

LORDS II

OF THE REALM



SIEGE PACK

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LORDS OF THE REALM II uses Smacker Video Technology. Copyright © 1994 by Invisible, Inc. d.b.a. RAD Software.

Lords of the Realm II Siege Pack

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I. Introduction

Thank you for purchasing the Lords of the Realm II Siege Pack. We have added many new features which we hope will make a great game even better!

II. Installation Instructions

The Lords of the Realm II Siege Pack is a Windows 95 only program. You must have the Windows 95 version of Lords of the Realm II installed before you install the Siege Pack.

Step 1: Place the Siege Pack CD in your CD-ROM drive. If the Windows 95 AutoPlay feature is enabled, a window will appear automatically on your screen. Select "Install" to begin installation. Follow the onscreen instructions to complete the installation.

Step 2: If your AutoPlay feature is not enabled, open the "My Computer" folder on your desktop, and select the drive letter that corresponds to your CD-ROM drive. From the window that appears, double click on the Setup icon. Follow the onscreen instructions to complete the installation.

To load the game any time after you have installed it, insert the Lords 2 Siege Pack CD into your CD-ROM drive. If your AutoPlay feature is enabled, the game will begin automatically; if not, click on your Start button and select "Lords II Siege Pack" from the Sierra Folder.

III. What's New

Fast Internet support - play single battles, sieges or a full game over the Internet. Hook up with friends or find opponents in chat rooms using the Sierra Internet Gaming System (SIGS).

New castles - 10 new castles are included for skirmish mode. Play against the A.I., or play head-to-head by Internet (SIGS), Network or Modem.

20 battle maps to play in skirmish mode. Play head-to-head or against the A.I.

Scores and difficulty levels. How good are you? Choose a higher difficulty level to increase the challenge and raise your score. Choose a higher difficulty level than your opponent in head-to-head play to even out the battles or sieges.

New Battle Map Editor. Create your own custom battle maps and play against the A.I. or head-to-head. Custom maps may take advantage of two new "terrain" types:

Pitch. Boiling oil proved so effective in castle sieges, many lords sought a comparable weapon for open field battles. Place flammable pitch in ditches, and light it afire with your archers, to make rivers of flame for enemy troops to cross. Just take care that your own men don't find themselves hemmed in by their own defenses...

Stakes. Woods grow where seeds fall...rivers flow where water runs...bridges span fords...boulders lie where glaciers left them. Heretofore, your men have taken advantage of cover wherever nature provided it. Now they can prepare their own barriers. Use stakes to block movement on otherwise-open terrain.

New country maps. Vie to become High King of Australia, Central America, South America, Japan, the Roman Empire, the United States, or the whole world. Re-conquer England on the revised Britain map. We've also added several imaginative and challenging "fantasy" maps, and our first city map, for which we chose the crazy patchwork that makes up Boston (home to the Impressions team). Altogether, we've drawn up 20 new realms for your troops to roam, each a unique product of the twisted minds of our testers and designers, and all created with multiplayer gaming in mind.

IV. Other Changes

New campaign. Six of the new county maps are linked in a campaign of steadily-increasing difficulty. To play, choose Single Player, then Play Now!!, then New Campaign.

Enhanced siege AI. While no artificial intelligence can offer the level of challenge you'll get from another human player, you will find the computer opponents somewhat more formidable in castle sieges.

Enhanced diplomacy. Watch out! Don't anger your opponents, or they may come and pillage your fields and attack your villagers. Players who thought they could safely ignore the diplomacy aspects in Lords II should think again.

More random events. As if the plague, mad cows and wolf attacks weren't enough to keep you on your toes, you'll now have a whole set of new problems to address. Fear not: we've balanced these with some new boons, too.

V. Playing Skirmishes

Skirmish mode is the heart of the Lords II Expansion Pack. Many noble lords petitioned us for a way to play quick battles, head-to-head, without committing the time for a full-blown strategic game, so here it is. Lords of the Realm II is now among the best games on the Internet.

To play a skirmish, launch the game as you have always done. Choose either Single Player or Multiple Players. Now choose Skirmish.

After entering your name and choosing your color, you will see the new Skirmish Setup screen. Refer to the screenshot to learn all the options that are present.

VI. Using the Battle Map Editor

You should be able to use the Editor without even reading these instructions. The interface is clean and simple, and the map creation process is logical and intuitive. If you do get stuck, though, this section will help you out.

Starting the Editor: (Note - Your video card must support 16 bit color to run the Battle Map Editor)
The Lords II Battle-Map Editor is located in the Lords2 directory. Double-click on Map12.exe to start the program. You can also access the editor through the Start menu by selecting "Battle Map Editor" in the Sierra folder. Upon entering the Map Editor, a menu will allow you to enter the Edit Screen, create a New Map Set, Load a Map Set, Save a Map Set, or Exit Editor.

