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

1) ONLINE PLAY
Because official multiplayer servers have been taken offline, playing over the
Internet is no longer supported. Playing through a LAN is still available.

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

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

4) UPDATED MINIMUM REQUIREMENTS

OS: Windows Vista, Windows 7, Windows 8 or Windows 10
Processor: 1 GHz Processor (1.4 GHz recommended)
Memory: 1 GB RAM
Graphics: 3D graphics card compatible with DirectX 7
Storage: 600 MB available space

5) Other Known Issues

Windows 10. User can experience a black screen on first time launch.
Windows 7. May minimize on launch to taskbar. Run as administrator and choose
compatibility mode for Windows 7 solves this.

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

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LORDS OF THE REALM(R) III
Patch Version 1.0 - 1.1
Readme File

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About This Document:

Thank you for applying the LORDS OF THE REALM III 1.1 patch.
This document contains information about LORDS OF THE REALM III and other
information about the program not found in the Help Files. This README file
includes information that pertains to general problems and questions you may
have
concerning the game or your computer. Should you experience any problems with
LORDS OF THE REALM III, please refer to this
file for additional help on answering questions about the game and solving
technical difficulties.
This document is best viewed with word wrap on.

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I. CHANGES TO LORDS OF THE REALM III IN 1.1 PATCH

Game crashes

a. Client can no longer place vassals while waiting for the host to finish loading the multiplayer game causing crash.
b. Holy Scholars no longer crash the game when leaving your vassal pool after being removed from the cursor.
c. Starting up another game after exiting a game with an agent or retainer still attached to your icon will no longer crash the game.
d. A default noble portrait will now appear in the start location selection screen in multiplayer, when the game is started through GameSpy arcade, when there are no pre-existing noble profiles.
e. Added a refresh button to the MP lobby interface.

Gameplay fixes

a. Replacing a knight on a parcel will no longer reduce the garrison to starting levels.
b. AI now observes delay in vassal replacement when a parcel is raised.
c. House dispositions are saved with saved games instead of resetting to neutral.
d. Mouse over text for political dispositions is no longer truncated.
e. Letters are now capitalized in game chat.
f. AI units will now move out of burning castle walls.
g. Shields on historical battle maps more accurately represent the actual start location of the troops.
h. Increased the movement speed of units between containers.
i. Pillaging and the use of Saboteurs now reduce the parcel level.
j. Special abilities marked as army splash are now affecting the other companies in that army.
k. Units will no longer be left behind when entering a siege tower.
l. Quick save occurs when secondary information panel is open.
m. AI will now hire more mercenary units rather than focus mainly on agents and retainers.
n. Boiling oil siege engineers now clearly target units climbing ladders.
o. Refresh button added to the MP lobby.

Uninstall information

a. Some files cannot be uninstalled after running the patch. Please manually delete the game folder after completing the uninstall.

II.   GENERAL TECHNICAL ISSUES

A. The first time you run the Lords of the Realm III, after setting or altering the detail settings, the game could take
several minutes to optimize the game maps.

B. Only 2-player Battle Map are supported for users with the minimal 56K dialup connection.

C. For better game performance, we highly recommend exiting all non-essential background programs before running Lords of the Realm III. Lords of the Realm III will also run better if your system has current hardware drivers and a recently
defragmented hard drive.

D. Application switching is not supported. Using Alt-Tab, Alt-esc or even hitting the Windows key to minimize the game is
known to cause instability issues in the game.

E. Lords of the Realm III will not start while Net Meeting(R) is running in the background.

F. The screen saver is disabled while Lords of the Realm is running. If the game crashes during play then your
screensaver may need to be reactivated.

G. Switching to another executable while Lords of the Realm III is running may cause some of the graphics resources to become
corrupted. If the graphics do become corrupted for any reason, closing the game and restarting should clear up most issues.
If you must switch to another executable while playing Lords of the Realm III, we recommend that you first save your current
game.

