

A FAREWELL TO DRAGONS



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Manual

Content

1: Introduction	2
1-1: Welcome!	2
2: Installation and technical support	2
2-1: System requirements	2
2-2: Installing the game	2
2-3: Technical Support	3
3: Registration	3
4: Story and features	4
4-1: Story	4
5: Game controls: the main screen	4
5-1: Main screen	4
5-2: Hotkeys	6
6: Supplemental screens	7
6-1: Main menu	7
6-2: In-game menu	7
6-3: Settings	8
6-4: Stats	9
6-5: Perks	10
6-6: Inventory	11
6-7: Trading	12
6-8: Map	12
6-9: Skill Book	13
6-10: Journal	14
6-11: Resting	15
7: All you need to win	15
7-1: Character development	15
7-2: Elemental magic	16
7-3: Art of combat	17
7-4: Science and technology	18
7-5: Supporting magic	19
7-6: Perks	20
7-7: Amulets of Clans	21
8: Credits	22

1: Introduction

1-1: Welcome!

Welcome to the User's Guide for «A Farewell to Dragons»! The game offers unique roleplaying experience combining thought-out tactical battles with multiple opportunities and deep intriguing story.

2: Installation and technical support

2-1: System requirements

Minimum system requirements:

Operating system: Windows 2000/XP;
Processor: 1.5 GHz;
RAM: 512 MB;
Graphics card: nVidia GeForce FX 5700 or ATI Radeon 9600 with 128 MB of memory;
Sound card: DirectX-compatible;
3 GB of free hard drive space;
DVD drive, mouse;
DirectX 9.0c.

Recommended system requirements:

Operating system: Windows 2000/XP;
Processor: 2.4 GHz;
RAM: 1 GB;
Graphics card: nVidia GeForce FX 6800 or ATI Radeon 9800;
Sound card: DirectX-compatible;
3 GB of free hard drive space;
DVD drive, three-button wheel mouse;
DirectX 9.0c.

2-2: Installing the game

Insert the disc into the DVD drive of your PC. An autorun window will be displayed. Autorun feature might be disabled on some PCs. In that case, you will need to manually launch the «autorun.exe» file from the disc root folder.

These options will be available in the autorun window:

Install
ReadMe
Exit

Left-click the first option to run setup. (If it does not launch, try running

the «setup.exe» file from the disc root folder manually). Follow the instruction to install the game.

During the installation, the «1C/A Farewell to Dragons» program group will be added to the Start menu and a shortcut will be placed on the desktop.

2-3: Technical Support

If you encounter problems while installing or playing the game, do the following before you contact us:

Choose «Run» in the «Start» menu.

Type «dxdiag» in the dialog window and press «Enter» to run Microsoft DirectX Diagnostic Tool.

Pass all tests.

Having passed the tests, press «Save All Information».

Send the text file obtained and a description of your problem to our technical support.

Information Required:

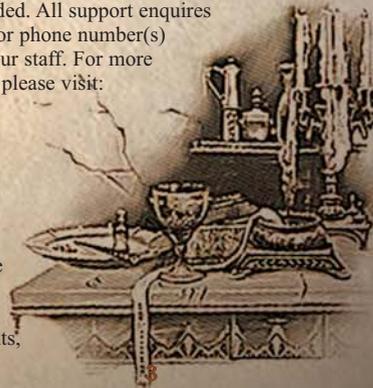
Game version (installed updates)
Operating system
Processor brand, type and clock speed
RAM volume
Sound card type
Video adapter model and parameters
CD/DVD-ROM drive type
Mouse type and driver version
DirectX version
Detailed description of the problem that you faced

Contact:

Via e-mail at: support@1cpublishing.eu Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff. For more information and updates please visit: www.1cpublishing.com

3. Registration

Join the 1C community by registering on our website www.1cpublishing.com and receive all the latest news on 1C games, events, contents etc.



4: Story, features and structure

4-1: Story

A Farewell to Dragons tells a story of an ordinary man – a doctor by the name of Victor – who's falling into the warp of outmost extraordinary circumstances. It all starts with a series of strange occurrences: a chain of small accidents, troubles and breakdowns that follow Victor wherever he goes. The last link of this chain is a night visit of a wounded girl named Telle that seemingly knows what is going on and why. Having volunteered to take her home, Victor is attacked by a group of mysterious people. Trying to run away with his companion, he falls off a cliff and loses consciousness. He awakes in the Midworld – an alien and unknown world where everything could happen, and no one is safe. Telle explains to Victor that his home world, which she calls the Inside, has rejected him so Victor can fulfill his destiny...

