

Readme.txt

UPDATE

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

1) ONLINE PLAY

Playing over the Internet or LAN is no longer possible.

2) GRAPHICS ISSUES

Check your graphics card drivers are up to date.

2.1) Windows 8.1/10.

Please ensure the windows feature 'Direct Play' is installed.

3) AUDIO ISSUES

Check your audio card drivers are up to date.

4) STEAM OVERLAY

No access to Steam overlay while running this title.

5) UPDATED MINIMUM REQUIREMENTS

OS: Windows Vista, Windows 7, Windows 8 or Windows 10

Processor: 1.8 GHz Processor

Memory: 1 GB RAM

Graphics: NVIDIA/ATI 3D graphics card compatible with DirectX 7 with Hardware T&L support (compatible with DirectX 9 recommended)

Storage: 600 MB available space

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

Lords of Magic: Legends of Urak "Special Edition"

Version 3.01

Readme File

This document contains last-minute information about Lords of Magic "Special Edition" and other information about the program not found in the game manual or Help Files.

This README file includes information that pertains to general issues and questions you may have concerning the game. Should you experience any problems with Lords of Magic "Special Edition", please refer to this file for additional help on answering questions about the game and solving technical difficulties.

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I. MINIMUM REQUIREMENTS

P100

4x CD-ROM

16mb RAM

Video card capable of 16bit at 640x480

Min Hard Drive space 187mb +(100mb) free for Virtual Memory

Recommended

P200

4x CD-ROM

32mb RAM

Full install, plus +(100mb) free for Virtual Memory

II. GENERAL TECHNICAL ISSUES

If you get a warning about Low Virtual Memory, please ensure that you have at least 100mb of free Virtual Memory on your Windows System Hard Drive, NOT the Hard Drive that LOM SE may be installed to. LOM SE will run with less than 100mb free, however there will be a performance hit if you decide to play with less than is recommended.

KNOWN ISSUES

-The Hercules Graphics (Thriller 3d) and Matrox Mystic video cards seem to have an incompatibility with Microsoft's blitfast function in Direct X. As a result, users may suffer significant video and gameplay slowdowns.

We have included an option in LOM SE in the options menu that will turn this feature off and allow LOM SE to use our Software Emulator to handle blits. If you have either of the two video cards mentioned above, and are experiencing video slowdowns, this will drastically improve video and game performance and allow you to better enjoy our product.

To turn on Software Blit, simply open the options panel and click on the button which says DX BLIT, this will change it to say SW BLIT once you've done that your ready to play!

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NOTE: This feature should not be used for any other purpose, as it will result in poorer performance on other video cards.

-We have taken great precautions to test LOM SE on a wide variety of computers to ensure its compatibility with various hardware configurations. If you experience difficulties running LOM SE, disable any TSR's, compression programs and crash protection programs, as these can interfere with the smooth operation of the game.

-On a VERY SMALL minority of machines, the monitor may appear to get stuck on the last screen of the credits or go black and appear that it has locked up. It hasn't; you may have clicked too quickly through each animation or simply too many times. To fix this, simply refresh the screen by going to the desktop (ALT + TAB), and then returning to the game (ALT + TAB - again). The next time you play, please click through all animations slowly and one at a time.

III. GENERAL GAME ISSUES

ADDITIONAL RULES

The following rules were added to the game as finishing touches; we hope they enhance your visit to Urak:

Interrogation and Torture are limited to three times per turn. (How much can one prisoner take in one day, anyway?)

Any Great Temples which, through conquest, have come under the control of human and AI players can now be relinquished back to their original owners, resulting in an increase in political standing for the benefactor. This of course assumes that it was not taken from its rightful owner to begin with, as that constitutes an act of war. An as example, suppose that while in an ally's region you witness the invasion of your ally's Great Temple by a marauding party. To help your ally, you then kill the marauding party. Assuming you wish to remain allied with this Faith, you have no choice other than to relinquish their Great Temple to them, otherwise they will have to take it by force. To relinquish the Great Temple back to your Ally, simply open the Great Temple panel, and click on the 'Relinquish' button.

