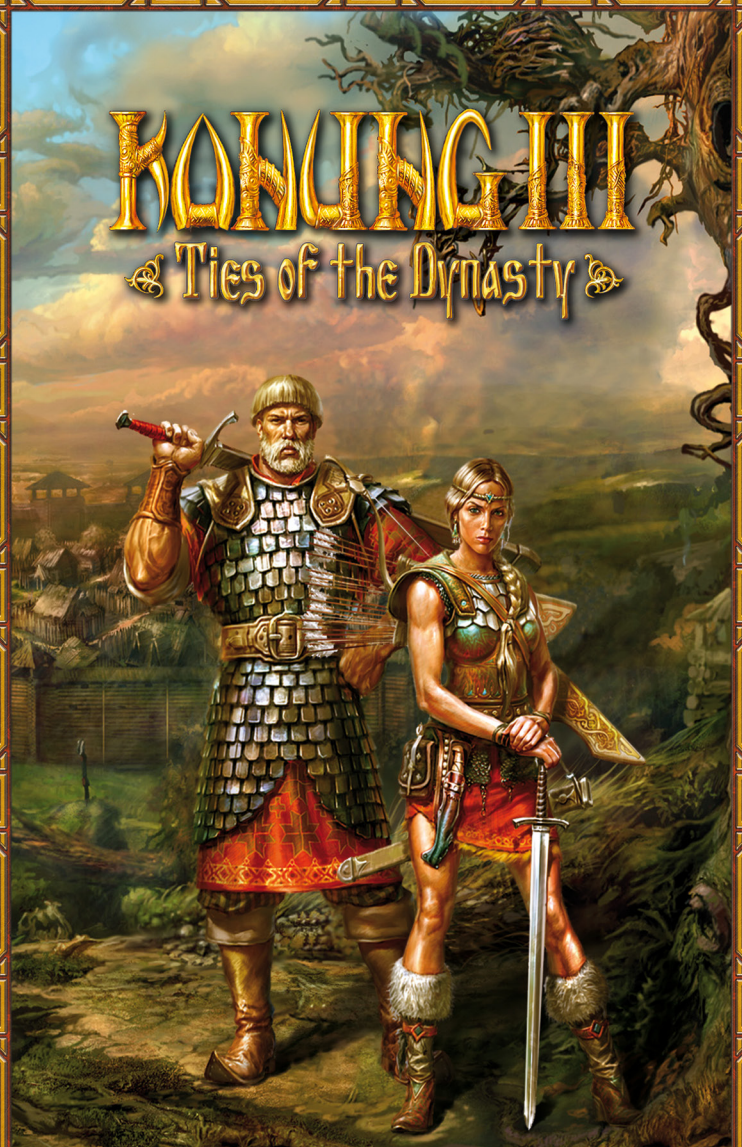


KONUNG III

of Ties of the Dynasty



CONTENTS

SYSTEM REQUIREMENTS	1
<i>Minimal</i>	1
<i>Recommended</i>	1
PREHISTORY	2
MAIN MENU	2
<i>New Game</i>	2
<i>Resume</i>	3
<i>Save a Game</i>	3
<i>Load Game</i>	4
<i>Settings</i>	4
GAME CHARACTERS	5
CHARACTER PARAMETERS	6
CHARACTER SKILLS	7
INTERFACE AND CONTROL KEYS	10
<i>Main Screen</i>	10
<i>Controlling Your Troop</i>	12
<i>Hero Panel</i>	12
<i>Using Items</i>	14
<i>Map</i>	15
<i>Journal</i>	15
<i>Game World</i>	16
<i>Magus</i>	19
<i>Barter Panel</i>	19
<i>Weapon and Armour</i>	20
<i>Healing Potions</i>	21
<i>Treasure Hunting</i>	21
TECHNICAL SUPPORT	22
REGISTRATION	22
CREDITS	23

SYSTEM REQUIREMENTS

MINIMAL:

• OS: Windows XP/Vista • CPU: 1,5GHz • RAM: 512MB • Graphics nVidia GF4 Ti4200 or ATI Radeon 7900 with 128MB RAM • HD free space: 1GB • DVD-ROM • Keyboard, mouse.

RECOMMENDED:

• OS: Windows XP/Vista • CPU 2,4GHz • RAM: 1GB • Graphics nVidia GF fx6800 or ATI Radeon 9800 with 256MB RAM • HD free space: 1GB • Sound card • DVD-ROM • Keyboard, mouse.

Game launch

After installation you can start the game by clicking the "Play Game" button in the Autorun menu, or by clicking the game icon in the Windows Start menu (the Start button).

PREHISTORY

At the dawn of the Era of Titans the Overlord Bracelet - the most dangerous item of the Singing Ones - was destroyed, but its great power was scattered throughout the Woodland. The ancient magic hadn't disappear, but laid hidden until the right time.

