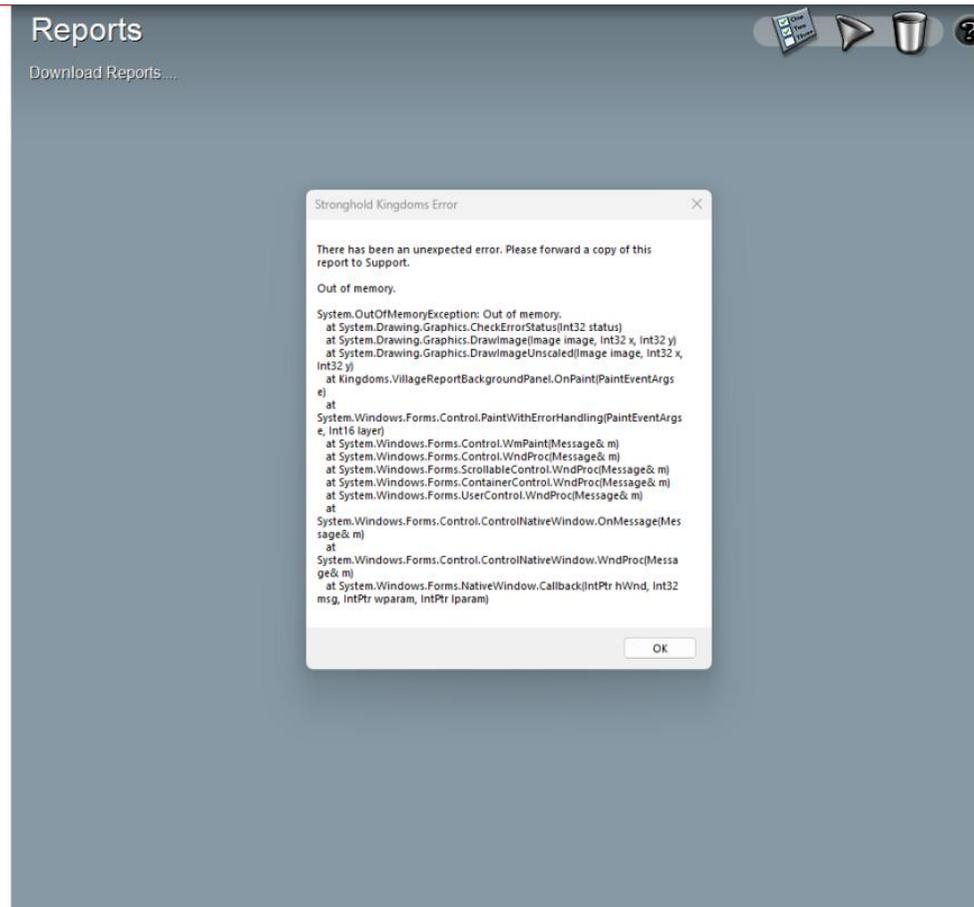


1. Show message saying why troops can't be hired. (In this there is an AI attack moving from this capital and the troops occupy space)



