

# TPR Service Release 2 Build 314

TPR Service Release is a collection of modified game files, which are defective in version 1.58 REL of *Knights and Merchants: The Peasants Rebellion*. This Service Release is available in a German, Dutch and Polish edition. The bug fixes respectively improvements are all developed by loyal fans of the game. As per consequence this mod is unofficial and therefore also not supported by ZuXXeZ and/or Joymania. Nevertheless all the fixes operate without fail and for this reason this mod is highly recommended by us! The mod updates the game to version **V1.58 SR2**.

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## Installation

You need to install the Service Release modification into the directory in which your *Knights and Merchants* is installed. Only in this way the original and defective files can be overwritten by set-up. You can recognise a successful installation by the version number **V1.58 SR2** which is visible in the upper right corner of the game main menu.

## **Updating**

Mission related updates (i.e. mission goals, warehouse stock levels, enabled construction etc.) are only activated by restarting the concerning level.

Save games of version 1.471 until 1.56 are not compatible with version 1.58. Similarly, save games created in version 1.58 are not backward compatible with older game versions. Only save games that are created in version 1.58 REL (and higher) will work within this Service Release. It's recommended to restart the missions to prevent game failures.

## **Overview of changed Missions**

By means of this brief recapitulation you can quickly find out which Mission should be restarted.

- Tutorial
- TPR-Missions: 3, 4, 8, 10 and 14
- TSK-Missions: 3, 4, 5, 7, 12, 13 and 18

## **Changes of Service Releases**

The latest version always includes all earlier Mod's!

## **Service Release 2 Build 314**

- new: replaced program icon of KM\_TPR.exe by new design
- improved: added briefings in beginning of mission 3 and 4 TPR
- improved: Mission 8 TPR is now much more difficult to win
- improved: recruits training in mission 18 TSK is delayed
- improved: added 258 fishes to the sea in mission 18 TSK
- improved: the empty sea in mission 7 TSK now holds 600 fishes

- improved: fisher fishes two fishes but waits longer in his house
- improved: defeat conditions of mission 5 TSK (the mission is lost once all yellow lance carriers are defeated)
- improved: visibility of every building enlarged
- improved: armour of catapults and ballista raised to 50%
- improved: scouts can see more than any other unit type
- improved: Tutorial (starting terrain, bigger map and town of blue enemy enlarged)
- fixed: towers couldn't be build in Mission 14 TPR
- fixed: wrong victory- and defeat conditions in mission 3 TPR
- fixed: behaviour of AI in beginning of mission 5 TSK
- fixed: bug in product view of machine factory
- fixed: wrong parchment graphic of militia (it only showed one sword instead of two)
- fixed: carpenter gives sound when selected and when dying

### **Patch Pack Build 69 (includes Patch Pack 1.1)**

- new: replaced TSK program icon of KM\_TPR.exe by TPR icon
- fixed: bug in sixth line of mission briefings
- fixed: wrong mission briefing of TSK campaign
- fixed: disabled menu buttons in Mission 13 TSK
- fixed: all bugs in mission 14 TPR
- improved: southern archers in mission 13 TSK must be defeated before you can win this mission
- improved: Mission 3 TSK replaced by original one of old „The shattered Kingdom“
- improved: text format of mission briefing
- improved: new building icon of woodcutters'
- new: briefings in Tutorial
- fixed: Terrain error in Multiplayer map (water in swamp)

## **Patch Pack 1.0**

- fixed: missions 4, 5 and 12 TSK were defective
- fixed: confederate farm in Mission 10 TPR was not built at mission start.

## **Information about the English text files**

The text files are translated by fans and not official. We only support Dutch, German, Hungarian and Polish TPR. All other languages are incompatible with these text files!

English voices and videos are not included. To have these files also in English language, contact purchaser of Dutch TPR version or use files from TSK.

## **Acknowledgements**

Special thanks go out to all our Fans whom have helped us in the development of this mod as well as to Luc from Poland who has translated it into his native language. Additional thanks go to ZuXXeZ and Joymania for their permission to publish this mod. Further information you'll find at [www.knightsandmerchants.de](http://www.knightsandmerchants.de).

## **Copyright**

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