H. Certain applications, like some instant messaging and email software, can be configured to open 'pop-up' windows when you
receive a message, that instantly jump in front of any other application. Because Lords of the Realm III is a full-screen
application, it will be minimized if this happens, which interrupts gameplay and can cause instability in some cases. For
this reason, we recommend that you exit other applications or disable all pop-up windows when running Lords of the Realm III. Please see the documentation for your particular messaging and email software for details regarding how to disable pop-up windows.

I. When you start Lords of the Realm III if the screen turns black and returns back to the desktop, your monitor may be
having refresh issues. Make sure you have the proper drivers for your monitor installed. The default monitor information may
have a different refresh rate than your monitor.

  1. Open the control panel located in the settings tab of your start button menu.
  2. Select the Display icon.
  3. Choose the Settings tab.
  4. Click the Advanced button.
  5. Choose the Monitor tab.
  6. The panel should have the manufacture name and model number listed.
  7. If the default plug and play monitor is listed you will need to contact your monitor vendor for instructions on how to
obtain and safely install the latest monitor drivers.

J. If lasso selection boxes do not appear on the battle level, make sure you have the latest drivers for your video card and
turn off the shader option. To turn off the shader option run the configuration.exe, select 'Advanced Options', at the bottom of the panel toggle the 'Disable Shaders' button.

K. Installing Lords of the Realm III to your desktop is not supported. Lords of the Realm III should run fine if you install
it into a folder on a desktop, but you do so at your own risk.

L. If for some reason Lords of the Realm III is terminated prematurely (ex: through the task manager), and you cannot
re-start Lords of the Realm III, reboot your system and try again.

M. Some modems install software that disconnect internet access when a Game is launched, contact you modem vendor to see if
Windows software can be used instead of the specific modem software.

N. There are known driver/video ram issues when playing in 1600x1200 on GeForce2 boards -- users should stay in lower resolutions on those cards.

O. The ATI Radeon 9200 is a dual card with both TV and monitor output. If the ATI driver has both outputs enabled, Lords of the Realm III
may run at a low frame rate. If this occurs, disable the TV driver and the game should run fine with clear audio and no
performance issues.

P. In order to start an internet multiplayer game you must have an active connection to the internet.

Q. AMD has identified an issue that could result in the corruption of video data shared between AGP graphics adapters and AMD
Athlon(TM) or AMD Duron(TM) family processors, including the AMD Athlon MP, mobile Athlon 4, and AMD Athlon XP processors,

when running Microsoft Windows 2000 Professional, Windows 2000 Server, or
Windows 2000 Advanced Server. This issue is
independent of system chipset and has been observed when running Ziff-Davis 3D
Winbench(TM) 2000 and Mad Onion 3DMark(R) 2000
in benchmarking mode.
Please contact AMD directly for the patch that resolves this issue.

R. If you have multiple optical drives (cd-roms or DVD-roms) and you get the
insert disk message, try again using the other
optical drive.

S. If you are playing under Windows 98SE or ME with certain audio cards, you may
need to turn down you Sound Acceleration due
to driver instability. To do this open the Start menu and select 'Run'. Enter
'dxdiag' in the Open: field. This will open the
DirectX Diagnostic tool. It may take a moment for the tool to finish analyzing
your system. During this time the monitor may
flash on and off, this is normal and video will return momentarily. Once the
diagnostic is done running, click on the 'Sound'
tab. If you have a compatible sound card installed, the 'Hardware sound
acceleration level' meter will be active. Slide the
bar to the far left to deactivate sound acceleration.

T. The Castle Editor, included with Lords of the Realm III, can be used to make
custom castle for use with the game. It is
not a supported Sierra product. Impressions is providing this software "as is"
and does not guarantee that it will work on
your computer.

U. If you have problems launching Lords of the Realm III from Gamespy Arcade,
please try to either download a newer version
of Arcade, or try to connect to Gamespy from within Lords of the Realm III via
Multiplayer - Internet.