2. Fix 'OutOfMemory' in reports screen



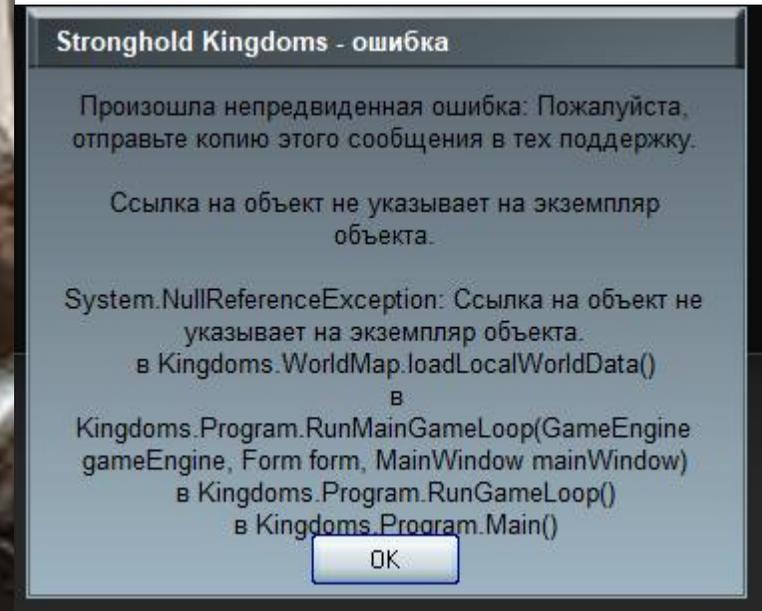
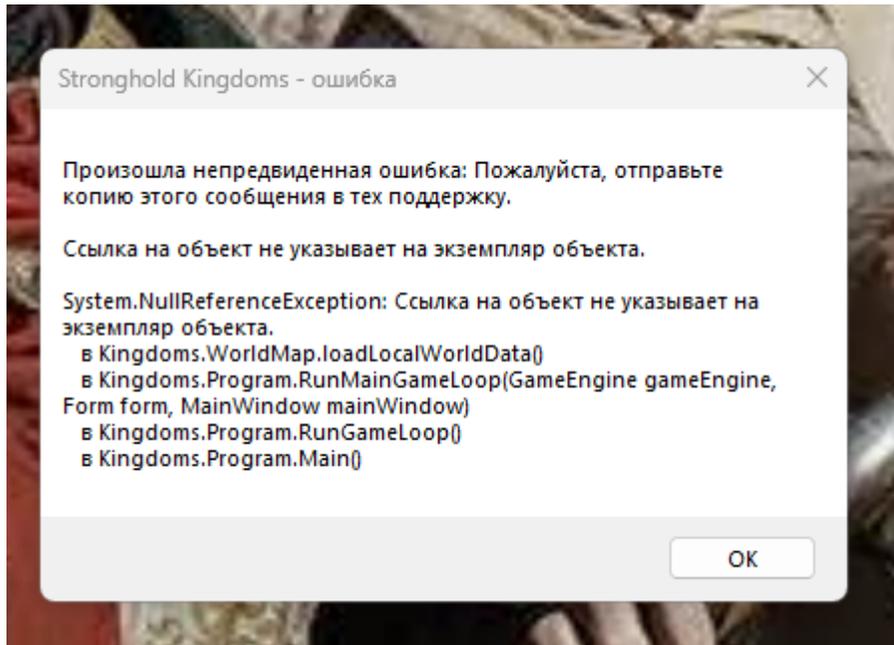
3. Fix guilds effect description when they are level 0 and 1