Together with Victor, you will make yourself familiar with the new world, gain loyal friends and foul enemies. And, having passed a series of mysterious initiations, you will master the magical power surpassing abilities of mere mortals. Eventually you will need to pass the last initiation in the faraway Outer World Castle on the Dragon Island and... seal the fate of the Midworld.

5: Game controls: user interface

5-1: User Interface

The main screen is what you see after launching the game. You can proceed to any of the supplemental screens from the main screen by clicking corresponding buttons or pressing hotkeys. Let's describe the elements of the main screen:

Character icons. Located in the left part of the screen, aligned top to bottom. Using portraits, you can check the health of your characters and control them.



Behavior switches. A small switch resembling a lamp is located by every portrait. It is turned on by default. It indicates if your character is allowed to act freely in situations that require his interference. If the switch is turned off, the corresponding character will not act by his own will.

Quick access slots (active slots). Located in the bottom of the screen aligned left to right. Active slots allow quick using characters' skills and items.

Radar. Located in the upper right corner of the screen. The radar helps tracking characters and current objectives.

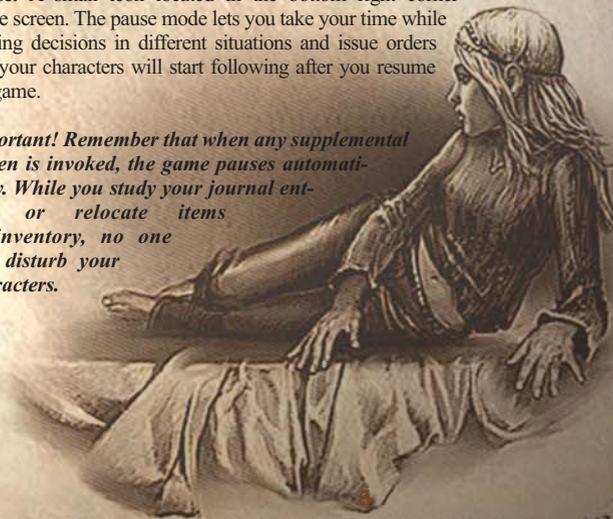
Supplemental screen icons. Located along the radar (its bottom part mainly), these small icons allow you to invoke map, inventory, skill book, journal, rest windows and the main menu. The next chapter describes supplemental screens in detail.

Clock. Emerging from behind the radar there is another interface element – a semi-circle of the clock. It indicates current time and the strongest element. If you roll mouse pointer over the clock, you will see a tooltip with the current time and power of different elements.

Select all. A small icon located in the bottom left corner under character icons. Click it to select the entire party. It may be useful, for example, to easily send all characters at the same location.

Pause. A small icon located in the bottom right corner of the screen. The pause mode lets you take your time while making decisions in different situations and issue orders that your characters will start following after you resume the game.

Important! Remember that when any supplemental screen is invoked, the game pauses automatically. While you study your journal entries or relocate items in inventory, no one will disturb your characters.



5-2: Hotkeys

The complete hotkey list:

Move camera right	- A
Move camera left	- D
Move camera up	- W
Move camera down	- S
Zoom in	- Q
Zoom out	- E
Reset camera position	- Backspace
Pause	- Space
Select active slot #1	- 1
Select active slot #2	- 2
Select active slot #3	- 3
Select active slot #4	- 4
Select active slot #5	- 5
Select active slot #6	- 6
Select active slot #7	- 7
Select active slot #8	- 8
Select active slot #9	- 9
Select active slot #10	- 0
Skill Book	- B
Inventory and character's stats	- I
Journal	- J
Map	- M
Highlight items and containers	- Left Alt
Pick up all items	- T
Switch current character	- Tab
Select all characters	- Z
Select character #1	- F1
Select character #2	- F2
Select character #3	- F3
Select character #4	- F4
Select character #5	- F5
Select character #6	- F6
Rest	- R
Quick save	- F9
Quick load	- F11
Save game	- F10
Load game	- F12
Exit to menu (in game)	- Escape (Esc)

Important! All keys, except for the last three can be redefined in the settings. You can also redefine three actions bound to mouse buttons by default to any keys you want.

