

LEKMOD v20.2 CHANGELOG

The Changelog for Lekmod v19 can be found [here](#)

The Changelog for Lekmod v20 can be found [here](#)

The Changelog for Lekmod v20.1 can be found [here](#)

The Changelog for Lekmod v21 can be found [here](#)

The Link to the Lekmod Main Page can be found [here](#)

DOWNLOAD (zip)

Before reading, please note:

This version updated a bunch of code and directories, some bugs may pop up. Please report any bugs on the NQ subreddit!

Source Code is now also available on [GitHub](#)! File Directory Explanation can be found in the release thread on the NQ subreddit

List of Changes:

Civilizations:

Changed the following Civilization:

- Manchuria
 - Canton Factory: Decreased its cost by 33% (67 vs 100 hammers)
- The Following Capital names have been changed
 - Israel: Jerusalem -> Yerushalayim

City-States:

- Bucharest
 - Name changed to Reykjavik

Bug fixes and Tooltip Fixes

- Tibet Holy Sites can now be built instantly again.
- The Maccabee (Israel) can now be upgraded to the longswordsmen
- Fixed a art slot bug for the Painted Monastery. **[No longer has an art slot but has +1 point to great artists]**
- Known bug: For some people aspects of the game don't work properly on **Different Game Speeds**. Please report any bugs on different Game Speeds **other than quick** on the NQ subreddit. I recommend only using the **quick game pace** for now.

Art

- Updated/ Changed some art of the following Civilizations:
 - Goths
 - Golden Horde
 - Brunei
 - Canada
 - Sioux
 - Manchuria
 - Khmer
 - Lithuania