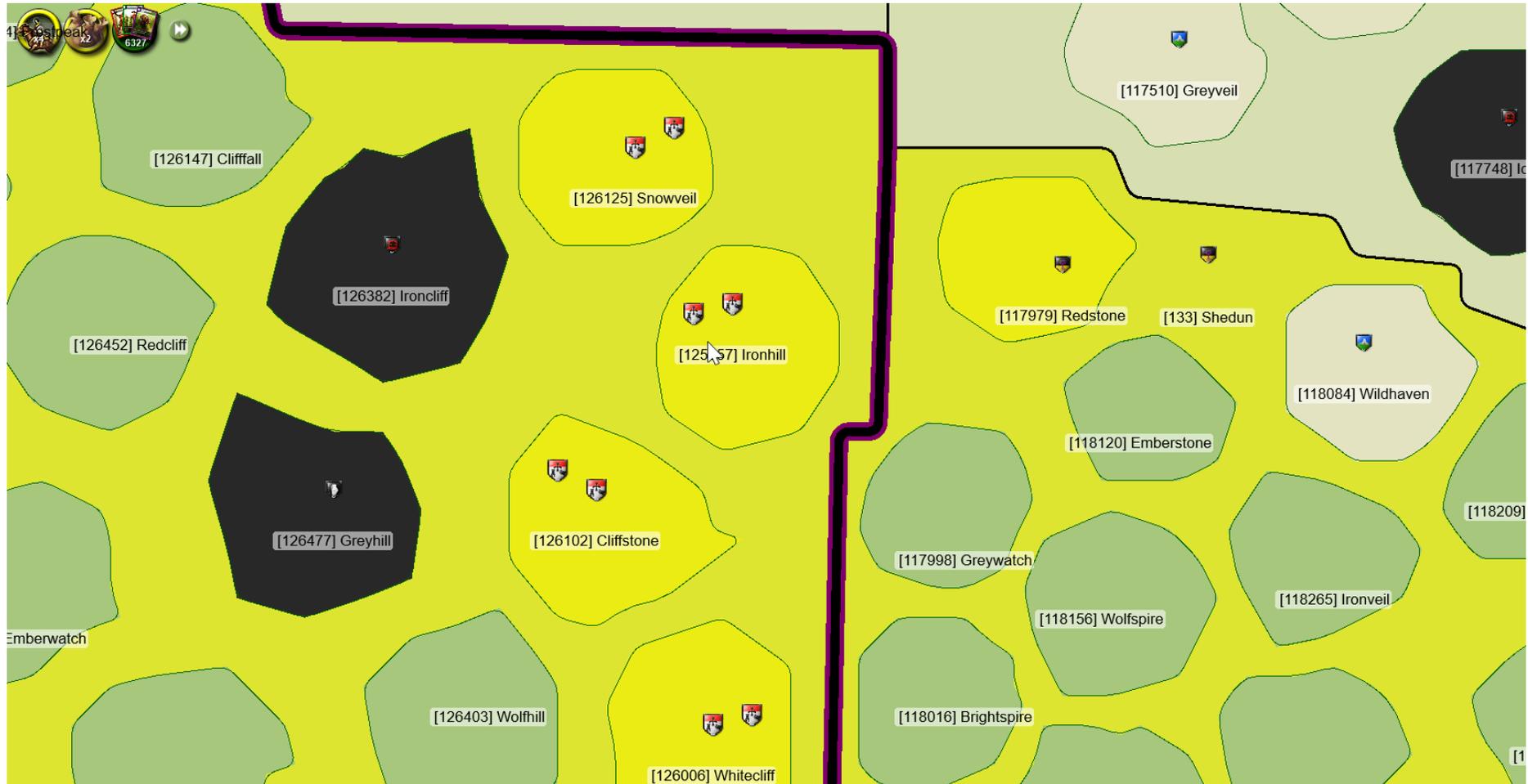
The screenshot displays a game interface with a parchment-like background. At the top left, there is a small icon of a wooden structure. To its right, the text reads "Archery Range" and "Current Level : 1". Below this, the "Current Level Effect" is listed as "+0%" and the "Next Level Effect" as "+10%". A red arrow points from the right towards the "+10%" text. In the top right corner, there are two circular icons: a question mark and an 'X'. The middle-left section shows a resource list for "[50049] 11 A mountain" with a dropdown arrow. It lists "Apples" with a quantity of 16,554 and "Cheese" with 35,029. The middle-right section is titled "For Level : 2" and shows progress bars for "0 / 3,600" and "0 / 400". On the right side, there is a large rectangular image showing a medieval-style village with stone buildings and a large tree.

Resource	Local	For Level : 2
Apples	16,554	0 / 3,600
Cheese	35,029	0 / 400

4. These 2 are same and it's fixed



5. Fix world map drawing layer fail. This also fixes switching between village view and world view – 2-in-1 fix



6. Fix invalid battle reports

The image shows two overlapping windows from a game. The background is a 3D isometric view of a castle with a large army of pikemen attacking a wall. A red arrow points to the 'Attackers' column in the 'Battle Results' window.

