

MANUAL

# LIONHEART KINGS' CRUSADE



paradox  
INTERACTIVE



# 1. INSTALL

Close all other applications before installation.

Insert *Lionheart: Kings' Crusade* into your DVD drive. If you have Autoplay enabled, the title screen will display shortly after inserting the DVD into your drive.

If Autoplay is not enabled, simply double-click on My Computer and then double-click on your DVD drive to launch the game installer. On the title screen, click the "Install" button to begin the installation process and then follow the on-screen instructions.

*Lionheart: Kings' Crusade* will install Microsoft DirectX 9.0c drivers if you do not already have them. When DirectX installation is complete, you may need to restart your computer for the new drivers to take effect.

Now you can run *Lionheart: Kings' Crusade* from the Start menu or by clicking "Play" on the DVD title screen.



## 2. STARTING LIONHEART: KING'S CRUSADE

### THE MAIN MENU

#### New Campaign

By choosing “New Campaign,” you will embark on a long, hard road to conquer and unite the Middle East under your rule. Through cunning diplomacy and victory on the battlefield, you will lead Richard the Lionheart and his army to a glorious victory.

The second campaign begins after Richard’s journey and will put you in the role of Saladin. As one of the era’s greatest generals and Sultans, you will try to wrestle back control over the Holy Land, but against much graver odds. You will have access to new units, new management options, and you will have to devise new tactics as you take charge of your former enemy. See more in the section titled “The Saracen Campaign.”

#### LOAD CAMPAIGN

Load a saved game.

#### Scenario

Scenarios are stand-alone skirmishes on a selected battlefield. (For more information, see the “Scenarios” chapter.)

#### Multiplayer

Fight a battle with a friend or another player via the Internet. Both parties must have an original copy of *Lionheart: Kings’ Crusade*. For more information on multiplayer, see the “Multiplayer” chapter.

#### Options

Adjust the options available for graphics, audio, and game settings. After installation, the game starts with the settings automatically detected, which you might want to check and change, if necessary.

### 3. HISTORICAL BACKGROUND

Lionheart: Kings' Crusade depicts the events of one of the most dramatic military ventures of the Middle Ages: the Third Crusade. In the 12th century, the European powers embarked on what would be a historic struggle to take back the Holy Land from Saladin. It wasn't the last attempt to conquer the Holy Land, but it was the last to unite the crowned heads of Europe.

#### THE FALL OF THE KINGDOM OF JERUSALEM

In the last decades of the 12th century, almost 100 years after the knights of the First Crusade captured the Holy City, the Crusader Kingdoms were left in ruins. Each had been reduced both in size and significance trying to withstand the attacks of the Saracens, who were united under the command of a new and brilliant leader.



The fate of the Crusader Kingdoms was always uncertain at best. The new kingdoms were surrounded by enemies and separated by vast distances from Christian Europe, where the kings were too busy with their own rivalries to deal with those in the Holy Land. Fortunately for the Crusader Kingdoms, the Saracen world was equally divided by conflict, which proved crucial to the kingdoms' survival. The Second Crusade failed at the walls of Damascus, and it was only a matter of time until a charismatic leader ended the Saracen rivalry. The leader that emerged from the chaos was a talented Kurdish military commander called Saladin. After uniting Syria and Egypt, he then crushed the Crusader



forces at the Battle of Hattin and took Jerusalem. First he had united Syria and Egypt, then he crushed the European armies in the Battle of Hattin and took Jerusalem.

## THE JOURNEY OF THE KINGS

By late 1187, Saladin, the then-Sultan of Egypt, had recaptured Jerusalem and bested the Christian armies in the Holy Land. Saladin's victories and the fall of Jerusalem shocked Europe. Pope Gregory VIII called for a new crusade, which was led by several of Europe's most important leaders, who even made peace with each other for this one glorious goal: Philip II of France; Frederick I Barbarossa, Holy Roman Emperor; and perhaps most famous of all, Richard I of England (also known as Richard the Lionheart). The so-called "Kings' Crusade" had begun.



It was a long and tiresome journey for Barbarossa. His army was too large to cross by sea and required that he cross over land. Although his forces traversed the continent, they faced many hardships and were harassed by Seljuk forces, which hindered their progress – and that was before the real catastrophe. The English and the French traveled by sea, but a storm dispersed Richard's fleet. Shipwrecked on Cyprus with his young wife and the greater part of his treasury, Richard was too tempting a target for Isaac Dukas Comnenus, the Byzantine ruler of the island, who tried to capture the young king.