6: Supplemental screens

6-1: Main menu

New game. Click to start new game.

Continue. This second menu item becomes available only if you already have saved games. It allows loading the most recent saved game. Use "Continue," if you like to save often and would like to start from the moment you left.

Load. Here you will find the list of your saved games. To load the game, select it and double-click, or click "Load" in the bottom right corner.

Settings. Lets you change various settings of A Farewell to Dragons.

Credits. People who contributed in the creation of this game.

Change profile. Lets you change the current player profile.

Quit game. The last menu item lets you quit the game and return to Windows.



6-2: In-game menu

Save. Saves your current game.



Important! If you prefer to save often, use quick save feature instead. Press F9 and the game will be saved in one of the quick slots instantly. There are three slots. When the last slot is occupied, the game is saved in the first (overwriting the old game), then in the second, third, and so on. In other words, you always have three most recent quick saves.

Load. In the similar manner to the item in the main menu, this item opens a list of saved games.

Settings. Another item similar to the main menu that lets you change game settings. For more details on settings, please check the next section.

Exit to main menu. Ends the current game and exits to the main menu.

Be careful, if you have not saved your game, all progress since the last save will be lost!

Quit game. Ends the current game and quits to Windows. Do not forget to save before you quit!

Continue. Closes the in-game menu and resumes to the game.

6-3: Settings

Video. Here you can adjust video settings.

Audio. In this menu, you can set master volume as well as the volume of music, sound effects and voices.

Gameplay. This is the largest menu with lots of items. *Mouse sensitivity* defines the speed at which mouse moves on the screen. *Heal if HP less or equal to percentage* sets



a percentage of character's health maximum at which a friendly nearby mage will try to heal him. *Highlights* defines whether a character will be seen through obstacles.

Hints enables and disables tooltips that may appear on rolling mouse pointer over interface elements. *Tutorial* turns on tutorial screens during the course of the game. *Auto save* indicates if games will be saved in a special slot each time you travel between locations. *Damage indicator* is responsible for numbers that float above characters being damaged (both friendly and hostile). *Highlight items* shows all items on the ground even if the Alt button is not pressed. *Hide helmet* defines whether to show or hide the helmet character is wearing.

With *Auto pause* you can manually set when to pause the game to have enough time to react to certain situations.

Controls. Displays the complete list of control keys used in the game.

6-4: Stats

To display the stats, left-click the icon with a man on it in the upper right corner of the screen or press I on the keyboard.

The stats show all character's parameters, including primary, secondary and vital stats. There are six primary stats: Strength, Agility, Build, Intellect, Perception, and Luck.



Strength affects damage dealt by character and his encumbrance. It is also required to use high-level heavy armor and weapons.

Agility affects character's accuracy, evasion and movement speed. Agile characters prefer light armor that does not hinder movements and bows.

Build affects character's health and resistance to deleterious effects, primarily poisoning. Developed build also has a minor effect on elemental magic resistance.

Intellect affects character's mana, additional spell damage and pure, non-elemental magic resistance. Hi intellect is also important for mechanics and scientists to use complex machines.

Perception affects chances to deal critical hits to enemy as well as elemental magic resistance. A critical hit means that a character has managed to hit a vital spot on enemy's body. In that case, damage is increased by the percentage indicated in the Critical damage column.

Luck is the most "elusive" of all stats. It affects matters that cannot be measured by numbers. The only effect of Luck that can be traced in character's secondary stats is increased critical damage.

When a character has a spare stat points, small plus signs appear by all six primary stats. Left-clicking the plus will add one point.

If you do not want to allocate stat points manually, you can use preset allocation schemes depicted as small lamps above the experience value. Rolling mouse pointer over any of those, you will see a tooltip indicating the scheme name and description. By left-clicking the lamp, you will enable the corresponding scheme.

Except primary, characters have secondary and vital stats. The latter include health and mana.

The secondary stats are also listed in the stats screen. While these parameters are not directly affected by a player, you can affect them by raising the primary stats, equipping your characters and using certain skills. The first from the top is **Damage**. It indicates how hard a character can hit. If the character has a non-combat skill equipped in the current active slot, the damage value will change to "Effect".