Battle Results

	Attackers	Defenders
Peasants	0/0	0/0
Archers	0/0	240/242
Pikemen	371/494	21/21
Swordsmen	0/0	0/0
Catapults	0/0	0/0
Captains	0/0	0/0

10/02/2026 00:51:10
The Attacker Wins
- Successfully attacked
Honour : 0

Buttons: Minimise, Close

Redgate
Attacks
Lannisters Castle

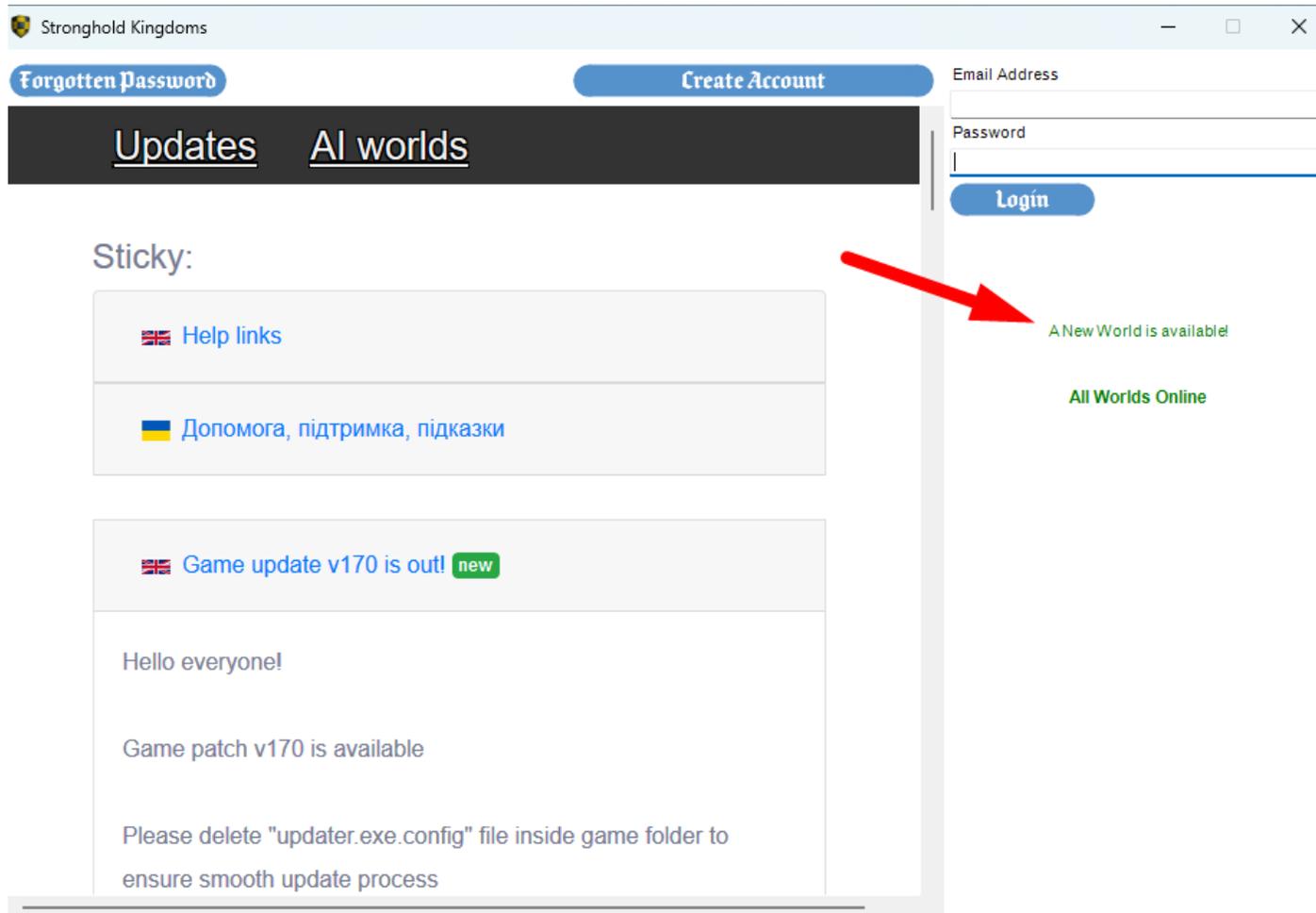
The Attacker Wins
09/02/2026 21:06:27

Attackers	Defenders
Peasants 0/0	Peasants 0/0
Archers 0/0	Archers 236/242
Pikemen 41/494	Pikemen 21/21
Swordsmen 0/0	Swordsmen 0/0
Catapults 0/0	Captains 0/0
Captains 0/0	