V. When playing a multiplayer game of Lords of the Realm III over the internet,
the hosting computer should always be the
more powerful computer with the fastest network connection. If you are playing
with a 56K connection, you should only play
with a maximum of 2 players and 2 AI. Playing on maps with more AI players may
cause excessive latency.

W. Players with a 56K connection should try to avoid servers with high ping
rates.

X. Users experiencing stability issues, on low end AMD systems running older
Geforce Cards, should contact Nvidia for driver updates that may address these
problems.

III.   GENERAL GAME ISSUES

A. Multiplayer Issues
Modem users may experience connectivity problems when playing LORDS OF THE REALM
III on Gamespy(R) while running a personal
firewall (such as ZoneAlarm(R) or Norton Personal Firewall(R)). Disabling the
firewall during play may solve those problems.
If you want to play a multiplayer game of LORDS OF THE REALM III and you are
behind a router, you may need to do one of the
following:
  1) Disable your router so that your machine is connected directly to the
internet.
  2) Unblock port 6073 and ports 2302 to 2400 (these are the default DirectPlay
ports used by the game).
  3) Force LORDS OF THE REALM III to use a given port number by using "-port
####" at the command line, where #### is between
1 and 65535.

If you still encounter difficulty in connecting to GameSpy, please allow traffic
for at least the following TCP ports.
  6667 (IRC)
  80 (HTTP)
  27900 (Master Server UDP Heartbeat)
  28900 (Master Server List Request)
  29900 (GP Connection Manager)
  29901 (GP Search Manager)
  13139 (Custom UDP Pings)
  6500 (incoming, UDP, default roomquery port; can be customized with
roomqueryport=<port #> in svc.cfg)

B. Dual Monitor Setup
You will not be able to play LORDS OF THE REALM III on your secondary monitor
unless both are running from the same supported
video card. If you have two video cards, the primary card must be supported by
Lords of the Realm III or the game will not
run.

C. CD Keys
Please remember, no one from Sierra will ever ask you for your key. If someone
logs onto GameSpy(TM) using your CD key while
you are in a GameSpy lobby or game, you will be kicked out.
Remember, do not give out your CD key to anyone or you will not be able to play
multiplayer games!

D. Graphics Settings
Lords of the Realm III's default graphics quality settings are set to low. If
you want to experience the full visual
experience of Lords of the Realm III, you will need to set these values to high.
Increasing the graphic quality or screen resolution will affect game
performance.
You can increase the game performance by lowering the graphic performance or
resolution.

E. Installation of DirectX9.0
Lords of the Realm III recommends DirectX9.0 or higher in order to run. You will be prompted to install DirectX9 during the
installation process. If you have already installed or want to install DirectX9 later, please select no.
Note: If you select no during the installation process, you must install DirectX9.0 manually before Lords of the Realm III
will run.

F. Gamespy Arcade
While Lords of the Realm III provides Gamespy Arcade(TM) as an optional part of the installation process, Lords of the Realm
III is not supported by it. If you want to play a multiplayer game on Gamespy, please select the GameSpy option provided in
the front end.

G. Manual Changes
  1. Secondary Information Window (p.23)
  2. When you right click on the portrait of a vassal or parcel in the Info Panel, the Secondary Information Window opens in
the map window above the panel. This window contains tabs for detailed information about the selected vassal, parcel, or
army. In addition, two other tables provide a quick summary of your ongoing battles and state of your realm. Right-clicking
on the portrait again closes this window.
  3. Empty Parcel Button (p. 23)
  4. The left-most button of the Action Buttons is the Find Empty Parcel button. When this button is highlighted, one or more
of your parcels does not have a vassal assigned to it. Clicking the button takes you immediately to the empty parcel.
Repeated presses take you through any other empty parcels in sequence. When all your parcels have vassals assigned, the
button grays out and cannot be selected.
  5. Sea Travel (p. 29)
  6. To move an army by sea you must first move it onto a port space as indicated by the cursor change. Once the army is in
the port space, right-clicking on the adjacent ship orders the army to board. From there the ship can be ordered to sail to
any port or landing.

IV. TECHNICAL SUPPORT
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