### What really happened...

Shortly thereafter, Barbarossa drowned in a river, his army dispersed, and most of the German forces went home. In 1191, Richard captured the island of Cyprus, and then sailed toward the Holy Land. Philip left

the Crusade that same year, after the Crusaders had recaptured Acre from the Saracens. The Crusader army headed south along the coast of the Mediterranean Sea where they defeated the Saracens near Arsuf, recaptured the port city of Jaffa, and were in sight of Jerusalem. However, they could not follow up their success. Realizing that he could not hold Jerusalem if taken, and that his presence was required back in England, Richard gave up on his ambitions in the Holy Land and made plans to return home.

Finally, Richard and Saladin agreed to the Treaty of Ramla: in addition to a three-year truce, Jerusalem was to remain under Saracen rule and pilgrims from Europe would be granted safe passage. And with this, the Third Crusade ended.

That's how it all happened. But what could have happened if things had been different for the Lionheart?

### **What could have happened if...?**

Now, with *Lionheart: Kings' Crusade*, it's your turn to rewrite the past. You will be able to fight the first few battles exactly the way they happened, but you'll also get the chance to capture the Holy City and continue on a new crusade that has never been thought possible.

Let's say that Jerusalem fell to the Christian Crusaders. From that point on, Richard will set out to conquer the whole area of the Holy Land and beyond, ending his crusade in Baghdad.

It is important to note that the names, locations, weaponry, combat tactics, and descriptions are historically accurate. Furthermore, the first quarter of the campaign reflects real historical events. *Lionheart*, however, offers more by allowing the impossible to happen and the dreams of the past to come true.



## 4. CRUSADER FACTIONS

The Crusader army consists of various factions that all have their own agenda. You, in the role of Richard the Lionheart, will have to deal with the representatives of these factions; however, they often have conflicting interests, so you'll be forced to make tough decisions. They will usually have different tactical plans and objectives for the missions, so before you go into battle, you must also decide which one you will follow. Choosing one faction will raise your Fame with that faction, and by reaching various stages of Fame, you'll unlock new game content.



### THE FRENCH KING

The greatest and wealthiest kingdom of Europe during this age. Although it has certain disputes with England, the much-feared French heavy cavalry might come to the rescue of the Lionheart.



### THE TEMPLARS

These were the iconic heroes of the crusades, a knightly order with a fabulously organized military organization and fabled wealth. As the ties are strengthened with the Templars, they will be willing to provide more effective economic upgrades and stronger heroes.



### THE PAPAL COURT

In the 12th century, the Catholic Church reached the height of its influence and wealth. Players with a high Fame score with the Papal Court can more easily recruit units, and the units will have higher Morale. The envoys of the Court, the Papal Legates, will appear as special characters.



### THE HOLY ROMAN EMPIRE

This is the biggest and the least unified kingdom of the age, as the emperor had only nominal control over many of its city-states and had recently lost a battle with the Pope. Nevertheless, the Empire can provide strong infantry units and useful infantry-related upgrades that will help Richard, who continued the battle after the Empire withdrew its troops.

# 5. THE MANAGEMENT PHASE



The Management Phase occurs between missions. The screen offers various ways to manage the troops, deal with supporting characters, upgrade heroes, spend acquired Gold or distribute weaponry among the troops, as well as assemble the army for the next battle. You can choose the location of your next battle from here, and this is also where you have to deal with the various political events that require your attention.

## RECRUIT

You can recruit new units on this screen. You can see the available units in the middle, with the cost of the currently selected unit below the panel. Note that you can also sell units from your army.

Clicking on any unit will bring up the information panel on the right, displaying all the necessary information about its current abilities and skills.

You can survey your current army on the lower part of the screen. If you click on these units, a new tab appears on the recruit panel, allowing you to upgrade your troops to stronger units. Keep in mind that the number of upgrades is very limited at the beginning of the game.



## Basic battle traits

These traits sum up the basic fighting skills of the unit. By gaining experience, and thus new ranks, you can increase these traits, boost them with upgrades, or buy new ones. See “Army Management” for details.



-  **MELEE** shows how skilled the unit is with melee weapons.
-  **DEFENSE** indicates the unit's effectiveness in defending itself. The defense rating against melee and ranged weapons might differ.
-  **ARCHERY** marks the firepower of the ranged weapons (if any).
-  **MORALE** is the sum of the loyalty and bravery of the unit. Certain situations in battle will negatively affect Morale, like sustaining serious losses, facing simultaneous attacks from multiple sides, etc. In between battles, Morale is always restored to the maximum.
-  **STAMINA** indicates how long the unit is able to march or fight without a break. If the Stamina rating goes down, it also decreases the swiftness of the attacks: very low Stamina means that the soldiers are unable to fight at all. Resting restores Stamina, and units can rest during battles.