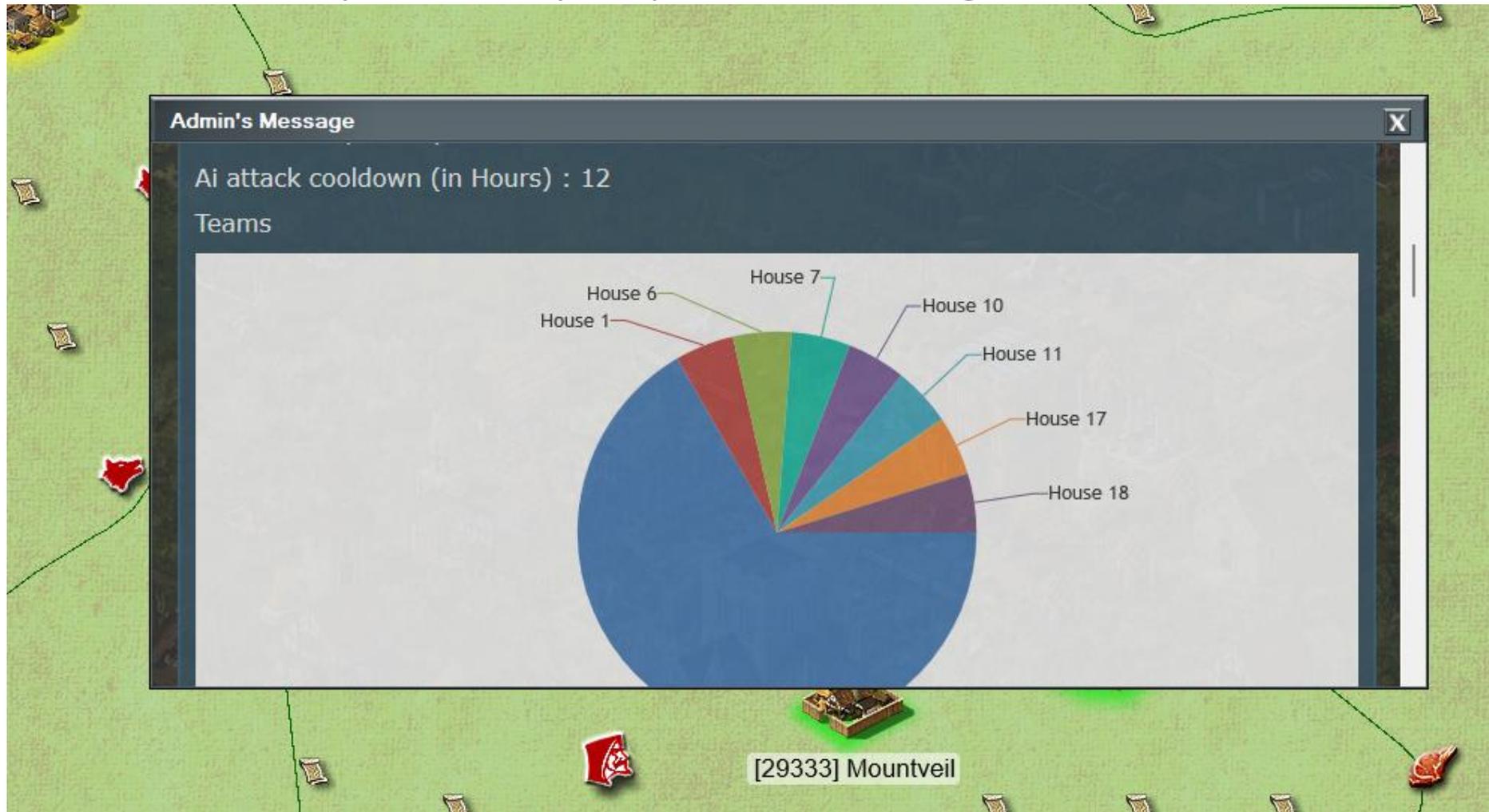
Honour : 124,065

Buttons: Show On Map, Forward, View Battle, Delete, Close

7. Fix “New World is available” message. It will notify if there is a world less than 15 days old



8. Fix RAM memory leak when you open Admin Message:



9. Also fixed this error at login screen when we click “Play” to join game world:

Invalid URI: The hostname could not be parsed.

