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IMPORTANT NOTE

This manual was produced and printed far in advance of the actual completion of the game. Therefore, certain things may have changed. Please refer to the README.txt file for last minute changes, and especially the electronic version of the manual found on the disk.

PART I: GETTING STARTED

Greetings, Noble Lord. Herein begins a chronicle of deeds of arms and acts of chivalry with full and proper instruction in the arts of war and the training proper to a Prince for the good governance of his lands. May the wise Prince profit well from this so, that he shall be proclaimed as one of the Lords of the Realm!

BOOK I: OF THE WORLD AND ITS DENIZENS

As a newcomer to the Realm, you will encounter many new and wondrous things. As you explore your surroundings and build your kingdom, you should keep the following in mind:

The World Is Split in Two (or Three). Action in *Lords of the Realm III* takes place primarily on two levels: the **Battle Level** and the **Strategic Level**. On the Battle Level, you fight. On the Strategic Level, you move armies, grow food, earn money and manage your kingdom. There is also a **Political Level**. Here, you interact with other Lords and review your ratings.

Time Never Stops. Time continues to pass on all levels no matter which level you are currently visiting. So, if you are fighting on the Battle Level, resources continue to be gathered and armies continue to march on the Strategic Level. Likewise, while you are moving armies and overseeing your lands on the Strategic Level, your armies keep fighting on the Battle Level. Visiting the Political Level doesn't stop time either: activities on the Strategic Level and Battle Level continue.

You might find that your attention becomes divided. Not only do you have to keep track of the Battle, Strategic and Political levels, you may also find yourself fighting more than one battle at a time. Luckily, you are not alone.

Vassals Live to Serve You. Vassals take care of the details so you can keep your mind focused on larger matters. The four types of vassals are **Knights, Burghers, Serfs and Clergy**.

Knights act as generals on the Battle Level when you are not there to command the battle yourself. On the Strategic Level, Serfs grow food, Burghers earn crowns and the Clergy see to the health and well-being of your people. With willing vassals at your disposal, you can rest assured that you will never have to address little, everyday details.

BOOK II: WHERE THE INSTALLATION METHOD IS DESCRIBED

To install *Lords III*, put the game disk into your CD-ROM drive. When the Installation screen appears, click the Install *Lords III* button and follow the on-screen instructions.

Note: If for any reason the Installation screen does not appear, double-click the My Computer icon on the desktop, then double-click the CD-ROM icon. Next, find the Autoplay.exe and double-click it. The Installation screen should appear and you can proceed as described above.

After installing the game, you should review the README file for the latest information regarding the game.



BOOK III: OF SUCCOR IN TIMES OF NEED

Use the Help command ("?" on the interface) for assistance while playing the game. Left-click this button and then select an item on screen to view additional information about that item. Further detail about all aspects of *Lords III* also can be found in the electronic manual located on the game disk. In addition, there is a Tutorial campaign that teaches you what you need to know about the game.

BOOK IV: HEREIN YOU CREATE A NOBLE

When you start *Lords III*, you will be taken to the Scenario screen. Before playing a scenario, you must first select a Noble. You can use the default noble provided, or you can create a noble of your own by selecting the Create Noble button. On the Noble Creation screen, provide a name for your noble and adjust the portrait and heraldry to your liking. When you are ready, save your noble and you will be returned to the Scenario screen.

BOOK V: OF THE SCENARIOS YOU CAN PLAY

In single player mode, *Lords III* is organized into **Campaigns** and **Battles**. Campaigns - Irish, English, French, and German - are linked scenarios that recreate major events in the history of each kingdom. The first time you play a campaign, you must play each scenario in order. Every time you win a scenario, the next one in the campaign is unlocked. Once you have unlocked a scenario, you can play it without going through the campaign progression. Scenarios unlocked using one Noble are not unlocked for others.

Battle scenarios are not locked and are played entirely on the Battle Level of the game. Resource management, strategic movement, and politics are not used in battle games. These scenarios give you the chance to test your generalship on the field of combat.

Conquest scenarios include all aspects of *Lords III* -- Battle Level, Strategic Level, and Political Level. In these games you must build a realm using all your skills. Conquest scenarios are listed under the various campaigns.

The Scenario screen provides a description of each scenario. The shields indicate the number of player houses in the scenario. Selecting a shield replaces it with your heraldry and sets your starting position. The Victory button displays the victory conditions for the position. The Start Game button launches the scenario with the settings you have chosen.

PART II: THE BATTLE LEVEL

Kingdoms are won and lost on the battlefield, and the ability to lead your troops successfully a necessity for any leader. Heed the following advice and you may become the stuff of legends.

Battles take place on the Battle Level screen, which is made up of the **Main Window**, the **Army Display**, the **Information Panel**, the **Action Buttons**, and the **Mini-Map**.

BOOK I: ON THE MAIN WINDOW

You view the battlefield and the companies on it in the Main Window. You can change the location viewed by moving the cursor to the edge of the screen, causing the map to scroll in that direction. The mouse wheel can be used to zoom in and out. Holding down the "Z" key while moving the mouse allows you to rotate and tilt your view.