It was autumn of year 34 in the New Era when the great konung of Miroslavl passed away. The rule of the dynasty, extending back to the Era of the Titans, came to an end. The konung had no legal heirs and left his lands to any person who could prove themselves worthy of the title. According to old legends, the magic of the Titans selects the holder of their power. Having faith in those tales, the konung placed the fate of the new dynasty within an elusive ancient treasure, a remnant of the glorious Titans, to find a worthy heir to the throne.

The konung left his wealth and power to the one who would find the legendary Champion Sword. He appointed a Throne Keeper who should make a temporary ruling of the town and control the performance of konung's will. The Throne Keeper is to lay down his power at the moment, when any person of any origin and from any land would bring the Champion Sword to the foot of last konung's tomb.

The quest for a Champion Sword attracted not only brave knights and skilful hunters, but also maguses - those who have magic staves, which hide the power of the destroyed Bracelet.

MAIN MENU

NEW GAME



A new game starts after you choose your Hero and set his/hers skills and parameters.

RESUME



If you pressed Esc to enter the Main menu during the game process, you can get back to playing by clicking this item.

SAVE GAME



You can save your game in any of the empty slots. The program will create a memo showing the location of the main character, the date and time of the save. While saving on an occupied slot the previous save will be overwritten.

LOAD GAME



If you have saved a game earlier, you can load it by choosing it from the list of saved games. Each saved game includes a location name, date and time when the saving was made.

SETTINGS



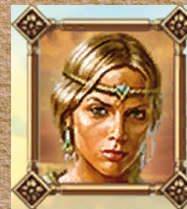
The option Settings in the Main menu allows to change the screen resolution, adjust the volume of music and sounds, enable or disable some visual effects and game parameters.

GAME CHARACTERS

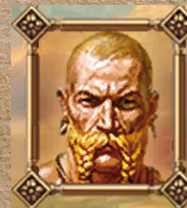
Each of six game characters possesses particular characteristics and skills. The behavior and skills of each character are unique. For example, one character would attract a lot of allies and would have to choose the best of them, the other one would hardly gather a troop.



Thor, the dweller of Miroslavl. When he heard the konung's last will, he didn't set out in search of the Champion Sword, but continued to live like he had lived before. His common sense suggested that ordinary town inhabitants should not poke into affairs of konungs. But one day, in a tavern, Thor heard that Byzantines and Vikings had set out in search of the Champion Sword. A proud Slav, Thor couldn't let a foreigner sit on the konung's throne and hit the road himself.



Vlada, the dweller of Miroslavl. When she was a child, her great grandmother, a sorceress, told her about the Champion Sword. Having learned about konung's last will, Vlada realized that the ancient legend was no coincidence and that she could be the one to find the legendary weapon. Thus, this brave and determined girl set out to meet her fate. Following the lead of the great princesses from the Era of Titans, Vlada wants to restore the former glory of the Slavic land.



Eric, the Viking, once a mercenary in Miroslavl militia. He is a very strong fighter and the town captain suspects him of having berserk's blood. Eric's hot temper made him a bad companion, so he prefers to act on his own. A brave and ambitious warrior, Eric didn't hesitate to join the race for the Champion Sword.



Hilda, the Viking huntress from the Lower Camp. She happened to be in Miroslavl, selling hides and magic plants, when the last konung died. Having heard the last will, the girl decided to try her luck. Should she fail, she would at least be able to keep trophies collected during the search for the Champion Sword.



Photius, the former Byzantine warrior, now a merchant, visited Miroslavl on business. Despite his respectable position and decent wealth, he was not satisfied with his monotonous and boring life. Energy that slept inside him was waiting for a chance to lead Photius towards risk and dangers. Having learned about the konung's last will, he took up arms, hoping to win the empty throne.



Vasilisa, is a mysterious Byzantine that arrived to Miroslavl about a month before the konung's death. No one in town knows about her intentions. However, the local healer says she is a skilled potion maker. Town dwellers suspect that Vasilisa is also a sorceress, but no one can prove it.

CHARACTER PARAMETERS

Each character has particular parameters, which can be changed at the game start. At each new level the characters gets additional five points, which can be distributed for the improvement of the chosen parameters.

Agility

The ability to evade an enemy sword or arrow strongly depends on his or her agility. Besides, only an agile warrior can be a good marksman. Agility also affects hero's speed, at which he or she travels the vast Woodland.

Intellect

The power of mind is often as important as the power of body in combat. Only intellect will allow the hero to become a good potion maker, a powerful wizard, a skilled healer, or a decent armorer.

Strength

Hero's physical strength determines how hard he or she can hit an enemy. A strong warrior can shatter enemy armour like an eggshell.