System.UriFormatException: Invalid URI: The hostname could not be parsed.

at System.Uri.CreateThis(String uri, Boolean dontEscape, UriKind uriKind)

at System.Uri..ctor(String uriString, UriKind uriKind)

at System.Net.Http.HttpRequestMessage..ctor(HttpMethod method, String requestUri)

10. Fixed OutOfMemoryException when loading game textures. Most of case is when opened village view!

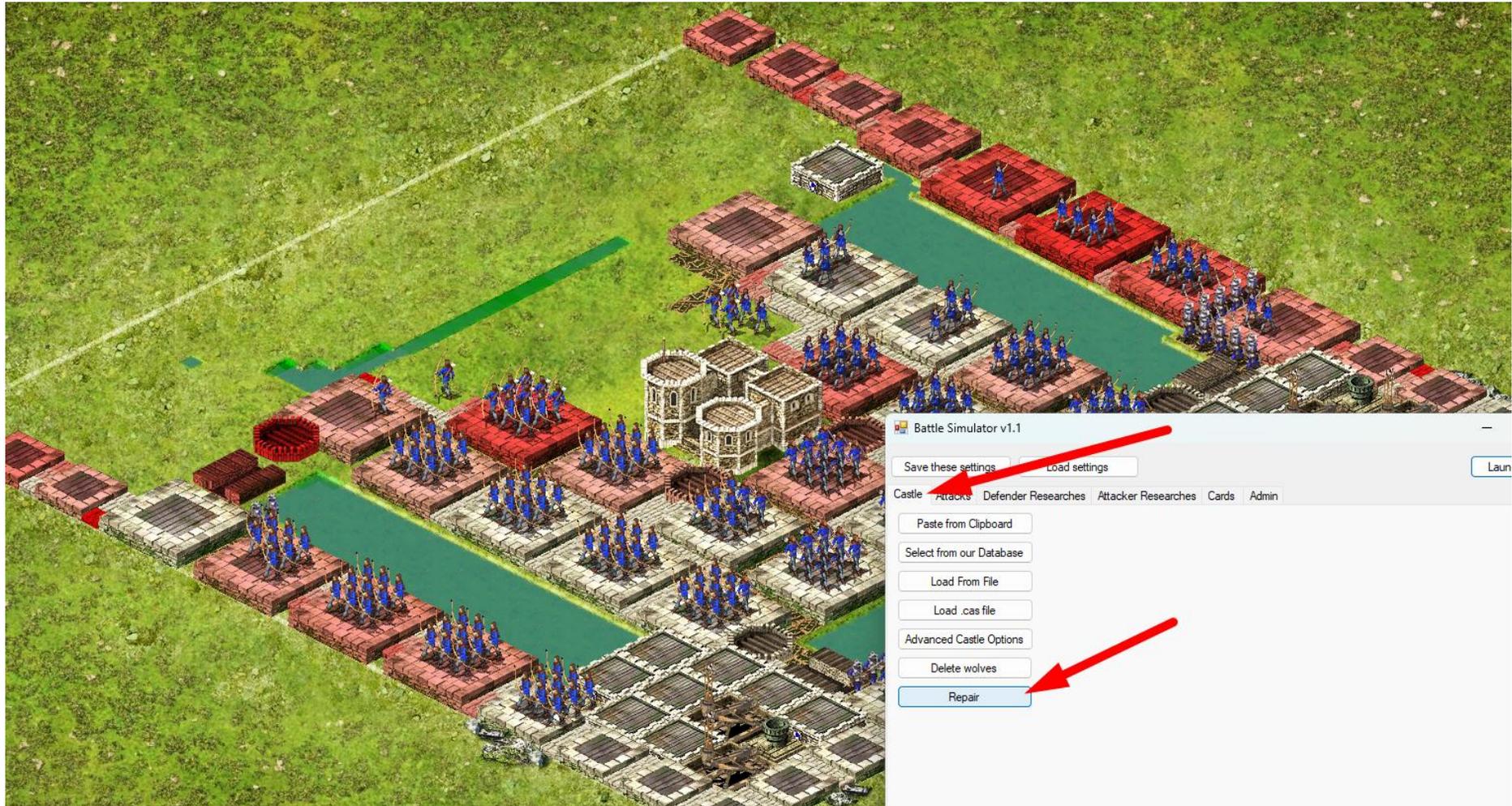
Example from error_log.txt provided by BoldStealth:

```
Error on reading DDSX file: Exception of type 'System.OutOfMemoryException' was thrown.  
at System.IO.MemoryStream.set_Capacity(Int32 value)  
at System.IO.MemoryStream.EnsureCapacity(Int32 value)  
at System.IO.MemoryStream.Write(Byte[] buffer, Int32 offset, Int32 count)  
at System.IO.Stream.InternalCopyTo(Stream destination, Int32 bufferSize)  
at System.IO.Stream.CopyTo(Stream destination, Int32 bufferSize)
```