The next secondary stat is **Protection**. It indicates the percentage of damage a character can resist. It is the only secondary stat which is completely independent from any of the primary stats. Wearing armor is the best way to improve protection. Also there are special skills that increase armor efficiency. And some spells increase protection even further.

Accuracy and Evasion. These stats indicate the chance of hitting an enemy and evading his counter-attacks. The heavier the character's armor is, the higher his evasion penalty.

Magical attack indicates the bonus pure magic damage additional to each damaging spell.

Physical attack shows how hard your hero can hit with a bare fist. This value depends primarily on Strength. When using a traditional melee weapon or a bow, character's physical attack is added to weapon values to calculate the resulting damage. However, if a hero uses a mechanical device (e.g. a crossbow, a musket or a buzz saw), the physical attack is not added to the resulting damage.

The next stat is a character's **resistance** to six types of effects, including Air, Earth, Fire, Water magic, poison and pure magic. These values are percentage subtracted from damage that a character receives from a certain effect.

Finally, the last secondary stats are **speed** and **encumbrance**. Speed indicates how fast a character moves or attacks. Encumbrance is responsible for how much a hero is able to carry. If overloaded, he or she just will not move.

6-5 Perks

Through time, characters in your party may acquire special talents or perks. After 3 level-ups a hero may select a perk from and add it to his features. Some perks require certain levels to acquire, while some require similar but weaker perks.

The perks window is divided into two parts. The upper part displays the remaining perk points and perk descriptions. The bottom part lists current and available perks. If a character has no perk points remaining, the bottom part displays only a list of the current perks.

Left-clicking any perk in the list, you will see its description in the upper part of the window. If your character does not have this perk yet, a small plus sign will be shown by its name. To spend a point and acquire the perk, left-click the plus button.

6-6: Inventory

All items that characters pick up are placed into their inventory. You can switch between different characters' inventories by left-clicking corresponding portraits.

All inventory items are divided into four categories: weapons (including ammo), armor, potions, miscellaneous.

Besides, there is a number of equipment slots overlaying character image. All in all, there are ten slots representing different body parts:

weapon (right hand);
shield (left hand);
helmet (head);
armor (body);
gloves (hands);
amulet (neck);
two rings (left and right hand fingers);
ammo (backpack);
boots (feet).



Potions are an important type of items.

Unlike equipment, they cannot be worn, only used (by double right-clicking). Also, note the color of an item's name. It indicates its worth and purpose. **White** means it is a usual item with no magic qualities. **Green** means an item has been magically modified. **Blue** stands for strong magic aura (such items cost a lot in shops). Finally, **violet** indicates extraordinary magical power or rareness of an item. There are also items marked **yellow**. These are not only valuable, but also required for certain game quests.

To pass an item from one character to another, grab it from inventory by pressing and holding the left mouse button, drag it on the portrait of the desired character and drop by releasing the left mouse button.

If these two characters are close enough to each other, the item will be passed.

Also you can estimate the encumbrance of a current character with the icon depicting a ring with a weight in the middle. As encumbrance grows, it will turn red. If this icon is nearly completely red, character's encumbrance is close to its maximum.

6-7: Trading

In towns you may run into local and wandering merchants. Traders are divided into usual merchants and those who sell mechanical weapons. The first one sell all kinds of weapons, armor and potions, except for mechanical items. The latter, vice versa, sell firearms, explosives, special mechanical armor, etc.



To invoke the trade screen, right-click a merchant. To buy an item, double-click it or drag it to your inventory while holding the left mouse button. Selling items is conducted in the same way.

Important! Of all characters, the one who has started a conversation with a merchant will conduct trade. Using different characters may result in having different prices, since there are skills that affect profitability of trade. Always trade with your best haggler. You can switch characters in the trade window by left-clicking corresponding portraits.

6-8: Map

You can invoke map by left-clicking the compass icon slightly below the radar or by pressing M on the keyboard. The local map shows the current location, while the global map shows the entire world. You can switch views by left-clicking the corresponding tablet.



12

A **wheel icon** means moving to another location whether on foot or by some transport. The same icons are located at stations. A **four-pointed star** marks a hotel, the only place in town to rest and recover. A **tied bag** means there is one or more merchants in the area.