All units have strengths and weaknesses: see the “weak vs.” and “strong vs.” captions under the icons to become familiar with the special rules of that particular unit. With such knowledge, you can wrestle victory from the jaws of defeat.

## ARMY MANAGEMENT



This is where you manage the units of your army. The army consists of general units, and heroes who have extraordinary fighting prowess. You'll have various opportunities to upgrade your units during the campaign:

## Ability points

All units gain an extra ability point when they advance a rank. You can distribute these points among the Basic statistics, except for Archery, which applies only to ranged units.

## Unit skills

General units gain skill points at a rate of one for every three ranks. Heroes gain one point every rank, and their skills have multiple levels. Available skills depend on the unit type and the hero. The skills are highly diverse, with some being active and passive, while others are only available at certain ranks, and many of them have a cool-down period. What they have in common is their usefulness: in good hands, skills can increase the value of any unit, even the simplest type of infantry.

## Improvements

Improvements are always permanently locked to one particular unit. They don't have any level requirement, which means that you can even enhance your newly recruited units with them.

**WEAPON TRAINING** has 4 levels; each level increases the Melee rating.

**ARMOR TRAINING** has 4 levels; each level increases the Defense rating.

**HIRE CAPTAIN:** a strong hero will join the unit. Captains have no unique abilities, but they are very effective in melee.

**HIRE HEALER:** a healer will restore 30% of the unit's soldiers who had fallen in battle (those who were seriously injured and incapacitated, but not dead). It happens in the Management Phase – you won't take the healer into the actual battle with you.

**HIRE PRIEST:** a priest will raise the Morale of the unit.

## UNIQUE ITEMS



During your campaign, you'll frequently find special items in the possession of the defeated enemy units. Your heroes can also carry Relics, the belongings or remains of Christian saints, known to possess miraculous power. The power of the Relic and the number of the Relics available for a hero depend on the Faith rating (Faith 5: 2 Relics, Faith 10: 3 Relics). The easiest way to in-



crease the Faith rating is to send the Relics you don't need to the Papal Court as presents.

You can also equip your units with masterwork weapons and armor to increase their fighting traits, or give them various concoctions prepared by monks from sacred texts, or made by the wise men of the East. Potions can be used during battle to provide a temporary boost, while Elixirs give permanent bonuses and are used during the Management Phase.



If you need Gold, you can always sell any of your Relics or other Unique Items.

## FACTIONS

The Faction Screen gives you an overview of your current relations with the various political groups that make up the Crusader army. Click on the different banners to see the details about a particular faction.

The reputation with the factions is called Fame, represented by red gems. The higher the reputation, the more benefits you get, such as new units. You gain Fame by winning battles and completing objectives for the faction. It is important to note that you have different relations with the various factions.



## MAP

This is a representation of the Holy Land in the time of Richard the Lionheart and Saladin. You have to conquer all of the kingdoms to achieve victory over your enemy. To conquer the kingdoms, you'll have to fight a specific mission for each kingdom on a unique battlefield that has the characteristics of the local terrain. At the beginning of the game, and after completing later missions, you can choose your next destination from the highlighted kingdoms on the map.

The banner of the kingdom, displayed above the land, shows its current alliance: it can be yours or a still-hostile territory.

## Political Events

The Europeans are divided into various factions and each has their own agenda. While you are leading your army to take back the Holy Land, the faction leaders scheme in the background, and sometimes they even ask for your help. This means getting involved in their political disputes, and making tough decisions that affect your relations with them.



To deal with a political event, click on its symbol on the map.

After a short description of the situation, you'll have to decide which side you want to take in the current conflict. Don't worry: you'll also know the rewards beforehand.

### The Mightiest Fortress Ever

Krak des Chevalliers is one of the mightiest forts in the Holy Land, a marvel of architecture and a monument to victory. Standing on the top of a high hill, with gigantic stone ramparts, huge round towers and dozens of inner courtyards and a maze of tunnels dug deep in the rock. It has a history rich in sieges, but it always remained undefeated. It used to belong to chain of forts built after the First Crusade. Since then it has changed hands various times and now it belongs to the knightly Order of the Hospitaliers. It houses a garrison of 2000 soldiers and dozens of Hospitaliers.

In the last years, Saladin once laid an unsuccessful siege to the fort and a series of earthquakes also damaged the walls. The Hospitaliers are in a dire need of money to make the necessary repairs and pay the garrison before they flee.

They turn to you for money and the Papal envoy backs their claims. Meanwhile, the Grand Master of the Templars also tries to convince you that you should just give the whole fortress to them and they will pay this huge sum of money themselves.

Who would you like to please?