Your companies are composed of individual soldiers led by a Knight. You can select and give orders to companies using the cursor or through keyboard shortcuts. Companies function as groups, so selecting an individual soldier automatically selects all the soldiers, including the knight, of that company. You can also select multiple companies by lassoing them in this view. When a company is selected, the base of every soldier in the company is highlighted.

BOOK II: HEREIN THE ARMY DISPLAY IS REVEALED

The Army Display gives you a quick look at all the companies in your army. Each is represented by an icon that shows its troop type. Under each icon is a bar that shows the current health of the company, measured in men lost. The background color of your company's icons indicates its current morale state. The color will shift from green to yellow to orange and into red as a company's morale shifts from good, to shaken, to broken. Symbols above the company icon show when it is in combat, taking missile fire, ordered to hold, or routing.

You can select companies directly from the Army Display, either singly or in groups by shift-selecting them. When a company is selected, its icon is highlighted.



THE BATTLE LEVEL SCREEN

Use the buttons on the left of the display to switch between your companies and your siege equipment. Siege equipment only appears on maps with fortifications (castles, fiefs, and cities); otherwise, your knights keep their siege trains safely away from the battlefield. Siege equipment can be selected and controlled like companies.

When a company or siege weapon is selected, the Information Window shows the name and pictures of the company's commander and the soldier type. Right-clicking the soldier picture replaces the commander's portrait with information on Offense, Defense, Morale, and Health for the company. Right-clicking the commander's portrait opens up a window with more detailed statistics for the commander.

BOOK III: OF THE MINI-MAP AND ITS USES

The Mini-Map shows the entire field of battle: the location of friendly and enemy companies, castles, rivers, and water. Selected friendly units can be given Move orders on the Mini-Map. Right-click on the Mini-Map at the location you wish the units to move to. Left-clicking any point on the Mini-Map changes your view in the Main Window to the selected location.

Adjacent to the Mini-Map are the Game Options and Go to Strategic Level/Victory Conditions buttons. The Game Options button allows you to save/load games, exit to the main menu, quit, and adjust some of the game options. In single player mode, the game is paused while the Game Options are open. The Go to Strategic Level button is only available in conquest scenarios. In Battle Scenarios it is replaced by the Victory Conditions button. This lists the victory conditions that must be satisfied for the battle. The status of each victory condition is also listed.

BOOK IV: VALIANT ACTIONS AND HOW THEY ARE PERFORMED

Companies and siege equipment can follow a variety of orders. You can issue orders by using the Order Buttons or directly in the interface. Orders can only be given to a selected company, and some orders are only available to certain companies. When mixed company types are selected, orders available to some but not to all selected companies (such as Fire) cannot be given.

When a company is selected, the cursor changes to indicate the order that will be carried out.

BOOK V: HOW A NOBLE MOVES AND FACES HIS UNITS

There are two ways to move a company. In the Main Window, right-clicking unoccupied ground issues a move order to the selected company. Alternately, you can right-click a location on the Mini-Map to order a company to move to that location on the Main Map. Left-clicking the Stop button will cancel a move order for the selected company.

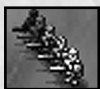
The facing of a company and siege equipment is important. Companies attack better facing forward and are more vulnerable if attacked on the side or rear of their formation. Siege weapons need to face their target in order to fire. To decide which way to face troops and siege equipment, hold the mouse button down when issuing a move order. After a brief delay, the facing arrow and an outline of the company formation will appear at the target point. Moving the mouse causes the arrow to pivot 360°. When the mouse button is released, the company will move to the location and orient themselves in the direction chosen.

When a Move order is given, the company marches by the most direct route. Swamp, mud and scrub will slow company movement considerably. Rivers are impassible except at bridges and fords. If attacked while moving, the company will cancel the move order and fight.

To set waypoints, hold down the W key when issuing the move order. Any number of waypoints can be set until the W key is released or a different order is given. When a company is selected, any current waypoints are shown on the map. If a company engages in combat or is given an attack or charge order, all waypoints are lost.

BOOK VI: THE WISE NOBLE ORGANIZES HIS MEN

A company is made up of soldiers who move and act in a **Formation**. A formation affects a company's movement, attack and defense abilities. Every company knows two to four formations. Right-click a company icon to display a pop-up list of the formations that the company can use. Right-click to close the list or left-click to select a formation.



Line is a basic formation for attack and defense. The company forms into a line one or more ranks deep.



Box is a formation with an equal number of rows and columns. Box formations move faster than line.



Skirmish is a loose but fast-moving mob with poor attack and defense capabilities.



Shield Wall is similar to line but the men stand so close that their shields form a strong defense.



Phalanx is an offensive formation where the men form a tightly packed box.



Schiltrom creates a strong but immobile defense. Soldiers face out in all directions.



Stakes are used by bowmen, who set stakes in front of their line but cannot move without losing them.



Mantlets are shields set up by crossbowmen. They cannot move while using them.

All companies can be issued the following orders:



Stop immediately cancels the orders of the selected company. The company still defends itself and pursues enemies that come in range.



Hold cancels a company's orders and sets it to defend its location. The company comes to a halt and defends its current location, engaging enemies only when they come into very close range.