An **exclamation sign** marks a character who has given you a task, which you have completed. Usually it means you should pay him a visit and collect reward. A **scroll sign** stands for a currently active quest. It can be seen on a location border, which means that either objective is in another location or you are tasked to move to another area. There may be several scroll signs at once. Besides, there are other signs of minor importance. For example, animal heads mark locations of totemist settlements.

On rolling mouse pointer over any sign, a tooltip appears. If you wait for a few seconds, it will change to a brief description of the area. All characters in your party are depicted by miniature portraits. Rolling mouse pointer over the icons will show you characters' name and state (current health and mana).

You can specify a rally point for your party by right-clicking anywhere on the map. After you close it, all your characters will automatically move to that spot.

6-9: Skill Book

Each character in your party has unique skills, abilities and perks. Every time a hero levels up, he or she receives several skill points, which can be spent on acquiring new or upgrading old skills. There is a special screen for matter called the Skill Book.

You can invoke the skill book by left-clicking the book icon or by pressing B. When a character has a spare skill points, the book icon is backlit. In the upper left corner of the book, by the character portrait, you can see the number of remaining skill points.

In the book skills are presented by round icons. On each side of a skill row there are copper tablets with numbers indicating the level required for



13

corresponding skills. Slots may also be connected by thin wires. To learn a skill at the bottom of the tree, a character must achieve a certain set of connected skills above. Each skill can be levelled to the 20th level. Having allocated all skill points, click the tick icon to confirm. Otherwise, all invested points will be returned, and skill levels will be reset to the initial state.

All skills in the game can be divided into active and passive. **Active** must be used by the characters. **Passive** are “always on” and you cannot drag them to fast selection slots or use anyway. Also, some skills, both active and passive, work only with certain type of items. Usually it is specified in their description or it is clear from their names.

6-10: Journal

As you explore the Midworld, your characters receive quests. These tasks can be divided into two types: **story** and **optional** (side). All of them are logged in the journal that can be invoked by left-clicking the scroll icon below the radar or by pressing J. After every journal update its icon starts blinking.



There are three tabs in the upper part of the journal – the task lists. By default you see the “Active” list of tasks. The “Complete” list naturally shows tasks you have completed and, finally, the “Local” list shows the active tasks related to the current location.

Story tasks are marked with dark red. You have to complete them to advance through the story. Optional tasks provide Victor and his companions with additional experience for future challenges.



6-11: Resting

Characters in your party need no sleep or food to be healthy. But after a heavy fight, they may use some rest to recover health and mana. Just leave them be for some time and they will get better.

You can also use the rest screen. Invoke it by left-clicking the rightmost icon below the radar or press R. Moving the slider with the left mouse button you can adjust the duration of rest.



7: All you need to win

7-1: Character development

Each character in your party plays his own role that requires certain stats. So, it would be unwise investing points into random stat. Take into account what your character really needs.

A warrior needs Strength. Good weapons and heavy armor require a lot of muscle power. Agility will also come in handy. For each point in agility a character gets one point in accuracy and evasion. Build is critical for any character who wants to survive a wallop in the head with a hammer or a strike of lighting.

Intellect is the key stat for mages and mechanics. Mages will benefit from mana reserves, their regeneration and additional spell damage. Mechanics will be able to gain access to more complex machines. Perception is a bit more diverse. This stat is responsible for two very important skills, which are rarely used at the same time. The first is elemental magic resistance, and the second is critical chance.

Finally, Luck is the most unpredictable and elusive of all stats. Investing a lot of points into it, you may notice that some seemingly unrelated stats were slightly increased. And do not forget that high luck means you can

find yourself... lucky. In a fight, during a talk, on a road. If you believe in luck, this stat goes beyond mere practical value – it becomes a part of the role.

7-2: Elemental magic

Elemental magic is one of the most powerful ways of dealing with enemies. No mortal can master all four elements at once. With one very important exception – Victor. He can master the elements, but that will take time.

You can develop 4 elements simultaneously or you can concentrate on one primary element... Still, there are two attributes of a wider specialization: **Resistance** and **Power Hours**.

Some enemies are resistant to magic. They often belong to elemental clans and have a great resistance to the element they represent and also have spells protecting from opposite elements. Vice versa, some creatures are susceptible to certain elements (e.g. undead do poorly in fire), thus having a wider gamma of spells is often beneficial.