 **The Papal Court:** + 1 Fame to the Papal Court, a Relic

 **The Templars:** + 1 Fame to the Templars, 1 Captain, 1 Priest, Knights Templar Sword

## Loan

The city of Venice is extremely wealthy, and due to its involvement in the First Crusade, it even had some autonomy in Jerusalem. No wonder the city's merchants are willing to provide financial support for your campaign against Saladin.

You can ask the city of Venice for a loan of up to 20,000 Ducats. You can borrow this amount immediately, as a single payment, or you can ask for smaller amounts. The interest rate is 10%, which is added to your debt after the next battle. You can pay back the borrowed money at any time. If your debt goes higher than the limit, you must pay everything back or be denied more loans.



## 6. THE SARACEN CAMPAIGN

The Saracen campaign takes place after the Lionheart conquered the Holy Land and the Middle East. Saladin will fight to try and take back his empire, this time facing much graver odds. You will have access to totally new units, new management options, and you'll have to devise new tactics playing as your old enemy, the Saracens.

The basic gameplay is the same: the goal, the interface, and the way your warriors develop. However, there are some differences that change the nature of the Saracen campaign.

### DEVELOPMENT SCREEN

Saracens don't have factions that hinder the campaign with their constant squabbling and rivalry. What they have is a constant search for knowledge and a rich culture based on the works of scholars. This screen gives you the opportunity to use this wisdom against the Crusaders.

Development is simulated by a tech tree where you can buy upgrades. Each costs Gold, and you also have to spend Upgrade Points, which are earned after missions.

The tech tree has three branches: Feats unlock Legendary Leader actions, the Units tree allows you to train new types of warriors, and the General branch grants you various useful upgrades.



### THE POWER OF FAITH

The Legendary Leader actions symbolize the power of a charismatic leader over his loyal and devoted warriors who will do seemingly impossible things for glory. In game mechanics, these actions work like global "spells" that you can use at any time.

Unlike Skills, they are not free and cost a given number of Faith points. If you have used up your Faith points, you can't use the Legendary Leader actions, so be careful. Faith points will be restored during the Management Phase.



# 7. BATTLES

## BEFORE THE BATTLE



The mission briefing gives you all the necessary details about the next mission just before you march into war. The main window lists the Objectives you'll need to accomplish to complete the mission. In the first battle, all factions agree with the plan of the Papal Court, but later you'll have to choose a faction: they all have different plans, so don't forget to browse through all of them by clicking on the flags at the top. Important: you always earn Fame with the selected faction.

The Map gives you an overview of the terrain with highlighted points of interest. Below the Map, you see a list of Tactical Measures: these are special actions you can take before the battle to achieve various advantages, but they all cost Gold.

### Composing the army

There is a limit on the number of units that you can take into battle, which means that sometimes you have to leave units in the camp. On the other hand, there will be certain occasions when your army will arrive to the battle in waves. In the Management Phase, you can assign your units to different groups that make up the various waves. The first group that will arrive to the field is marked with an “\*\*”, while the units arriving later appear in the group marked with an “\*\*\*”. You should be very careful when you compose your army because you won't be able to change it during the battle.

## THE BATTLEGROUND

Lionheart: Kings' Crusade offers highly varied and topographically diverse types of terrain, with hills, valleys, forests, rivers, and ruins. Topographic elements are not just lifeless background scenes, as they heavily influence the tactics and outcome of the battles. The terrains presented in the game will also evoke the atmosphere of the faraway lands where the Crusaders marched towards Jerusalem.

Plain fields are good for horsemen and heavy infantry. Light infantry is more effective in a forest, while hard, rocky terrains and scrublands are good ground for archers. Spearmen will stand their ground on any type of terrain as long as they can keep their formation.

Terrain will not only influence the effectiveness of units but also their visibility for the player. Units standing in a forest, for example, can only be detected at close range.



## CAMERA CONTROL

Use the W, A, S, and D keys to move the camera forward and backwards, and to pan left and right. You can achieve the same by moving the mouse pointer to the respective edges of the screen. Rotating the camera can be done by pressing Q and E, or by holding down the mouse wheel and moving the mouse around. You can also tilt the camera up or down by rolling the mouse wheel.

The minimap displays the current field of view and the direction of the camera to help with orientation.

You can choose different camera settings in the Options menu, which behave somewhat differently from the above.

## The minimap in the battle

The minimap is a simplified representation of the battlefield. It shows the general topography and the objectives tied to specific locations. You can follow the movements of all units (enemy units are marked in red while friendly units are blue) and the current camera angle. Clicking on a location on the minimap will bring you immediately to the chosen spot.