Build a Battle Map:

Left-click on the New Map Set button. This option allows you to begin creating a set of maps. The menu bar located at the bottom of the screen indicates your X and Y axis in relation to the entire field, the map number currently being edited, and the Full Name assigned to that particular map (see Map Text). Up to 20 maps may be created and bundled together into one file or map set.

The arrows on the four sides of the screen indicate the directions in which you are able to scroll. The arrow on any given side of the screen will disappear when you have reached the end of the playing field.

On the right side of your screen are your choices of map characteristics. Left-click to place an element; right-click to erase:

Land: places plain-old grass on the meadow

Woods: places trees through which nothing may pass (men/arrows).

Water: places body of water.

Bridge: places a bridge over water. Bridges may only be placed vertically, and from top to bottom.

Rocks: impassable by foot, yet arrows easily find their way over them.

Scrub: like Rocks, arrows but not people may pass over these.

Pitch: (new feature) places a ditch on the ground, which ignites when triggered by a defender's arrow.

Stakes: (new feature) places an impassable obstacle with same properties as Rocks and Scrub.

Attacker: places attacking army indicated by a red flag. (note: flags may only be placed on plain land)

Defender: places defending army indicated by a blue flag. (note: flags may only be placed on plain land)

The Brush button allows you to manipulate the size of the area in which terrain is placed on the map in three sizes: small, medium, and large.

Troop Numbers - This allows you to set the starting number of each troop type for the attacker and defender on the current map. You can give each side the same number of troops to create an equal battle, or give one side more troops for an unequal battle.

Map Text: allows you to assign a Full Name, Short Name, and Brief Description to your custom map file. These names will appear in the Skirmish Setup screen when you go to play the game.

Toggle Radar: toggles the mini map in the upper left-hand corner on/off, giving you a better idea of where you are placing elements, or enabling you to see more of your immediate work area.

Main Screen: brings you to the initial menu screen.

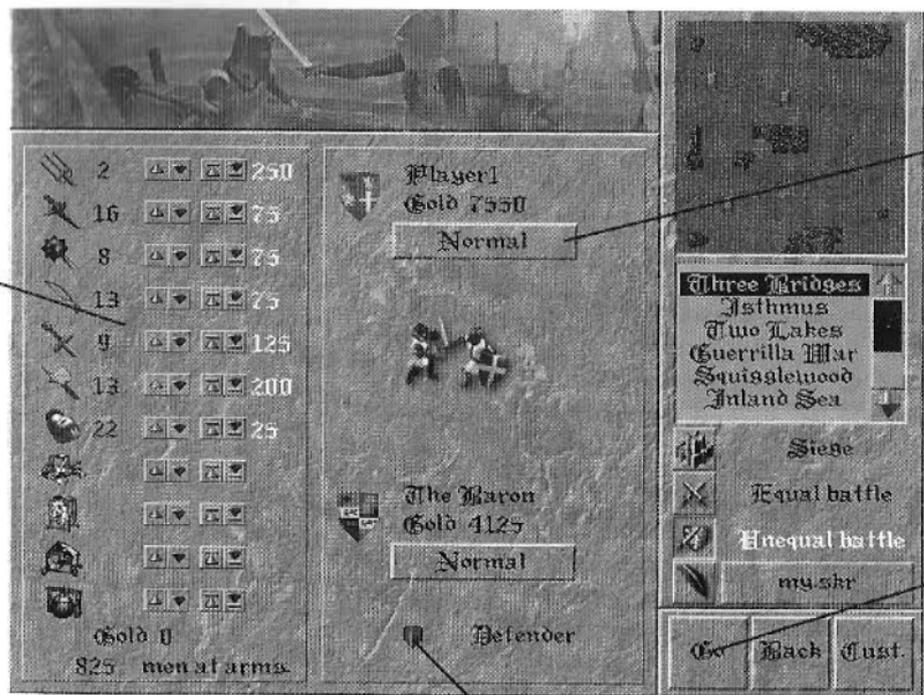
Save & Load Maps: Load a Map Set allows you to load an SKR file (your custom maps are saved with this extension, which stands for "skirmish") so that it may be edited.

Save a Map Set allows you to save the custom map set on which you are currently working. Your file will be saved as an SKR file. The Lords II folder is the default location in which this file will be saved.

Playing a Custom Map:

After saving a Map Set (SKR file), you may want to give it to a friend so you can both play it. Both players must copy the SKR file into the Lords II root directory. Load Lords II and select Skirmishes. Once in the Skirmishes screen, press the quill icon and select the map you wish to play. Right-click to exit the selection menu. Now, either press CUST to customize your allocations or GO to play.

The panel is identical to that on the Skirmish Setup screen, and allows you to change your chosen scenario.

