too low for too long, the army may turn outlaw. The knight figure will be replaced with an outlaw figure — a peasant carrying a torch.
- If you combine two armies into one, one of the figures will disappear.
- If your army *retreats* from a ground battle and its morale drops too low due to the retreat, the army will disband and the figure will not reappear when you return to the Kingdom Map.
- If your army was made entirely of mercenary forces, and you retreat from a battle, the mercenaries will desert in disgust, no matter what their morale is, and your army will vanish.

**Q: Do all of the other nobles behave the same?**

A: No. Each of the other five nobles has a different personality and style of management. In order from most to least aggressive, they are: the knight, the baron, the countess, the earl, and the bishop.

**Q: One of the other nobles offered an alliance. Should I take it?**

A: It depends. As long as the alliance holds, the other noble will not attack your lands. The other noble may decide to break it, however, and catch you by surprise. Not all of the other nobles are always trustworthy, and just because a noble is quick to make a treaty doesn't mean that he won't be equally quick to break it. Also, if you make and then break the alliance, it will hurt your credibility with the other nobles should you want to make further alliances.



# Manual Changes and Additions

The following features have been modified or added to Lords of the Realm since the original manual went to press. Please be sure to read them, and to also read the **README.TXT** file on your game disk for further changes or information.

## Game Options

After you have gained control of your third county, you will be given the option to have your **Steward** take some of the everyday management tasks off your hands. This must be done for either all of your counties or none of them; you can't pick and choose which counties will be managed by your steward. Your Steward will attempt to adjust the *farming labour* only — he will try to keep all of the farming labour levels at the optimum value, if possible. He will not adjust any other labour. His adjustments take place at the very beginning of your turn, so you can always go and change his assignments if you aren't happy with them. This service costs a certain number of gold pieces per county per season. You may turn this option on or off at any time after gaining your third county by clicking the **Stewardship** button on the Treasury panel.

You can toggle the appearance of the **Event Panel** for weather and chance events in your county on and off from the *Game Options* panel.

## General

There are now thirty-two counties, not thirty.

On the food sliding bar on the General County screen, sheep are blue, grain is green, and cattle are red.

You will receive messages telling you when castles are completed or besieged in counties you do not control. You may also receive messages from your own counties which will give you some information on the state of your lands. A message stating that highway robbers have appeared, for example, is an indicator that your taxes are too high.

Taxes are now calculated per hundred head of people, not per ten head.

When you have assigned the Steward to do regular maintenance of your counties, the flags of counties in trouble (due to shortage of



labour or low happiness) will flash on the Map of the Realm. Armies (yours or an enemy's) always **eat first**, before your peasants do. If anyone is going to starve, it will be the farmers, not the soldiers. The **field graphics** on the Kingdom Map change only after your turn.

All slider bars and arrow buttons change by **one percentage point** when you click on them, not by set amounts.

On the last four labour bars (iron, stone, timber, and arms production), a percentage number appears above the bar showing what the current **efficiency** of the workers are. This will improve the longer the workers are left on the same job. When new workers are added, the efficiency will drop temporarily until the new recruits learn their tasks.

When sending **messages** to other nobles, there are limits on both the space and the number of characters you can include in a single missive. You may run out of one before you run out of the other.

## *Labour*

On the County Fields screen, you can now set the **Now** value equal to the **Need** value in each row by clicking on the Need value.

The label above the short production bar on the labour screen now turns **white** if two units of that good were produced in the previous season. No more than two units of goods can be produced in a single season.

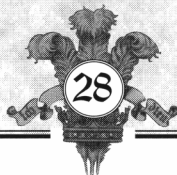
## *Trading Goods*

When you purchase arms from a merchant, you can click the **View Arms** button to see what sort of weaponry you currently have in stock.

**Ale** bought from a merchant is *all* consumed in the following season. The more ale you buy, the greater bonus you receive to your people's happiness. This happiness increase will be displayed on the panel when you buy ale.

## *Controlling Counties*

If you build a castle in the county, the castle becomes the county's defensive centre, not the town cross. You may build only one castle per county, and it is always sited right next to the town cross. To defend the county, you must move your army from the town cross





into the castle *as soon as the site is chosen*. Even before the castle construction has actually begun, the castle site is still considered the centre of the county, and is the point which an enemy must take in order to control that county.

Peasants will not migrate between two counties that you control, only between those you control and those you don't.

If the **happiness** in a county stays below five for more than four seasons, you will lose control of the county. You will be warned before this happens.

You may only capture counties **adjacent** to the ones you already control. If you lose control of a central county, your Kingdom will be split and you will retain control only of the largest portion of it.

## *Armies*

Mercenaries will start with a morale of at least fifteen (since they're professionals), but never higher than twenty-five (since they don't really care about the lands they're defending.)

Mercenaries ordered to retreat will desert your army.

Mercenaries can now be hired in fifty-soldier increments.

Even with the visibility factors limited in the game, you may still "see" battles that occur in distant parts of the realm noted on the Map of the Realm. These represent fights you have heard about through the rumour mill.

## *Castles and Sieges*

Resources for building a castle are taken out of stores when the castle is **begun**, not when it is finished. Even if you have not assigned any builders to the castle, the resources are still allocated for that project.

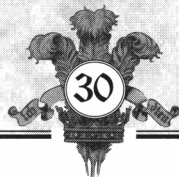
Castles are always shown with **flags** when viewed on the Map of the Realm, but they will only have flags on the Kingdom Map if there is an army stationed there.

**Battering Rams** do little damage to walls and towers. They are best used against gatehouses.

If you click on an enemy's castle on the Kingdom Map, you will see a **picture** of it but no statistics for the castle.



# Notes





*Impressions*™

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