While soldiers hold their formations for as long as they can, formations have a tendency to break down as battles progress.

BOOK VII: WHEREIN MEN ARE SET TO BATTLE EACH OTHER



Companies can be ordered to attack in the Main Window by selecting the company and right-clicking its target. The cursor will change to an attack icon when over a valid target.

Some soldiers have more than one mode of attack. For example, bowmen and crossbowmen can employ missile fire or melee tactics. Missile fire is used by default. The cursor changes from an arrow to a sword when a melee attack will be made. There may be times when you want to override the default attack mode. In these cases, use the Missile/Melee button to switch the company's weapons. When the bow icon appears, the company attacks with missile fire; when the sword is shown, it will make a melee attack.

Both infantry and cavalry companies can charge over short distances. Charges are powerful attacks that increase the damage a company does on initial impact with the enemy. Charge has a limited range, which varies by the company type. Charging companies also suffer a penalty to their defense while charging.

Charges can be performed whenever a company's charge icon is active. When a target is in charge range, the attack cursor highlights. To charge, click on an enemy or location and then click the charge button. The company will speed up as they charge, and in the case of cavalry, lower their lances for a devastating attack. Once charge is selected, the Charge button grays out for a time. You must wait until the button becomes active again before executing another charge.

The Schiltrom and Phalanx formations are especially good at countering charges. Companies that charge enemies in these formations will suffer more damage. Shield Wall increases a company's defense against charge, but it does not help the company damage the charging enemy.

BOOK VIII: HOW A KNIGHT SHALL LEAD HIS MEN



A knight can either engage or command his men. When ordered to command, the knight moves to the rear of the company. There is he less likely to fall in combat and bolsters the morale of his men. When engaging, the knight moves to the front of the company where he is a powerful warrior in combat. However the loss of their knight can have disastrous consequences for the morale of the company. Press E to order the knight to the front or rear.

BOOK IX: ON THE BREACHING OF WALLS AND FORTIFICATIONS

Fortifications can be broken if you have siege engineers or vassals who possess siege equipment. If you have siege equipment, the Siege/Company button is active on the Army Display. Use the button to switch the display between companies and siege equipment. Siege equipment can also be selected and controlled directly on the map.

There are many types of siege equipment. Catapults, trebuchets and mangonels can attack walls or companies. They are not very accurate, nor are they very good at hitting moving groups. Rams can only be used to attack gates. Siege towers allow infantry to attack walls. To use a siege tower, companies must be ordered into it. Once in the tower, they can be ordered to unload. If the tower is against a wall, they will attempt to capture the wall. Otherwise they will simply exit the tower. Siege towers can only be used to attack walls.

All melee infantry can use siege ladders. When a wall is targeted, the cursor changes to a ladder icon. Right-click to order the company to place siege ladders and attack the wall at that location. Archers must change to Melee mode (using the Missile/Melee button) before they can place ladders. Siege ladders cannot be placed on towers, keeps or gatehouses.

BOOK X: ON TAKING A CASTLE

Once walls are breached, your troops can storm through the castle to fight defenders. You can order your soldiers to any part of the castle by clicking the desired location. The company will move to the nearest entrance (usually a tower) and then go to the location.

As the battle progresses, you can measure your success by the number of your troops on castle walls and tower tops. Castle battles have a time limit (approximately 6 minutes). If neither

side has inflicted any damage in that time the battle ends and the attacker automatically withdraws.

Castles fall when all defending companies are destroyed or have surrendered. If only defending siege weapons remain, the castle falls.

BOOK XI: ON DEFENDING A CASTLE

A castle's thick walls and towers are its main defense against the enemy, though you do have some offensive tools at your disposal.

Ballistae, catapults, and mangonels built on top of towers can fire missiles at companies. Of course, you also have boiling oil. Your men will automatically pour oil when the enemy is at the base of the wall beneath the cauldron. They must then wait for the cauldrons to refill before they can be used to attack again.

BOOK XII: THE PERILS AND REWARDS OF DOING BATTLE

Battle lasts until one side flees the field. As a company takes losses, their morale drops. A company's morale is indicated by the color of their icon on the Army Display: the color ranges from green to yellow and then into orange and red as morale is lowered. Green is good morale, yellow means the company is shaken and deep orange to red means the company is on the verge of routing. When a company does rout, the soldiers immediately break formation and run until they are a safe distance from the enemy, where they wait and recover. During this time you cannot control or give orders to the company, and they may run again if enemies come too close. If they reach a map edge they will flee the battle entirely. Sometimes, if they cannot escape (when besieged, for example) they will immediately surrender and be removed from play.



Sometimes it is wiser to **withdraw** than fight to the last man. The Withdraw button automatically orders your entire army to retreat or, if the defender of a castle, for all to surrender. You must confirm this order before it will be executed.