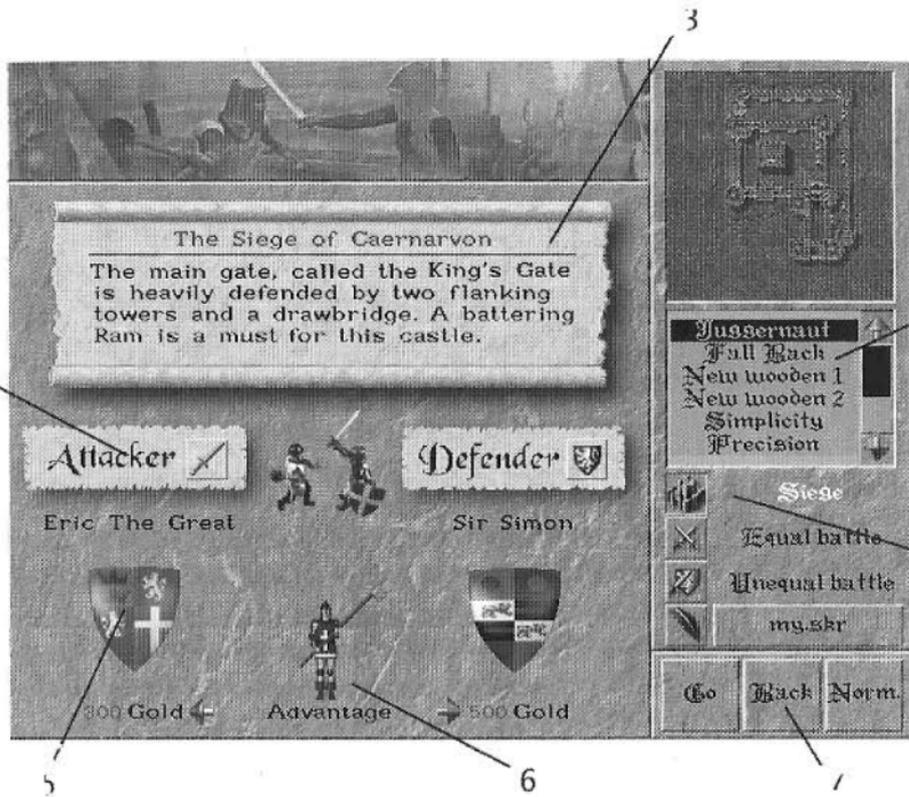


1. The far left-hand panel contains all controls to customize your army. The icons on the extreme left indicate troop types, and are probably familiar to you from having played Lords II. In order of appearance, they represent peasants, crossbowmen, macesmen, swordsmen, pikemen, archers, knights, catapults, siege towers, battering rams and boiling oil. The numerals adjacent to these icons show each unit's cost in gold. The arrows in the next two columns allow you to increase or decrease the number of troops of each type, subject to your ability to afford them. Arrows without an underscore increase or decrease the total by one unit; the underscored arrows buy or sell all men. The final column shows the number of each troop type currently in your army. (Note that siege engines are only available in castle sieges.)

2. The middle panel displays overall information about each army. You can see your opponent's total available gold, giving you a rough estimate of his overall army strength, but his force composition is secret until the skirmish begins. The button below your gold indicator allows you to choose your difficulty level. Watch how your troop numbers and gold change as you toggle various difficulty levels – harder levels give you fewer forces. Higher difficulty levels will increase your score, while easier ones diminish it.

3. This button toggles which player will defend. It is active in all scenarios except equal battles.

4. The "Go" and "Back" buttons work as described for the Skirmish Setup screen. "Normal" returns you to that screen, and restores the default army types.



1. First, choose which type of skirmish you will fight. A siege is an attacking army versus a castle. An equal battle involves two armies of equal strength. An unequal battle involves two armies, one of which is a weaker defender with prepared defensive positions; the attacking army is stronger, but must overcome the defenses. The final button is for user-created battles. See Section V for instructions on creating your own skirmish scenarios.

2. Once the skirmish type is decided, this window shows the available scenarios. As you scroll through them, you'll see a small representation of the selected battle map.

3. This text window contains a brief description of the scenario currently highlighted in window 2.

4. In sieges, unequal battles and player-created scenarios, click on this placard to choose which player will attack, and which will defend. Note that equal battles do not offer an attack/defense option.

5. This shield indicates each player's color.

6. Use these arrows to assign an advantage to one player or the other. Players given an advantage (in gold available for army composition) will receive a lower score, while players accepting a disadvantage will see correspondingly higher scores. The pikeman graphic between the arrows points toward the side which has the advantage.

7. Use these buttons when you are satisfied with the options you have chosen.

"Go" begins the skirmish, using the default armies. When the "guest" player (the one who joined an existing session) clicks "Go", the button turns red on both players' monitors, indicating that the guest is ready to start. When the session creator clicks "Go", the skirmish begins. "Back" exits skirmish mode. "Cust." Takes both players to the custom army screen. Refer to the following screenshot for details on customizing your army.