Power Hours are a bit more complicated. Each Midworld element is stronger during certain hours and weaker in others. Shifts in elemental power are shown in the spreadsheet below:

	Dawn	Morning	Day	Dusk	Evening	Night
Water	weak hour	power hour	normal hour	power hour	weak hour	normal hour
Air	weak hour	weak hour	normal hour	power hour	power hour	normal hour
Earth	weak hour	normal hour	power hour	power hour	normal hour	weak hour
Fire	weak hour	normal hour	weak hour	power hour	normal hour	power hour

A power hour means that certain elemental magic is currently stronger. During a weak hour certain elemental magic requires more mana to cast, has a weaker effect and higher chance of failure. Normal hour means that magic element has no bonuses but has no penalties as well.

Water is the first element which Victor will be able to master in the beginning of the game. Water magic combines single and multi-target battle spells with protection and healing magic. Victor will primarily access combat spells, but later you will be able to recruit a mage capable of casting any Water spell available.

Air has damaging, paralyzing and enhancing effects. Again, Victor has a taste for battle spells and prefers to master power. Nevertheless, even Air battle spells are pretty unusual: one ties enemy hands down not letting him to fight, another deals minor damage but has a large knockback allowing you to cast other spells.

Fire is what Victor belongs to. However, he will be able to truly master this element only at the final stages of the game. This is the most damaging battle magic, and even protection and enhancing spells are focused on dealing damage to enemy.

Finally, **Earth** is all about protection. This element offers the most powerful protection spells. Investing points into it will suit a warrior more than a mage, but, in the end, damaging spells turn out to be effective as well.

7-3: Art of combat

While you character becoming a really powerful warrior, you should pay attention to his skills and equip him properly.

Ranged combat may be a good choice for a party where warriors do not have to protect weaker characters. In this case, you may want to have one or two archers. Bows deal less damage, but character's physical strength has a direct effect on damage. Crossbows deal much more damage, but do not benefit from physical strength, therefore they can be recommended to agile characters.

A **close combat** weapon is a matter of taste and favors. Daggers are quicker but require more agility. Two-handed weapons, vice versa, strikes slowly, deliver huge damage and require a lot of strength. One-handed swords, axes and maces allow wearing a shield offhand, which means more protection from physical damage and possibility of adding magical bonuses (enchanted shields, like other magical items, may significantly improve character's stats).

Finally, the **defense**. While wearing an armor, a character gains protection from physical attacks. For each percent of protection a hero is penalized with a 2% evasion decrease. So, if a character with an abstract evasion of 100 wears a piece of armor that absorbs 25% of damage, his evasion decreases to 50 (by 50%). A warrior wearing too many pieces of armor should remember that it does not protect from magic, poison, bleeding and special armor-piercing attacks.



7-3: Science and technology

Using science guarantees excellent results even in the Midworld, where numerous technologies of the Inside refuse to work.

The power of mechanic bases on the two pillars: right skill selection and alternating of weapons. All technical skills are passive. When developing a mechanic, you should remember that science skill tree is not battle-oriented, so you may find skills required by your character in completely different branches. A mechanic can make use of weapons described below.

Pistols and revolvers. Basic firearms. Revolvers shoot a bit faster, but antique pistols deal more damage.

Rifles. Antique muskets and carbines have huge killing power and impressive range, but take ages to reload. On the other hand, low ammo consumption is a plus.

Machineguns. Midworld automatic weapons are a little bit retarded and do not have the same rate of fire as modern machineguns. Still, they have impressive firepower. The highest ammo consumption and low accuracy are compensated with a capability of riddling nearly any enemy.



Flame-throwers. The closest rivals of machineguns, flame-throwers have a low fire range, but solid walls of fire they produce are even more devastating. Like machineguns, flame-throwers consume a lot of ammo (fuel).

Grenades. While being s secondary weapons, grenades have the longest "reload time". However, this is made up by an impressive killing power within the 10-meter radius of effect.

Buzz saws. Mechanic's most effective close combat weapon, a buzz saw combines relatively small damage with terrifying attack speed. Its main disadvantage is character being too close to an enemy. This may be fatal for a mechanic who pays little attention to health.