In a Conquest scenario, when one side orders a withdrawal, the battle ends and the players are returned to the Strategic Level. You will receive a notice of the battle's outcome including Chivalry gained or lost, loot earned, and knights captured. You must immediately decide to ransom or execute any prisoners taken. If some of your knights have been taken prisoner, you may be given the chance to pay their ransoms. If you are fighting No Quarter (see Part IV), captured knights are automatically executed. If you have chosen Fight Honorably, captives are automatically offered for ransom. Ransomed knights immediately return to their homes. Meanwhile, the withdrawing army must retreat a safe distance (if it can) before the player can issue it new orders.

PART III: STRATEGIC LEVEL

Armies march and wealth is earned on the Strategic Level. Here, you develop your lands and make strategic military decisions.

BOOK I: ON THE INTERFACE

The elements of the Strategic Level are the **Main Window**, the **Information Panel**, the **Selection Bar**, the **Action Buttons**, the **Mini-Map**, and the **Message Bar**.

The **Main Window** shows a portion of the world. On it is displayed **parcels**, **estates**, **borders**, and **armies**. This is where you move armies, assign vassals to land and rule your kingdom. You can only see your own lands, lands on your borders and territory occupied by your armies. Most enemy territory is hidden by fog of war.

Parcels are the smallest unit of land and are marked by white borders. Parcels are grouped into regions, and each region has an estate, the heart of the region. Both your parcels and estates are marked by banners on their main building. Parcels have small banners with your color; estates have large banners flying your heraldry. Region borders are marked by colored arrows, while the borders of kingdoms are noted by colored flags. When you control the estate, you automatically own all the parcels in that region, although you may still have to deal with lingering enemy armies. You gain control of an estate when you place one of your vassals there. In some scenarios, regions may be grouped into larger units. Regardless of proper name, these are all referred to as kingdoms. To control a kingdom you can either conquer all the starting regions of that kingdom or eliminate the noble house that currently holds the title. When you control a kingdom, you gain the title and access to powerful kingdom vassals.

When you select any army or parcel the **Information Panel** changes to provide information about your selection. The

information varies depending on whether you have a vassal, mercenary, army or parcel selected.

Right-clicking the picture in the panel will open a window that gives you Detailed Information about your selection and information about your lands as a whole. Double-click the picture to jump to the location of the selected item. This is useful for moving to a distant army or going to a mercenary you have just hired.

The **Selection Bar** displays groups of available units: unassigned vassals, armies and companies, or mercenaries. Arrows allow you to scroll through the display. The buttons to the left allow you to sort in several ways. For vassals you can sort by knights; by burghers, clergy, and serfs; or by lesser vassals. The bar beneath each banner indicates the size of the army in companies.



THE STRATEGIC LEVEL SCREEN

The **Action Buttons** are displayed above the Selection Bar. The first four buttons - View Vassals, View Armies, View Mercenaries, and Empty Parcels - are always displayed. The View buttons bring up the appropriate displays in the Selection Bar. The Empty Parcel button is only active if you have a parcel where no vassal is assigned. Clicking on it will instantly take you to that parcel. If you have more than one empty parcel, repeated presses will cycle you through all your unassigned lands. The Empty Parcel is also activated by pressing F4 on the keyboard.

The **Mini-Map** shows the world and the location of known friendly and enemy armies. You can left-click to move to any location on the map and issue orders to selected units directly on the Mini-Map. Adjacent to the Mini-Map are buttons that take you to the Diplomacy screen (see Part IV) and the Game Controls.

The **Message Bar** appears at the top of the screen. On the bar are the Message Log, the name of the region the currently selected item is in, your Food Display, and your Treasury. As messages arrive they remain on screen for a short period of time and then disappear. Pressing the spacebar automatically takes you to the location of the event.

As soon as a message arrives it is placed into a log. The Logbook button displays all your messages and allows you to scroll through them. Messages are color-coded by event type: red - battle; yellow - strategic; blue - political.

BOOK II: ON VASSALS AND THEIR DUTIES

Vassals give parcels of land their function. When you assign a vassal to a parcel, he puts that land to use depending on his particular type. The four types of vassals are Knight, Clergy, Burgher, and Serf.

To see the vassals available to you, select **View Vassals** from the Action Buttons. This displays portraits of your unassigned vassals in the Selection Bar and the Action Buttons associated with vassals. The sorting buttons on the left allow you to display your Knights, your Burghers, Clergy, Serfs, and Lesser Vassals. Repeated clicks on the same sort button cycles through the vassal types (Knight, Clergy, Burgher, Serf) in that pool.



Vassals have four different power levels: lesser, common, regional, and kingdom. Lesser vassals are the least powerful but are always available. Common vassals have some strengths and are readily available to serve anywhere. Regional vassals are associated with specific regions and serve the noble who controls the region. Kingdom vassals are powerful Lords only available to a king. In addition there are special vassals who only enter the service of nobles who meet specific requirements. These requirements can include owning specific lands or having political ratings (see Part IV) above certain levels. In addition, Common and greater vassals may have unique special abilities that make them more powerful and effective than others of their type. Be sure to look over your vassals as they enter your pool.