You can find the game speed buttons at the bottom-left corner of the minimap. With the “Pause” button or “Space,” you can freeze the game. The default speed is “1x”, while “2x” sets double speed. Alternatively, you can press “+” to speed up or “-” to slow down.

## MOVEMENT ON THE BATTLEFIELD

You can move your units by right-clicking the spot where you want them to go. Basic unit movement is set to marching speed. A double right-click on the destination speeds up movement, though running units will tire quickly. Obstacles or impenetrable terrain like rocks, water, or buildings cannot be selected as destinations. Select one or more unit(s) with the left button, then hold the right mouse button down and draw the pointer sideways: a floating silver arrow will appear. By turning the arrow, you can set the direction of the selected group(s) as a whole.

## Fatigue

Units lose Stamina when they march, fight, or run. Tired units fight more weakly and are more vulnerable. Fatigue slowly disappears if the units stop to rest for a while.

## UNIT STATISTICS

Next to the minimap on the info bar, you can see the unit detail panel.

The name of the unit has a colored background. If the background is white with red borders, the unit is Christian, while a green background represents the Saracens. To the right of the name, there is a number in a circle. The number represents the number of remaining soldiers in the unit, while the color of the circle indicates the general injury status (green: uninjured, red: grave conditions).

Under the name, you can see the Melee, Defense, and Archery scores of the unit, and beneath those are its virtues and flaws. The upper bar represents the unit's Morale, while the other one shows its Stamina. On the bottom of the panel, you can see the unit's skills and upgrades (weapon or armor training, captain, healer, priest, etc.).



## UNIT ACHIEVEMENTS

Units improve during battle: they earn ranks, and by heroic deeds they can unlock achievements as well. The achievements are different, both in how they are unlocked and their effects. A unit can unlock additional achievements that will grant permanent bonuses.

## UNIT MORALE

As mentioned above, all units have a pre-defined Morale rating, an indication of the bravery and the loyalty of the unit under tough circumstances. It also influences the amount of damage the unit can endure without consequences.

Many factors can influence the Morale, like the losses in the unit, nearby friendlies dying or withdrawing, and enemies attacking from multiple directions at once. Generally speaking, the tougher the conditions, the more important high Morale will be.

The actual Morale score will continuously change during battles, but it can never grow above the basic score seen in the Management Phase. The decrease of Morale will not affect the battle traits of the unit, but it will increase the chance that the unit will flee or get shocked. If you want to restore Morale, send the unit away from the battle and let it rest for a while in a less dangerous spot.

### Shock

Usually units get shocked if they suffer attacks while they already have a low Morale – it mostly happens when units are under ranged attacks. Shocked units will keep on fighting, but with seriously reduced traits and they won't be able to use any battle formations. You have no control over your shocked units, and bear in mind that they possibly won't survive a tougher battle, but they will try to flee to a more peaceful part of the field. Shock expires relatively quickly if the unit can rest.



### Panic

If the Morale of the unit drops to 0, the soldiers in that unit will panic and flee. You can't give any orders to a panicked unit and you don't have any control over the fleeing warriors. If the panicked soldiers reach the edge of the battlemap, they leave the battle, but you'll get them back in the next Management Phase. Remember: panic doesn't equal death!



## BASIC UNIT TYPES

### Light infantry

Light infantry units are a viable choice for any battle, especially under extreme weather conditions (in fog, a storm, or at night) and on difficult terrain. However, they are vulnerable against ranged attacks and cavalry charges. They can beat heavy infantry in woods or swamps, but they stand little chance against them on open ground.

### Heavy infantry

These heavily armored soldiers are strong on open fields and are well protected from arrows, but weak on hard terrain, especially in the woods. They are also weak in storms, at night, in fog, or against special armor-piercing units, like spearmen or crossbowmen.

### Archers

Archers can efficiently attack lightly armored units, especially from hard-to-reach heights, but are weak in melee. Their arrows have a limited effect on units with shields or heavy armor, and are especially poor against mounted knights. Fog decreases their range dramatically, and storms prevent them from attacking at all. Firing out of or into forests also diminishes their impact significantly.

### Cavalry

Cavalry units are very fast, and they can trample infantry units while charging. Light cavalry is perfect for eliminating enemy archers or capturing unguarded locations. Heavy cavalry is somewhat slower, but much better at trampling. Only spearmen or a hail of crossbow bolts can stop a knight's charge.

## SELECTING UNITS

Left-click the unit or the unit icons to the right of the information bar, located at the bottom of the screen. The icon of the selected unit will be highlighted with a bright frame, and the unit's flag will begin to float, allowing you to easily find them on the battlefield. You can select several units at the same time if you hold down the CTRL button and left-click the desired units (or their icons), or by holding down the left mouse button and drawing a loose rectangle around the units on the battlefield.

