

## Lords of the Realm II & Siege Pack Demo

You must install *DirectX 3.0* or higher to play this demo. If you have installed other computer games in the past six months, you probably already have this Microsoft software module. If this is your first game in recent months, or if you aren't sure, you may download DirectX 3 at: <http://www.sierra.com/support/>. Choose the link "Patches and Utilities", then "General Utilities" (at the bottom of the page). The download is 6.27 MB.

The demo offers a limited selection of game options, sufficient to show you the scope of the game and, we hope, to whet your appetite for more. Many buttons are simply inactive – clicking on them will do nothing. We also withheld tons of graphics, animations and sound elements to shrink the size of the download.

On the first panel, choose either Single or Multiple Players

*The Single Player menu* offers Play Now, Load a Game, Custom Game, Skirmish or Back.

- Play Now launches the campaign. This demo only allows you to play the first map of the original campaign. The full version of the Lords 2 Siege Pack includes a new campaign comprised of all-new county maps.
- Load a Game is disabled.
- Custom Game is disabled. The full version of Lords 2 permits you to choose various difficulty and reality levels for your games.
- Skirmish takes you to a "battle only" section of the game.

*The Skirmish interface* is where you choose to fight a siege, an equal battle, an unequal battle, or a player-created map.

- Sieges include all five castles from the full game plus 10 new designs. You are limited to playing the first castle ("The Palisade") in this demo, but you can scroll through all of them to see the different castle designs.
- Equal battles give each player identical troops, on a battlefield that affords no clear advantage to either player. The only map enabled in the demo is the first one, "Three Bridges", but you can scroll down and view them all.
- Unequal battles have a clear attacker and defender. The attacker gets more troops, while the defender has the advantage of terrain, including stakes and burning pitch. *Only the defender may ignite pitch*, by shooting it with an archer. You can play the first map, "Baffled," and look at the others.
- Custom games would appear in the space that says "No valid SKR selected." The Siege Pack comes with a battlefield editor allowing you to create your own equal or unequal battles, which you can share with other gamers. This feature is disabled for the demo.

The "Cust" button allows you to change the default troops that appear at each battle. It, too, is disabled for the demo.

*Multiplayer options* are the same as in the original Lords of the Realm II, with one important addition: SIGS. The Sierra Internet Gaming System enables you to connect with other Lords free of charge, at any time, for either a skirmish or a full game. To use SIGS, simply connect to the Internet before launching the Lords demo, then choose SIGS from the Multiplayer menu.

Gamers connecting through the demo will be able to see only other players who are also using the demo. You are limited to the same battle options spelled out above for solo play. You cannot see or chat with owners of the full game.