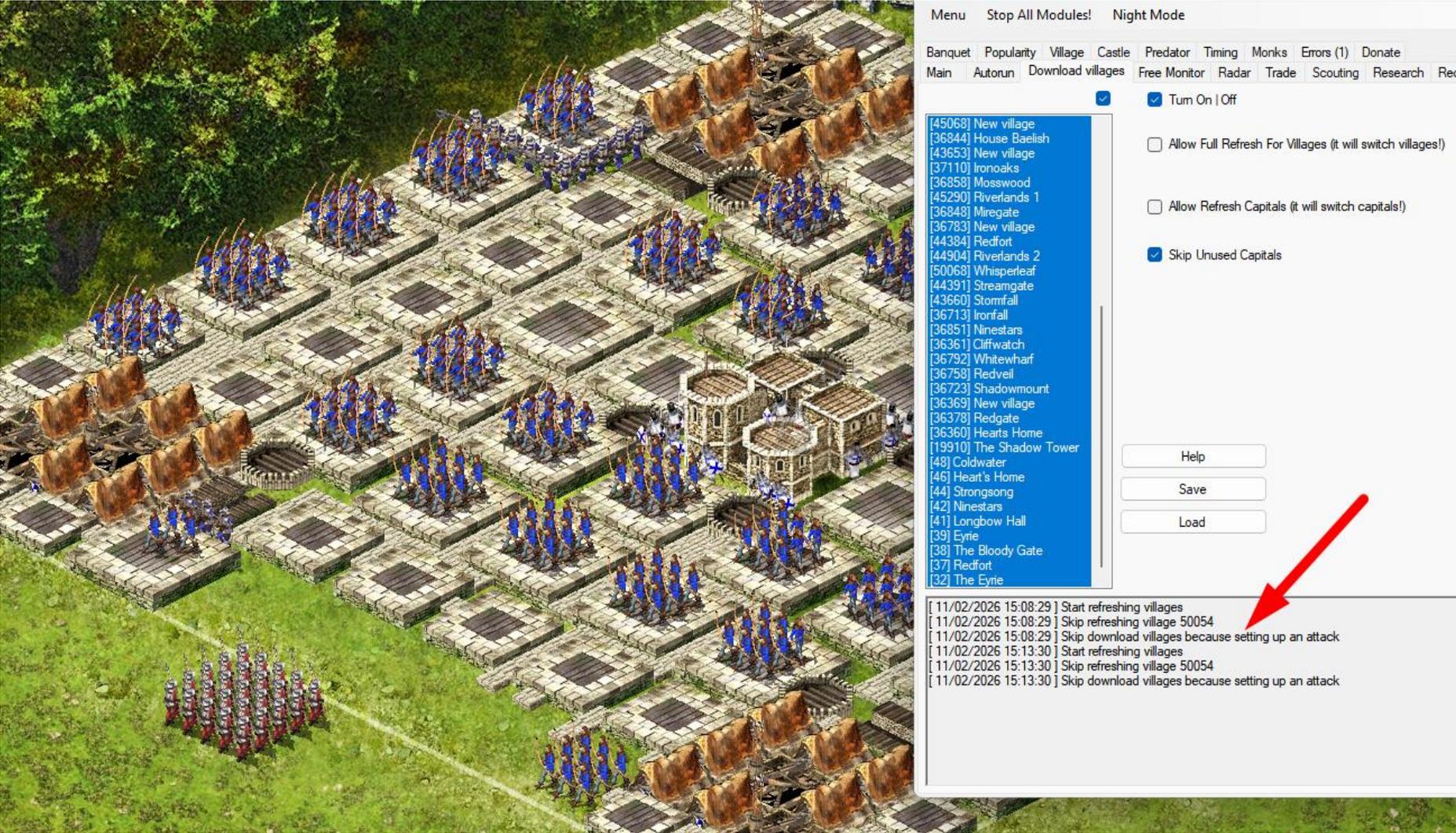

12. SHK now supports up to ~128 TB RAM memory because it's migrated to x64 bits



14. New simulator option – Repair castle damage



15. Download villages will skip downloads if you're setting up an attack



The screenshot shows a game interface with a village layout on the left and a settings menu on the right. The village layout consists of a grid of stone buildings with various structures and units. The settings menu is titled "Menu" and includes options for "Stop All Modules!" and "Night Mode". Below this, there are several tabs: "Banquet", "Popularity", "Village", "Castle", "Predator", "Timing", "Monks", "Errors (1)", and "Donate". The "Download villages" tab is selected, and it contains a list of village names and IDs. The "Skip Unused Capitals" option is checked. A red arrow points to the log at the bottom, which shows messages about skipping downloads due to setting up an attack.

Menu Stop All Modules! Night Mode

Banquet Popularity Village Castle Predator Timing Monks Errors (1) Donate

Main Autorun Download villages Free Monitor Radar Trade Scouting Research Rec

Turn On | Off

Allow Full Refresh For Villages (it will switch villages!)

Allow Refresh Capitals (it will switch capitals!)

Skip Unused Capitals

Help

Save

Load

[45068] New village
[36844] House Baelish
[43653] New village
[37110] Ironoaks
[36858] Mosswood
[45290] Riverlands 1