Stamina

The higher is hero's stamina, the more powerful enemy hit he or she can endure without getting a wound. Stamina also affects speed, at which the hero moves with a higher load, and allows to wear the best armours and wield the heaviest weapons.

Besides basic skills a game character has additional parameters like Attack, Damage, Defence, Armour and some others. You can find information about them in "Hero panel" part of the manual.

CHARACTER SKILLS

*Each character has 23 basic skills, which are divided into four groups: Attack, Defence, Magic and General skills. The character gets two additional points to be distributed among skills on each level-up. The skills can also be upgraded with special points obtained from other game characters or with the help of magic items. Each skill can be upgraded up to 10th level. **The skill adds up its basic value to the current one with each level.***

ATTACK

Single-handed weapon

(Single-handed weapon attack +)

This skill improves warrior's chances to wound an enemy with a single-handed weapon.

Two-handed weapon

(Two-handed weapon attack +)

The two-handed fighting skill improves accuracy of landing deadly hits on most dangerous enemies. Before maxing this skill out, the hero has to gain enough combat experience.

Ranged weapon

(Ranged weapon attack +)

The ranged weapons skill improves hero's accuracy when using bows or crossbows.

Dual-wield

(Attack with weapons in both left and right hands +)

Dual-wielding weapons is the peak of the combat art. Even the strongest foe cannot endure a hail of hits. But achieving such mastery is hard.

Berserk

(Melee damage + chances to ignore a serious wound and hit at full power)

The thrill of bloodshed increases berserk's hit power. Each level of this skill provides a bonus to damage to any hero's weapon. Besides, it allows the berserk to ignore serious wounds when massacring enemies..

Lethal blow

(Melee critical chances)

A fatal blow bypasses all defences and inflicts doubled or even higher damage.

Fatal arrow

(Ranged critical chances)

A fatal arrow finds the tiniest gaps in enemy's armour and inflicts higher damage.

DEFENCE

Tanned skins

(Defence +)

A hero with 'tanned' skin is better protected from enemy hits. He or she can challenge the mightiest monsters capable of knocking down weaker warriors with one hit.

Shield master

(Armour+)

Skilled use of a shield provides a bonus to protection to an experienced warrior.

Invulnerability

(Chances to evade a melee hit)

Even the quickest of enemies can hardly wound a hero with the invincibility skill.

Steel block

(Armour+)

The hero that has mastered the steel block skill receives bonuses to protection by parrying enemy hits.

Death dance

(Chances to evade an arrow)

Moving gracefully, like a dancer, the hero can even dodge arrows.

MAGIC

The amount of damage delivered by magic increases at each level by 100, 150, 200, 225, 250, 275, 300, 312, 325, 337, and 350% correspondingly.

Power of Nature

An experienced magus can attack enemies with natural menaces: swarms of deadly hornets, hurricanes and many more.

Power of Fire

The hero that has mastered this skill can set his or her enemies ablaze or burn their flesh down to bones from a safe distance.

Power of Poison

The power of poison is not as noticeable as other powers. But that does not make it less dangerous. To poison a dangerous enemy from a distance, to envelop a whole troop of enemies in deadly fumes - these are some of the capabilities of the Power of Poison.

Power of Chaos

Nothing can withstand the power of the primeval chaos. It both inflicts

dangerous wounds on its targets and curses them. A magus that has mastered the Power of Chaos can easily paralyze an enemy, knock a weapon out of enemy's hands or break even the strongest armours.

GENERAL SKILLS

Alchemy

(+ to concentration of potions)

This skill allows the hero to make the strongest potions of staggering properties. Not knowing this skill makes a lot of mysterious potions and ingredients useless junk in hero's inventory.

Healing

(Healing plants effect, and number of restored health points increase)

The hero travelling Woodland must be able to heal himself or herself and companions with healing plants, as the way to the nearest healer can be long and dangerous.

Endurance

(+ to the weight of the cargo that hero carries)

While travelling Woodland, the hero has to wear heavy armours, weapons and shields. The inventory can hold all sorts of items necessary on the road. The stronger is hero's back, the more weight he or she can carry.

Leadership

(+ a slot for new troop member)

Leadership is an inborn ability of a true leader. The level of this skill affects the number of warriors the hero can invite to the party. It's not easy to establish a large and trained army. But without it, one can hardly defeat enemies or reach goals. Only a true leader can lead warriors into battle and bear responsibility for their lives.

Training

(Additional experience increases)

A true leader of a large troop must be able to pass his or her knowledge on to companions. On each successful action, the hero with the training skill gains additional experience shared between the party.