Pressing down CTRL+A selects all units and heroes.



You can create selection groups by selecting some units and pressing CTRL + 1 to 9. You can then recall these selections at any time by simply pressing the number key previously assigned to them.

## ATTACK



If you right-click on an enemy unit, your soldiers will march towards the enemy and attack. A double right-click will order them to charge.

If the “Auto-attack” option is enabled and an enemy unit moves within a certain distance, your units will automatically attack that unit. If you switch this option off, your units won’t attack on their own, unless the enemy comes very close.

Moving units also have a very short automatic attack range.

## Ranged attack

Bowmen are capable of ranged attacks. Simply select the target and shoot. If the selected enemy is out of reach, the bowmen will move into range. If you hold the mouse pointer over any archer unit, a red circle will appear around them, indicating their shooting range. While the archers are shooting, a stylized bow will appear on their icon.

Archers attack a given area, which means that your own units can be injured if they happen to stay in the target area. In the lower-right corner of the unit icon, tiny red arrows indicate that enemy archers are currently attacking your soldiers.

## COMBAT MODES



Combat modes are specific orders telling the units how to fight. You can set the current combat mode for the given unit on the interface. Archers can switch between two attack modes. If you order them into “Melee,” they stop shooting and draw their swords; clicking on the “Ranged” attack button will switch them back. The “Auto-attack” order will make the archers shoot automatically if the enemy comes within range. Archers can also “Keep the range,” which means that they slowly maintain their distance by backing away from the approaching enemy, shooting at them continuously.

Note that Infantry units also have the “Auto-attack” option to engage enemy units within the set range.

## ATTACK FORMATIONS



Various attack formations are available in the game. Each formation has its benefits and drawbacks, and a good commander will master the use of appropriate tactics for each circumstance.

Units in loose formations are relatively safe from the arrows of archers but are very vulnerable in a melee. Generally, loose formations are good for marching and exploring. Closed formations are good for melee battles.

The Wedge formation is the most effective assault formation. The Shield Wall, on the other hand, is the perfect defensive formation as it will stop two attacking formations (instead of the usual one) at the same time and is very useful against ranged attacks.

## LOCATIONS AND LOCATION BANNERS



Locations are very important points on the battlefield, marked with a huge banner. By occupying these locations, you start to control these special areas, though you must first eliminate all enemy units in the vicinity. The color of the banner will change once your men occupy the area. You have to keep a location for a minute; otherwise, it is not considered to be occupied. The passage of time is shown by a special indicator next to the banner.



## DEPLOYMENT PHASE DURING THE BATTLE

During battle, you will sometimes experience a new or intermediate Deployment Phase, a situation requiring you to rearrange your army on the battlefield. In this phase, you can place your units anywhere inside the area outlined by flagpoles.

Since deployment can have a serious impact on the outcome of the battle, it is advisable to scroll over the terrain first to explore all the topographic details and important locations. You can also create the CTRL groups, change formation, or manage the combat modes during this time.

### Military Engineering

In some missions, you can also utilize Military Engineering during the intermediate Deployment Phase. This will allow you to build siege engines and defensive structures on the field, like trebuchets, watchtowers and traps.



The building process requires Military Engineering Points. You can see the current amount in the upper-right corner, and there is also a list of all the available structures with their costs. The range of these structures is limited at first, but more of them will become available later.

## 8. MULTIPLAYER

Fight a battle with a friend or another player via the Internet. Both parties must have an original copy of *Lionheart: Kings' Crusade*.

*Lionheart* features multiplayer for two players as opposing forces in the struggle for the Holy Land.

### MULTIPLAYER MODES

You can fight battles with your chosen opponent in two available multiplayer modes. One is a symmetrical setup, where each party is balanced, while the other is asymmetrical with a Defender and an Attacker setup. You can set the basic settings and the availability of the basic resources as you wish, and you can also choose the battlefield. In both game modes, you can spend your Gold on units and heroes, but you can also buy different pieces of equipment and relics to help them in the battle.

**Domination:** Players start with balanced conditions, so this game mode is a great opportunity to try the different unit combinations and find out which army configuration is more powerful. It's very important to keep in mind the traits of the chosen terrain as you select and use the units, and you have to also be careful about the current weather conditions – in other words, it is exactly the same as in single-player matches. In this game mode, you'll need to capture most of the Victory Locations on the battlefield to win.