Fafnir, the Ice Dragon and Transferring Artifacts. Great Dragons for Fire and Air are not allowed to have other party members travel or join with them. In order to allow the Dragons to transfer their artifacts to members of other parties, we have given them the ability to transfer an artifact approximately three tiles away (very close). To transfer a Great Dragon's artifact, click on the Dragon, click on the 'Transfer Artifact' button, then click on the nearby party whom you wish to receive the artifact. All of that Dragon's artifacts will be given to the targeted party.

Note that saved games from previous versions of LOM are not compatible with the Special Edition.

MAP EDITING HINTS & RULES

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(For more detailed information on Map Creation & Editing, please check our website.)

The Props button may be used to access Random Dungeon Placement. This toggle enables or disables the placement of random dungeon encounters at run time, and saves this option within the map. When placement is turned off, all encounters must be placed manually within the editor. It is best not to place any encounters close to Capitals or villages, as they may interfere with military buildings, which are automatically placed by the program (leave at least 3 tiles around Capitals and Villages).

LOM will not support more than 75 encounters in any given region. For purposes of determining a region's borders for dungeon placement, a region extends in a thirteen tile radius from each Capital.

Random encounters will not be placed on terrain that is inaccessible to that region's Capital. In other words, the random placement will not include islands that are not attached by land to a Capital.

You may not place resource producing encounters, such as gold mines, but we have included the Statue for graphic purposes only.

The eight lowest level encounters in a region will never yield an artifact or scroll as spoils. Thus if you only place 10 encounters in a region, and turn off random placement in the properties, only 2 artifacts or scrolls will be placed in the entire region.

IV. WHAT THE PATCH FIXES

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1. Dungeon Balance

Panthers and Goblins will no longer appear where they do not belong. Some caves have been made easier.

2. Lord Editor

Clicking CLEAR will now clear all units in the Units Purchased Window (excluding the Lord).

3. Centaur Caves

You can now enter centaur caves above and including level 5.

4. Barbarian Arena

The requirements for the Barbarian Arena are accurate with the manual.

5. Altar Of Sacrifice

The Altar Of Sacrifice will distribute Mana and Experience correctly.

6. Autocalcing Spells

The following spells could cause problems when autocalcing a battle. They have all been fixed.

Possession

Spirit Warrior
Walk Among Us
Heroic Demise

7. Spawn Cave Spell

The Spawn Cave spell will now work on any of the caves. It will also not work on multileveled dungeons, which could cause errors due to only the first level of the cave being respawned while the computer thought both levels were respawned.

The result was upon entering the second level of a respawned cave the player was ejected to the overland map.

8. Barter Dialog

Fixed display glitch that could occur after barter dialog was closed.

9. Summoning Giant Spiders

You can now summon Giant Spiders more than once.

10. Enemies Using Your Buildings

Enemy units can no longer use your Capital Buildings (Barracks, Thieves Guild & Mage Tower).

11. Fire Quest

You retain the Flame Arrows spell when starting a new game and playing the Fire Quest.

12. Order Quest

a. Morgan's Chapel & Escalon Li Tenebrux: If you kill all the enemies inside, your army will not disappear.

b. Amulet of Fire Protection: Removing the artifact will remove the enhancements.

c. Bruce Sans Pitie: Autocalcing this encounter will not freeze the game.

13. Earth Quest

a. Troll Caves: If you played the Earth scenario from the beginning without exiting, when you got to the troll cave

you got a crash or you went into the cave and your army was not there (just the trolls). This is fixed.

b. Life Great Temple: If you clear the Life Great Temple the people of Life will not swear fealty to you.

Before, there was a problem with Life swearing fealty to you but not giving you its buildings.

c. Life Gold Mine: The Life Gold Mine to the east of the Life Capital now has Life units inside.

14. Hidden Quest

a. Brunhilde's Ship: When you fight the battle where you get Brunhilde, you will get her ship.

b. If a combat happened before the end of turn after exiting Hiordis' House there was a possible crash, this is fixed.

c. If Hagan (or similar special encounter) attacks you (on the AI's turn) right before a turn where initiates arrive,

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the dialog after the fight would interfere with the initiate dialog, this is fixed.

V. TECHNICAL SUPPORT

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