To assign a vassal to an empty parcel, simply drag and drop the vassal from the Selection Bar to the parcel in the Main window. You can also select the desired vassal, click the **Assign** button and then left-click the desired parcel. To remove a vassal from a parcel, select the parcel and then click the **Remove** button. You will be asked to confirm this action. When a vassal is assigned, he constructs a building that indicates the parcel's function. As time passes, the land becomes more productive, and more fields are plowed and structures are built. Productivity advances in stages from one to five, but only the largest parcels can attain stage five.

Knights raise your troops and fortify your lands. The Information Panel displays name, power level, portrait, and the basic company type raised. In addition the panel may have icons if a knight belongs to a military order (Templar, Teutonic, or Hospitalier) or has a special ability. Once assigned, it will also indicate whether the knight is garrisoning a fief, castle or city; in the field; or in a battle. Troop types vary from knight to knight, and the crafty Lord chooses his knights wisely to build a balanced force. When assigned to a parcel, knights create fiefs. They build castles on estates. The longer a knight is in play, the larger his companies will grow. As fiefs and castles develop, they generate increasing amounts of recruitment points that are used to replace company losses. The better the parcel level, the faster new soldiers are added to the company. Likewise, morale is recovered at a faster pace. Fief defenses strengthen as parcels improve; the walls get better and the fief acquires a small garrison. Castles must be upgraded as explained below. Castles also generate construction points that are needed to upgrade or make repairs after combat.

Clergy see to the health and well-being of your people and improve your favor in the eyes of the Church. The Information Panel shows name and power level, along with any monastic order (Benedictine, Franciscan, Dominican, or Cistercian) the clergyman belongs to and whether he has any special abilities.

Once assigned to a parcel, it will also show his productivity bonus and whether a retainer has been attached to that parcel. Clergy build churches on parcels and cathedrals on estates. Churches improve the productivity of all parcels in the same region and bestow Christianity points on you. Cathedrals each grant an individual Christianity bonus.

Burghers earn crowns needed to upgrade castles, hire mercenaries, and ransom knights. The Information Panel shows name and power, along with any guilds belonged to and whether the burgher has special abilities or not. Once placed, the display will also show the crowns produced there, if there is a garrison present (and how many companies), if the town or city is a port, and if a retainer has been attached to the land. Burghers build towns on parcels and cities on estates. When placed in a coastal parcel with a **landing** (indicated by the small dock on the map), the town or city has a port. Towns and cities generate more gold as they develop and cities gain a bonus for the number of farms in their region and the number of towns and cities in their region and surrounding regions. Towns and cities also



attract mercenaries and determine the number of mercenaries you can have hired at any time. The more towns and cities that are placed, the more mercenaries you can hire. Finally, cities have defensive walls and garrison companies, although they are not as strong as castles.

Serfs feed your armies and provide labor to build castles. The Information Panel lists name, power level, and whether the serf has any special abilities. Once assigned a parcel, it will also show points of food produced and if a retainer is attached to the parcel. Serfs create farms on parcels and manors on estates. As they develop they produce more points of food and construction points. Each point of food can supply one company. Construction points are used to determine the time needed to build a castle in the region. Manors stockpile food for times when you have more companies than farms to feed them (see Book III). They also increase the construction points available in adjacent regions.

Special Abilities. In addition to their normal properties, vassals can have special abilities that improve (or worsen) both companies and parcels. Additional companies of troops, increased attack ratings, better mercenary selection, and bonus Christianity are all possible through special abilities.

If a vassal, army, or parcel has one or more special abilities, this is indicated by the star on the Information Panel. The specific special abilities are listed in the vassal's Detailed Information, accessed by right-clicking on the picture in the Information Panel. A detailed list of all special abilities and their effects can be found in the electronic version of the manual on the game disk.

BOOK III: REGARDING THE USE OF ARMIES

When a Knight is assigned to a parcel or estate, an army appears on the map at his fief or castle. The Knight commands this army. Selecting an army changes the Action Buttons to those used by armies: March to, Force March, Pillage, Orders, and Reorganize. The View Armies button displays all your armies in the Selection Bar. The banners in the Selection Bar have icons indicating whether the army is currently in battle, in the field, or occupying a castle, fief, or city. The bar underneath the banner indicates the size of the army in companies. In the map window, the ornaments at the top of the army banner indicate the general size: one to three knights, four to seven knights, and eight or more.

When two armies are in the same location, they merge to form a single army. An army can have from one to ten companies. If combining two armies would result in an army with more than ten companies, then the armies will not be allowed to merge. You can, however, move single companies from one army to another. Selecting the army shows all the companies on the Selection Bar. To break a large army into smaller armies, select the desired companies on the display (using a shift-left click) and either move them to a new location or click the **Reorganize** button.



Armies can be ordered to move by right-clicking a location on the map or by using the March To button and selecting the desired location. To order a Force March (which causes the army to move faster), choose a destination and then use the Force March button.

Force marching causes loss of morale for the army. The longer the soldiers have to march, the more demoralized they become. When their morale drops low enough, they automatically stop force marching.



If located in a friendly port, armies can travel by sea. While the army is on the dock, right-click the water to make the army board a ship and sail. They can then be ordered to land at any harbor or port. However, while at sea, the army is considered unsupplied and will suffer accordingly.

