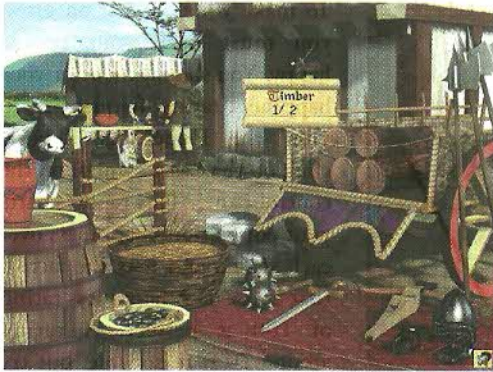


Step 7: Visit a Merchant



A panel will appear for each sale item when your mouse pointer rests on it.

You may buy or sell items such as weapons, cattle, and grain from travelling merchants. You may only trade with a merchant when there is one in your county. Look for the merchant wagon and click on it to access the merchant screen. As you move your mouse pointer around the screen, a panel will appear next to each item for sale. To buy or sell items, click on an item and use the up and down arrows on the panel that appears.

Step 8: End your Turn

Each turn in Lords II represents a season of the year. Many of the decisions you make during a turn will not take effect until the following season. When the new season begins, note the changes to your population's size and happiness.



end turn button

This card is designed to get you started on your first county. For more information, consult the Game Manual or the in-game help. Long Live the King!



Lords II

of the Realm

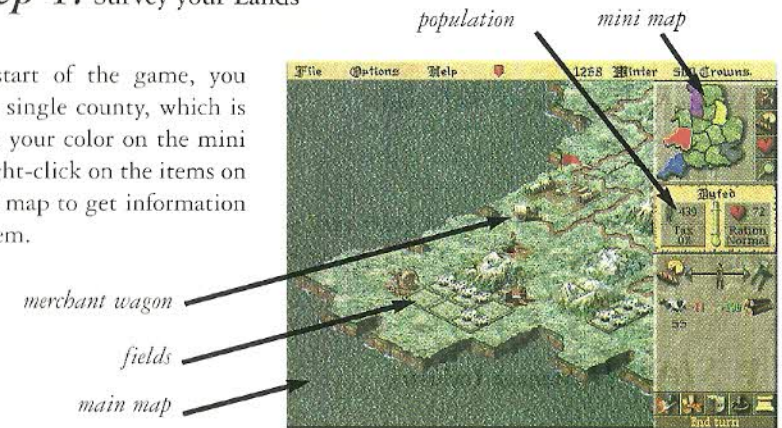
GETTING STARTED



Welcome to Lords of the Realm II! Your ultimate goal is to conquer all who challenge your right to wear the crown. First, you must build a thriving and productive county by carefully allocating your people to tasks such as farming, wood cutting, and weapon making.

Step 1: Survey your Lands

At the start of the game, you control a single county, which is shown in your color on the mini map. Right-click on the items on the main map to get information about them.



Step 2: Manage your Workforce



Adjust your labor allocation slider bar to divide your workforce between Agriculture and Industry. Note the symbols and numbers beneath the bar. They show the items produced (in green) or lost (in red) over the next season under the current labor setting.

The more labor you allocate to a task, the higher its yield will be until a maximum is reached.

Step 3: Manage Agriculture



Use these buttons to change a field's usage.

You'll need to devote most of your labor to agriculture for a while. You should focus initially on cattle farming and try to make sure that your herd is increasing in order to feed the growing population. On the main map you'll see that some of your fields are already assigned to cattle farming, while others are empty. Click on a field to designate its usage. If enough fields and sufficient labor are devoted to cattle farming, your herd will grow.

We recommend that you do not plant grain until you are comfortable with labor allocation and cattle farming (see the Game Manual for information).

Step 4: Manage Industry

Find the industrial sites in your county (quarry, lumber mill, mine, blacksmith). Click on them to switch them on or off. The portion of your labor force that you have allocated to industry will be divided among those you have switched on. Notice the production symbols appear and disappear on the control panel as you switch industries on and off. At the start of a game, you should concentrate on a single industry, if any.

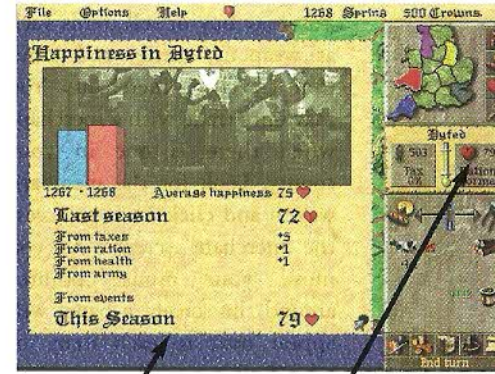


an iron mine

production icon (iron) and expected output



Step 5: Monitor Happiness



happiness report

heart symbol
(click here for report)

To make your population grow, you must keep your people happy. You should monitor your happiness rating frequently. To view the Happiness Report, click on the heart symbol on the control panel. This report charts your population's happiness over each season and lists the factors that affect it. A happiness rating of 100 is perfect. A rating around 70 is reasonable, but try not to let it fall much further than that.

Step 6: Feed the Masses

One important factor in determining a county's happiness is food. Click on the ration display on the control panel to set your rations. Since you have cows, your people may eat dairy produce and beef. The number beneath the cheese symbol indicates how many people are fed by dairy alone. If there is not enough to feed everyone, you must supplement their diet with beef or grain. To do so, move the fork figure on the slider bar between grain (left) and beef (right).



ration panel

ration display
(click here for ration panel)

fed by dairy

At the beginning of the game you have cows and no grain. Slide the fork all the way to the right.