**Defender vs. Attacker:** In this game mode, there's a time limit you can set before battle. The goal of the Attacker is to destroy the enemy within the set time limit. The Defender's goal is to hold on and survive the battle. In this setting, the Attacker starts with more Gold, while the Defender is allowed to make preparations by engaging in Military Engineering before the battle begins – this covers tactical preparations like cutting down trees, deploying low walls, oil splashes, or trebuchets.

### SETTING UP A MULTIPLAYER SESSION

Click on "Multiplayer" in the Main Menu and decide if you want to "Host" or "Join". If you host a game, you will have to wait for a client. If someone decides to join you, you will have to confirm them. If you choose to join an already existing game, a list will show you the names of the players who are currently hosting a game. The list will refresh continuously.

After you join a session, you will reach the army management screen.



## MANAGEMENT PHASE

The hosting player gets to choose the battlefield from a list of the available scenarios.

Players are free to decide which side they would like to play in battle: Saracens or Crusaders. Armies are always homogenous. You can't add a Saracen soldier to a Christian army (or vice-versa) or it will clear the current army setup. The game will always warn you if you try to do this and ask for confirmation.

You will assemble your army on the management screen of the multiplayer game mode. Both parties have a set sum of Gold (decided collectively) that can be spent on recruitment, armor, weapons, and captains. Recruitment, equipment, skill management, and so on all work exactly as in the single-player campaign.

If you are finished with the army setup, click on the "Ready" button. The other player will see that his opponent is ready, and when they are finished, the battle starts immediately.

## SCENARIOS

In the colorful standalone scenarios, players have the opportunity to fight single battles against the game AI. Apart from that, a scenario is exactly the same as the player-versus-player mode described above.