The Orders buttons allow an army to take an Engage Enemy or Ignore Enemy stance. Armies that engage the enemy will move to attack any enemy army that is in the same parcel, regardless of whether the army was in its own territory or entering enemy land. An army set to ignore the enemy holds its position if it is stationary and ignores enemy armies while marching. These armies do fight back when attacked though.

The Pillage order is used to burn crops and ruin buildings, destroying the productivity of a parcel. If the army is ordered to attack an undefended main parcel building (the farm, church, etc.) it will Raze that building, completely destroying it. The vassal assigned to that parcel automatically returns to the owning player's vassal pool. A new (or the same) vassal cannot be assigned to that parcel until a set period of time passes. Armies can be ordered to attack the enemy by moving them directly to the target or, if the army is ordered to engage the

enemy, simply ordering them to enter a parcel containing an enemy army. In this case the army will immediately move to engage the enemy (and the enemy may also begin moving if they too are in an aggressive stance).

Once two armies engage, the battle will commence. You can enter and take command of a battle (see Part II) by double-clicking on the armies. Once in a battle you can leave at any time by using the "Go to Strategic Level" button. When you are not commanding your men, your knights and soldiers will fight to the best of their ability. When you leave a battle, your soldiers will attempt to carry out whatever commands you have given them before making their own decisions. It is possible for several battles to occur at the same time, and you must choose which battles to oversee. Finally, when an army is faced with overwhelming odds, it may surrender even before the battle begins.

If a battle is not going well, you can order your army to withdraw by telling it to move elsewhere. Remember that withdrawal has grave consequences for your army. When an army



withdraws, it suffers additional losses and attempts to retreat to a safe parcel -- either a friendly parcel or one with no enemy armies. If it cannot find a parcel to retreat to, the army will disband. When an army is retreating you cannot give it any orders. Likewise a victorious army must loot the battlefield and regroup after battle before it can be issued new orders.

BOOK IV: ON THE FEEDING AND CARE OF ARMIES

To maintain their fighting condition, armies must be fed. Armies are supplied with food from farms and manors. Farms produce one to three points of food, depending on the parcel level, manors three to nine. Each company requires one point of food. The Food Counter on the Menu Bar shows how many companies you are feeding and your current food production. Selecting the display changes it to show the total amount of food stored in your manor houses and your rate of consumption. If your food production is equal to or more than your companies need, your granaries will gradually fill. If your companies eat more food than you produce, then they will use food stored in your manor houses, and your granaries will become depleted. When your manor houses are empty, the extra companies are unsupplied.



The distance between an army and friendly lands, and the presence of enemy armies, fiefs, and castles, determine how much food it actually receives. Armies that don't receive full rations are forced to forage. Armies that receive no food are out of supply. Foraging slows an army's movement and causes its morale to drop. When out of supply, an army's movement is greatly slowed and the morale loss is severe.

When a company's morale drops too low, soldiers desert. If morale remains low, soldiers will continue to leave the company until it is forced to disband. When a company disbands, the knight automatically returns to his fief and forms a new company there. Note that other events (victories and defeats, for example) will raise or lower a company's morale. When conditions are normal, companies will replace losses and regain morale over time. This occurs faster the closer to home they are. The fastest recovery occurs when a company is in its home parcel; the slowest when it is in enemy territory.

For more on Morale, see Part II.

BOOK V: HEREIN ARE EXPLAINED MERCENARIES

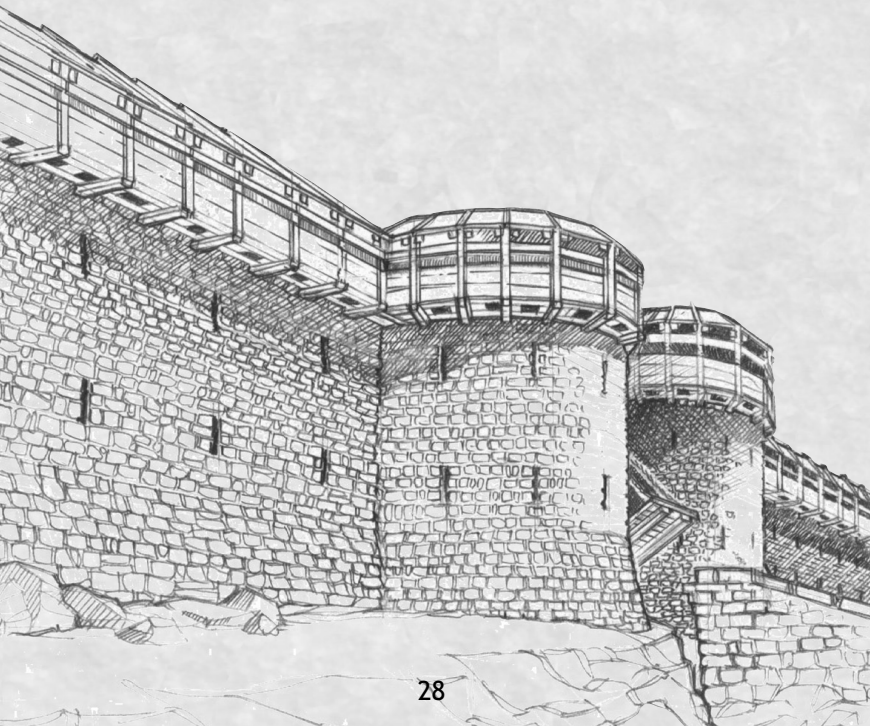
You can hire **mercenary companies**, **siege engineers**, **agents**, and **retainers**. Mercenaries appear in towns and cities. The **View Mercenaries** button displays which mercenaries are available. Further information, including cost, appears in the **Information Panel** when a mercenary is selected. To hire a mercenary, select it and then click the **Hire** button.

