

# LUDUSREGIUS Distributed Readme

the LUDUSREGIUS development team

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## Contents

<b>1</b>	<b>ChangeLog</b>	<b>2</b>
1.1	ALPHA . . . . .	2
<b>2</b>	<b>Installation</b>	<b>2</b>
2.1	System Requirements . . . . .	2
2.2	Operating Systems . . . . .	2
2.2.1	Windows . . . . .	2
2.2.2	Linux . . . . .	2
2.2.3	Other Platforms . . . . .	2
<b>3</b>	<b>License</b>	<b>3</b>
<b>4</b>	<b>Player Guide</b>	<b>3</b>
<b>5</b>	<b>Known Bugs</b>	<b>3</b>

# 1 ChangeLog

## 1.1 ALPHA

This is the first version of the game (hence no changes have been made). For a complete list of updates, see <http://sourceforge.net/p/ludusregius>.

# 2 Installation

## 2.1 System Requirements

The only things required by the game are:

- A 32-bit computer.
- A screen capable of displaying a 1024 by 768 resolution.
- One of the operating systems listed below.

If you are running from the source code there may be additional requirements.

## 2.2 Operating Systems

### 2.2.1 Windows

A binary installer file will be available in the *Downloads* section of the Sourceforge site. It should work “out of the box” on all 32 bit Windows systems. The download can be found at <http://sourceforge.net/p/ludusregius/files>.

### 2.2.2 Linux

The game will not be officially released for Linux systems until the Beta version. However, most Linux systems come with Python installed, making it easy to run from the source code.

Running game from source code requires *Python 2.4.1* or above, and the *Pygame* module.

### 2.2.3 Other Platforms

There are no plans at this time to release the game for other operating systems, but it can be run from the source code on any system with Python installed.

Running game from source code requires *Python 2.4.1* or above, and the *Pygame* module.

### 3 License

By installing, compiling, or running the game, you agree to the following license.

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### 4 Player Guide

For an up-to-date player guide and strategy guide, see <http://sourceforge.net/p/ludusregius/wiki/Home>.

### 5 Known Bugs

For an up-to-date list of known bugs, see <http://sourceforge.net/p/ludusregius/tickets>.

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