# CREDITS

## NEOCORE GAMES CREDITS

### DESIGN

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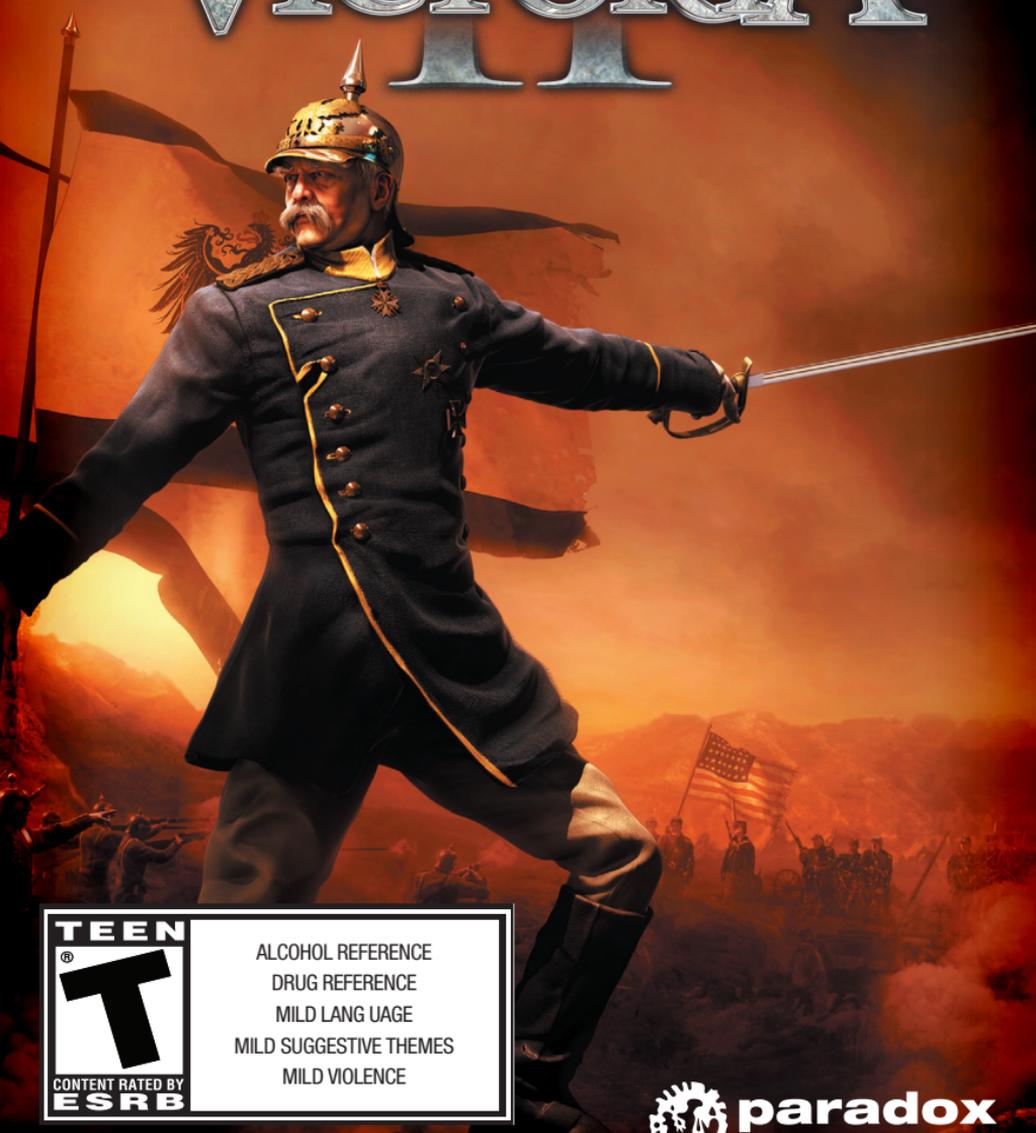
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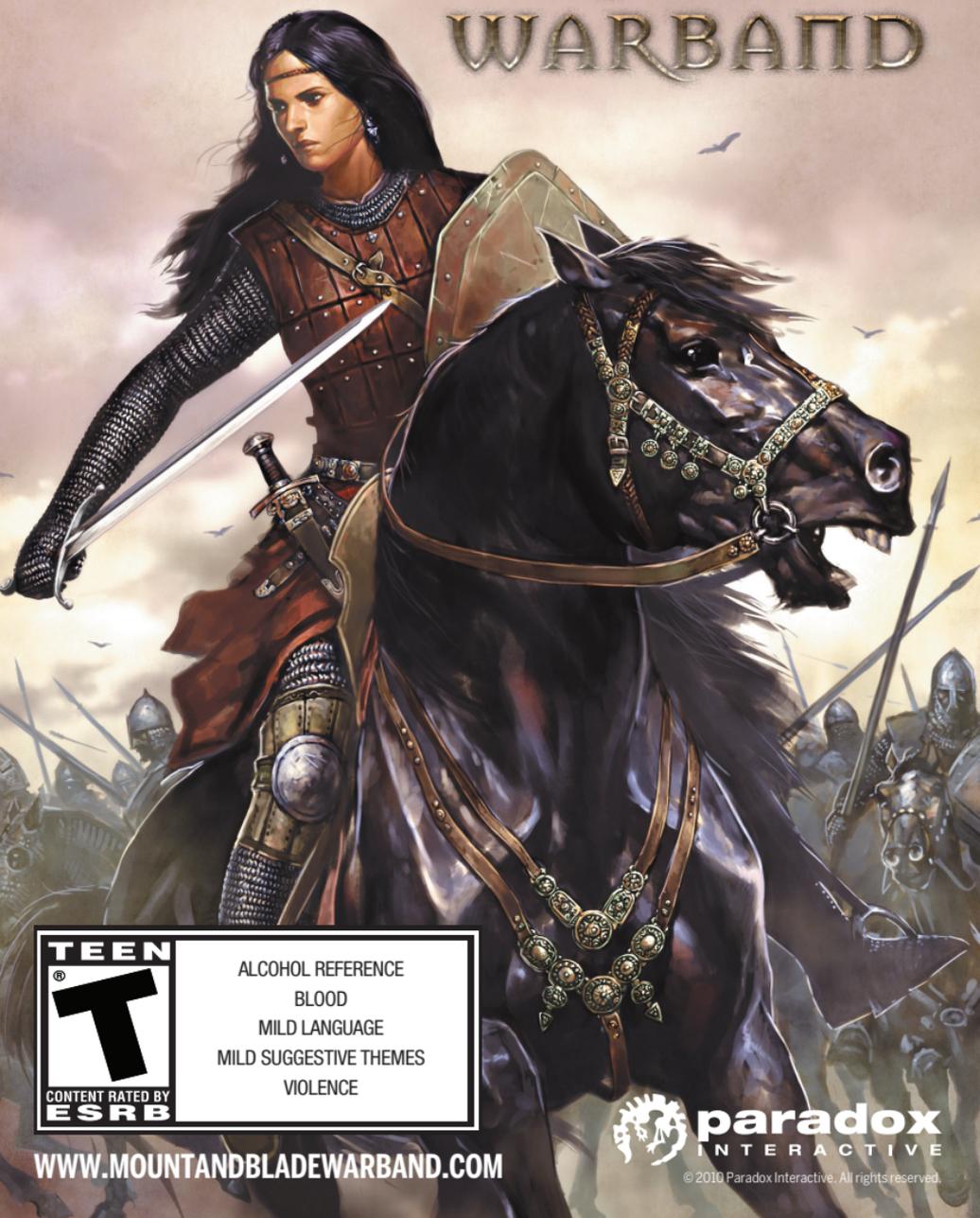
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