Companies appear as armies in the town where they were hired. Sometimes grand companies, which are made up of several companies, are hired. Mercenary companies function like your own companies, but they do not replace losses or require food. They will disband if their losses are too heavy. **Siege engineers** are specialists who provide siege equipment for your armies. When hired, they appear like companies.

Siege Engineers have no defenses; if attacked while alone they are automatically killed without going to the Battle Level. When merged with another army, their equipment is added to the army and appears when fortifications are attacked.

Agents are special mercenaries who perform unique one-time duties. Some tasks are performed immediately (providing a bonus to ratings, for example). Other agents must be placed on a parcel, army or vassal to perform their tasks. Agents can sabotage enemy parcels, hold fairs, and assassinate rival vassals.

Retainers are mercenaries permanently assigned to parcels. They have abilities that affect the parcel, the entire region, or sometimes the vassal of that parcel. When hired, the cursor changes to show the retainer. A parcel can only have one retainer at a time; if another is hired, you must dismiss the first.



BOOK VI: HOW CASTLES ARE CONSTRUCTED AND REPAIRED

When you first place a knight on an estate, he automatically builds a simple castle. To improve the estate's defenses, select the parcel and click the **Upgrade** button. You will see a list of the castle designs currently available and their costs. After you choose a design, the cost is deducted from your treasury and construction begins. Construction takes time and will vary according to the number of construction points produced by parcels in the region. Until the work is complete, the old castle appears during battles. When a castle is damaged during combat, it can be repaired after the battle is over. For damaged castles, a Repair option appears. Click Repair to restore a damaged castle.

BOOK VII: ON GARRISONS

A castle can hold a single army plus all garrison troops stationed there. If an entering army would exceed the limit, no companies of that army will enter (although individual companies can be ordered to enter separately). Armies are moved into castles by selecting the army and right-clicking the castle.

PART IV: DIPLOMACY

The successful noble is ever mindful of the powerful, all around him. This includes not just neighbors, kings and emperors, but also the omnipresent influence of the Church and the will of the Pope.

In addition to the rules given here, in-depth details regarding political actions can be found in the on-disk manual and the README file included with the game. You are encouraged to consult these for a full understanding of diplomatic actions.

The Political screen is used to track personal ratings, monitor the state of your lands, set attitudes toward other players and conduct other diplomatic actions.

The Diplomacy button sends you to the Political screen. Remember, the game does not pause while you are on this screen. The Political screen is made up of the Map, the Information Display, and the Selection Buttons.

The Map shows parcels with region and kingdom borders indicated. Each parcel is color-coded to show who owns it. Estate locations are marked by icons. The buttons above the map allow you to display additional information.

The **Information Display** shows your ratings: **Chivalry**, **Christianity** and **Honor**. The remaining information depends on what is selected. **Politics** shows the actions possible toward other noble houses. **Noble Houses** shows the current information about other nobles and allows you to set your attitude toward them.



BOOK I: WHEREIN THE RATINGS ARE EXPLAINED

There are three standards by which your actions and inactions are measured: Chivalry, Christianity, and Honor. These ratings rise and fall based on actions taken by the House. The numbers range from one (worst) to seven (best). The ratings have a broad effect on your realm and your interactions with others.

Chivalry affects your relations with your knights. Chivalry is increased by winning battles, becoming a king, paying ransoms, and conquering regions. Chivalry decreases when mercenaries are hired, battles are lost, knights desert due to low morale, ransoms are not paid, and when fighting with no quarter. When serving a highly chivalrous Lord, soldiers have higher morale, and regain morale and replace losses quicker. A low chivalry rating results in soldiers being worse in all these categories. Gallant knight vassals will only offer to serve chivalrous Lords, while nefarious scoundrels may only work for black-hearted Lords.

Christianity is the measure of your piety and standing with the Church. Christianity increases over time based on the number of cathedrals and churches you have. Christianity also increases by winning battles on church or cathedral parcels and conquering enemy regions during a crusade. It decreases when you raze serf and clergy parcels, pillage (especially for pillaging your own or church lands), fight battles in enemy territory (unless the enemy is excommunicated or a heretic), fight battles on enemy church parcels, and fight battles in enemy cathedral regions.

Lords with high Christianity attract the pious, virtuous and diligent. They are not penalized when fighting those with significantly lower Christianity. Those with low Christianity often attract barbarians, pillagers, and other evil types. A two Christianity results in excommunication, while Lords with a one Christianity are denounced as heretics. Any war against a heretic is automatically a crusade.