Shockers. Electrical shockers are not widespread among dwarves. But some say these will soon be used by guards in several large towns. Mechanics also have a number of effective protection skills. Chemistry increases natural resistance to elemental magic. Though it provides no bonus to magical item effects, it may come in handy for scientists with high perception. Moreover, having developed Chemistry to level 10, a mechanic gains an access to Catalysts that boost his health and regeneration. Mechanic's numerous skills also increasing efficiency of mechanical armor: especially Steamer that allows using advanced armor, and Exoskeleton that gives a considerable bonus to protection provided by this armor.

Intellect and Agility is a must for a mechanic. These two stats are compulsory for dealing with complex technical devices. When using heavy weapons (especially for close combat!), a mechanic should also pay attention to Strength.



7-5: Supporting magic

A supporting mage is a character that casts spells to help other members of your party. Any hero that can use magic of elements, totems and of the Unknown Clan may act as a supporting mage.

Unknown Clan magic is possibly the most effective supporting magic in the game. Telle, which is the only known member of this clan, possesses the most effective healing and protecting spells. She is able to guard the party from any damage, boost friendly characters' stats or recover health of all party members. Telle's alternative skill tree offers unique battle spells that are not bound to the four elements and work at any time of day or night.

The **Wolf Totem**, represented by Rada, is not distinguished by supporting spells. Wolves mostly excel at special moves and skills that mystically improve their stats. Thus, she can offer only two supporting spells: Death Grin that significantly diminishes stats of a single enemy (which may greatly help to those who are currently fighting with him) and Summon of Wolf Pack that summons several wolves to the battle.

The **Bear Totem** reminds the Wolf Totem: Bears pay more attention to gaining strength and crushing enemies than to any kinds of supporting skills. Nevertheless, Raytarr, the Bear Clan warrior, is also able to summon his totem animal – an ancient bear – that may become a worthy ally in a battle.

The **Cat Totem** is possibly the most flexible in terms of skills. Besides effective healing and summoning spells, only Cats, of all totemist clans, have a ranged strike. Unlike elemental spells, the Fast Claw spell works instantly and is often used against dangerous enemies. Besides, Cats' Charm spell allows them to bargain better, providing your party with better equipment.

The **Elemental** magic offers numerous supporting spells. The Fire magic is capable of increasing strength of any friendly character. The Earth magic has many protective spells. The Water magic offers even more supporting spells that include healing, temporary evasion bonuses or luck boost. Also, do not forget that any kind elemental magic has spells protecting from the opposite elements. Thus, having mastered the Air magic, for example, your character will be able to withstand Earth spells easier.

7-6: Perks

In A Farewell to Dragons perks are another good way to customize characters. The list of perks that is shown to the player after each third level-up is generated randomly, so it may or may not contain perks that you would like to add.

Some perks are presented in chains. To acquire a higher-level perk, your character has to obtain the underlying lower-level perks first. As a rule, first ones have little effect on stats, but the effect grows with each higher-level perk of this chain.

Some perks not only change characters' stats, but also provide unique bonuses. There is a three-perk chain that improves haggling. Another chain speeds up gaining experience. Such perks are especially valuable, since they provide benefits that cannot be obtained with equipment, skills or abilities."

Finally, there are secret perks! They appear in lists only when a character meets certain conditions. For example, such perks are offered to the characters that have mastered several perk chains.

7-7: Amulets of clansrks

Amulets of clans are special items that are valuable not because of magical effects they bear, but because of special ritual meaning for Midworld clans. Wearing of such an amulet is a great honor, and the one who wears it is considered as one who has rendered a great service to the clan. There are friend and master amulets.

A **friend amulet** means the one who wears it is considered to be a brother to clan members. Any clan member will gladly help the one who has such amulet. To obtain **a master amulet**, a character has to make a great service to a clan or be a high-ranking member of it. The master amulet will allow Victor to enlist support of members of this clan wherever he meets them.

Amulets of clans work only if Victor is wearing them. You cannot activate more than one amulet at once. However, if you require support (additional protection or combat assistance), amulets of clans are priceless.

Thus, your journey begins.

Good luck!



8: Credits

Arise

Project manager

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Lead designer

Vasily Terentiev

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Vladimir Ignatov
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Genrikh Kravtsov

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Genrikh Kravtsov

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Producing and management

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Alexey Menshikov

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Konstantin Sosnin

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1C Company

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Natalia Artemenko

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Igor Babeshko

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TriHorn Productions

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"Korolevskaya Gora"

Recorded at MuZa Games

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Veronika Lepekha
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