[36848] Miregate
[36783] New village
[44384] Redfort
[44904] Riverlands 2
[50068] Whisperleaf
[44391] Streamgate
[43660] Stormfall
[36713] Ironfall
[36851] Ninestars
[36361] Cliffwatch
[36792] Whitewharf
[36758] Redveil
[36723] Shadowmount
[36369] New village
[36378] Redgate
[36360] Heart's Home
[19910] The Shadow Tower
[48] Coldwater
[46] Heart's Home
[44] Strongsong
[42] Ninestars
[41] Longbow Hall
[39] Eyrie
[38] The Bloody Gate
[37] Redfort
[32] The Eyrie

[11/02/2026 15:08:29] Start refreshing villages
[11/02/2026 15:08:29] Skip refreshing village 50054
[11/02/2026 15:08:29] Skip download villages because setting up an attack
[11/02/2026 15:13:30] Start refreshing villages
[11/02/2026 15:13:30] Skip refreshing village 50054
[11/02/2026 15:13:30] Skip download villages because setting up an attack

16. Error messages now contain such information as:

- Server time
- World name
- Installed game version

17. Massive packages update includes new versions of

- NAudio.dll – for game sounds and music
- Svg.dll – for shields
- GeckoFX – for news feed and admin message
- Vortice dlls – rendering of world view, village and castle views

Important notes:

1. Install to new folder

2. Do not mix any .dll and .exe files from previous game versions

3. Update of previous game versions requires to delete file “updater.exe.config”

4. You can copy BotSettings from previous game versions