Honor affects your dealings with other nobles, burghers, and mercenaries. Honor increases when you fight your ally's enemies, offer captured knights for ransom, fight honorably through an entire war, sign peace treaties, form alliances, and hire mercenaries. Your honor decreases when you execute knights, declare war, break alliances, attack your allies without declaring war, and raze cities or towns. It also drops when your mercenaries disband due to casualties. The most honorable Lords generally find it easier to form alliances and make peace with other nobles, plus they pay reduced costs for building castles, hiring mercenaries and ransoming knights. The dishonorable Lord will have difficulty forming relationships with other nobles and suffer increased costs when building castles, hiring mercenaries, and ransoming.

BOOK II: REGARDING THE ATTITUDES OF NOBLES

Every noble has an Attitude toward all other nobles. The attitudes are **Fight Honorably**, **Neutral**, and **No Quarter**. These attitudes affect the fate of prisoners and what happens when the opposing force chooses to withdraw from a battle.

When you choose to **Fight Honorably**, you allow your enemy to withdraw from battles peacefully (gaining honor and chivalry for doing so). Knights you captured in battle are automatically offered for ransom. The withdrawing companies suffer fewer losses in the retreat, as you have chosen to honorably let them go.

The **Neutral** setting leaves all decisions regarding knights' fates in your hands. You can offer ransom or execute knights on a case-by-case basis.



No Quarter means you will not let enemy leave the field unpursued. Enemy knights captured in combat are automatically executed at the end of the battle, costing no additional Honor in the process. Furthermore, withdrawing companies take additional losses from your relentless pursuit. However, knowing they are fighting a merciless opponent, all enemy companies have increased morale when in combat against you.

PART V: MULTIPLAYER

Important: For additional details on multiplayer play, consult the detailed manual provided on the game disk. In addition, check the README file included with the game for any updates or changes to multiplayer play.

Lords III can be played through a LAN or over the Internet. Multiplayer games use the same scenarios as the single player game with each player taking the role of one of the noble houses in the game. There are no campaigns in multiplayer; all scenarios are unlocked at start. Conquest scenarios range from two to eight players. Battle Scenarios are for two players only.

To play a multiplayer game, all players are required to have a copy of the *Lords III* disk in their CD-ROM drive. Upon starting the game, all players should choose the Multiplayer option.

BOOK I: SETTING UP A LAN GAME

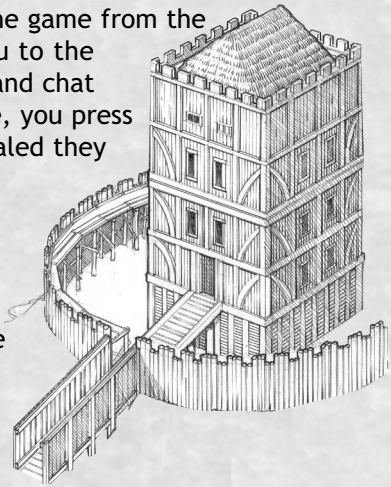
Start a LAN game by selecting the LAN option on the Multiplayer screen. You will then be prompted for a player name. The next screen displays all games currently being played on the network.

The game display lists the name of the game being played, current ping rate, and the number of players in the game. Selecting a particular game provides additional details about that game.

To join an existing game, select the game from the list and press Join. This takes you to the staging lobby where you can see and chat with the other players. Once done, you press Ready. When all players have signaled they are ready, the game will begin.

To host a game, press the Create Game button. You will enter the staging lobby, where you select and name a scenario and set game conditions.

Selecting 'OK' takes you to the Game Start screen where you select a portrait, heraldry, and starting position. When all players have made their choices, the game begins.



BOOK II: SETTING UP AN INTERNET GAME

If playing through the Internet, you must have a Gamespy account. You can create a free account at Gamespy if you are not already registered. Enter your Gamespy nickname and password to access the Main Lobby. Here you can find the latest news and updates and proceed to the Group Room Selection.

The Group Room lists the name and type of games being played, the maps used, the current ping rates, and whether a game is open (no password) or private (password required). You can sort games by varying conditions and also access your buddies/ignore lists. There is also a chat window for players to use.

To join an existing game, select the game from the list and press Join. This takes you to the staging lobby. Once done, you press Ready. When all players have signaled they are ready, the game will begin.

BOOK III: WHEREIN IN-GAME CONTROLS ARE DESCRIBED

The Chat command ("Enter") opens a small text window at the bottom of the map window. Messages entered here are sent to other players in the game. Incoming messages are identified by player name and color. By default, chat messages are sent to all players. Text commands allow messages to be routed to specific players or groups. The Log button in the corner of the window opens the Chat Log over the entire screen so you can see all chat messages. Pressing the button again closes the log.

Chat commands are as follows:

FUNCTION	COMMAND
Send message to opponents	/o followed by the message
Send message to friends	/f followed by the message
Reply to last message	/r followed by the message
Ignore player	/i <playersname>
Chat help	/h
Mark self as away	/a
Open chat log	Alt-C
Send message to all players	/a followed by the message
Send message to specific	/ <playersname> followed by the player message

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Les catégories
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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

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