

## GOG & Warlords dlr

Posted by Lord Nytram - 10 Jun 2020 15:28

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I noticed warlords dlr for sale here [www.gog.com/game/warlords\\_iii\\_darklords\\_rising](http://www.gog.com/game/warlords_iii_darklords_rising)

It says it works on windows 10. Given the trouble we all had keeping it going, do you know anything about this version and whether it works without modification including internet play? does it have the stormheim and K units? does it still need the -nosound switch etc

I still have the original game but was wondering if there was some point in buying this version to get back into multiplayer games?

Regards

Lord Nytram

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## Re: GOG & Warlords dlr

Posted by Lord Nytram - 11 Jun 2020 09:34

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To expand a little more it appears to be the base game, without the 1.02 patch, KHeroes or Stormheim units.

No idea if it breaches GOG's terms but have successfully installed the 3 patches.

Next I want to test the multiplayer if I can find someone in the UK time zone to work with.

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## Re: GOG & Warlords dlr

Posted by KGB - 11 Jun 2020 16:27

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I don't have it but when I was reading the GoG forums it sounded like the game \*did\* use the 1.02 patch because a lot of players who had never been online in 1999-2000 era were surprised to see the game have the slayer skills, necromancy etc and all the accompanying changes to the units.

It definitely would not have the KHeroes and Stormheim units since those were player created. It wouldn't be an issue adding those (it not a terms problem) since many games GoG releases have fan created add ons.

KGB

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**Re: GOG & Warlords dlr**

Posted by Lord Nytram - 11 Jun 2020 16:44

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Hi KGB,

Must admit I just uploaded the 1.02 patch without checking first. I have however loaded the K4 SH because the units were tested by the community and almost universally accepted when it was at it's height.

Game seems stable. Has anyone tried multiplayer? Do we need something like ICQ or Battle HQ to get past our local routers?

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**Re: GOG & Warlords dlr**

Posted by Lord Nytram - 11 Jun 2020 16:46

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Either way this seems to give new life to a game that started to only work on a virtual PC.

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**Re: GOG & Warlords dlr**

Posted by KGB - 11 Jun 2020 17:33

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**Lord Nytram wrote:**

Game seems stable. Has anyone tried multiplayer? Do we need something like ICQ or Battle HQ to get past our local routers?

Isn't ICQ a bit old. Pretty sure it's been defunct for over 15 years now 🙄

You can technically play multi-player if you are handy enough with your router to put your PC in a DMZ or setup port forwarding for the ports DLR uses. You may also have to do this on your modem (cable/DSL) too depending on who your ISP is. I've successfully done this.

If that's not an option then free programs like Hamachi that create a VPN will work. Or paid VPN's. BattleHQ would also work if that's still available. See this link

[beebom.com/hamachi-alternatives/](http://beebom.com/hamachi-alternatives/)

KGB

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### Re: GOG & Warlords dlr

Posted by Flagris - 08 Jul 2020 13:53

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I don't know about Win10 but I tested GOG version on Win7 machine and it seems to work quite acceptable, including music. The only flaw is the graphics that look blurred a little and not so clear and crisp as in native original CD-version running on my other WinXP machine. It must be due to GOG wrapper they put in to make the game run on newer systems. And this wrapper works in one and only default set of settings, and the game doesn't even start with any other combination of settings 🙄

Anyway I prefer the good old WinXP and the good old CD-version.

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### Re: GOG & Warlords dlr

Posted by Fantastory - 17 Aug 2020 20:07

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As it goes for stability, the online version at warbarons.com (warlords 2) runs in browser, neglecting all platform problems. Additionally the site allows easily setup for online multiplier games.

To be honest I am playing there and thus trying drive more community there.

I must note that there is also similar project warlordsx.com, closer to warlords 2 but is little worse.

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**Re: GOG & Warlords dlr**

Posted by Ella - 24 Sep 2020 23:12

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I might be biased in that I want as many as possible to play what I play for the sake of multiplayer, but you must have played an early version. WarlordsX evolves at a fast pace and it has much better solo play with stronger AI and many small things like medals etc. Sure, Warbarons might have better graphics, but I recommend you to try WarlordsX for the gameplay, both multiplayer and solo.

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**Re: GOG & Warlords dlr**

Posted by Fantastory - 25 Sep 2020 06:15

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That is true, warbarons.com has weak single player. I marked it better than warlordsx because I am mainly focuses on multiplayer - actually was looking for a game to play with a friend.

To my defence I did the reaserch and found warlordsx which is not listed on this forum, while warbarons is.

Left menu - spin-off projects.

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