Blacksmithing

(+ class of produced items)

A true hero must know how to improve his weapons, armours and jewellery. To make a simple armour impenetrable even to magic, to create an amulet that gives its wearer giant's strength - these are some of the capabilities of a skilled armourer.

Trading

(Buying price reduces, selling price increases)

Trading (haggling) is a skill that even the bravest of warriors are not ashamed to have. Buying expensive weapons or armours with a considerable discount or selling your items for a higher price are important for success.

«INTERFACE AND CONTROL KEYS»

MAIN SCREEN





The game action takes place in main screen, where you can find the control panel with main troops icons, portraits of Hero and troop's members, and mini-map.


Combat window shows the location within hero's radius of visibility.


Control panel looks like a shield with icons of various commands.


Cursor changes its shape depending on the object, you are hovering it over:


 indicates a location point you can move to.


 indicates inaccessible area.

 combat-ready mode, and the cursor is pointing at the enemy or monster.

 non-combat mode, and the cursor is pointing at the NPC you can talk to.

 indicates any item lying on the ground (a backpack with treasures, weapons, decoration, artifact) or an object you can deal with.

 transition to another map.

 indicates Magic Jump Stone which can transfer you to any opened Stone.

Main menu	Esc
Map	M
Journal	Q
Hero panel and inventory	I
Use item	Right mouse button
Pick up/put down item	Left mouse button
Select a character	Click with LMB on character or his/her icon
Select several characters	Hold down LMB and select a group with a frame
Adding character to already selected	Shift + click on the character icon
Selecting all characters	Shift + A
Toggle character	Tab
Hide/Show weapon	Space bar
Weapon selection	1, 2
Walk	Left mouse button
Run	LMB double click
Talk	LMB click on a character
Talk to troop member	Ctrl + click on a warrior picture
Attack	LMB click on an enemy
Call all troop members	F

Each character can act in two modes: combat and non-combat. To toggle between these modes, use Space key ("Hide/Show weapon" command).

In **combat mode** the character attacks target after you click it with left mouse button.

In **non-combat mode** character sheathes weapon and can talk to other characters. To do so, click the target with left mouse button. To select the appropriate reply from the list, click it with left mouse so that the phrase becomes highlighted. The game is not paused during the conversations.

Press F key to call members of your troop. They will quit any other actions and come to him/her.

The game is not paused when you switch to map or journal screen, therefore be careful and make sure that your Hero won't be killed or wounded meanwhile.

CONTROLLING YOUR TROOP

Your Hero starts the game all alone, but he/she can quickly recruit several warriors into the troop. The number of troopers depends on Hero's leadership points. You can not hire more than 5 warriors. Each of them has the same set of skills and parameters as your Hero. By default, troop members follow their leader, but you can control each of them separately, too.

You may recruit random friendly characters as well as mercenaries. If you decide to dismiss member of the troop, just talk to him/her (Ctrl + left mouse button) and ask him/her to leave. You can dismiss a warrior only when you're in settlement. In order to call him/her back to service talk to warrior once again.

You can also hire carriers, apprentices of town or village craftsmen, occasional persons or even buy slaves. You can control a slave the same way as a usual character, but you can not arm it. Use carriers for carrying heavy loads from one settlement to another. You can bring occasional persons to your village and leave them there as guards or ordinary villagers.

If there is a carrier, an apprentice or an occasional person who you need to accompany to certain place in the troop, your Hero can not make instant moves with the help of Magic Jump Stones.

HERO PANEL



Press 'I' key to open the Hero panel. Here you can see the current parameters and skills of your Hero check for free development points and distribute them. In order to increase the values of characteristic or skill, click the symbol '+' next to it with left mouse button. If you can not click '+' this means your character doesn't have any points to be distributed.

There are additional parameters showed on the Hero panel next to the basic ones.

Attack is an ability to hit an enemy in melee combat or with ranged weapon (except staff magic: the magic strike always hits a target).

Damage is the damage delivered to an enemy while attacking. Damage is determined by 3 components: health, strength and character's weapon.

Defence is the value subtracted from the usual damage to the character.

Maximum weight indicates the weight that your Hero is able to lift and carry. It depends on Hero's Endurance.

Health When health diminishes, Hero weakens and can do damage less than usual. Health is a percentage value.

Poisoning shows the poison level of the character. The higher is the level, the faster the character will die if he/she doesn't take the antidote in time.

Armour determines the Hero's ability to repel enemy's blow in a melee fight, and to withstand enemy's ranged weapon.

Protection from Fire is a value subtracted from the Fire damage delivered to Hero.

Protection from Poison is a value subtracted from the Poison damage delivered to Hero.

Protection from Chaos is a value subtracted from the Chaos damage delivered to Hero.

The bottom right part of the panel displays the Hero's skills. To switch between skills categories click with left mouse button on the required group's bookmark.

In order to upgrade a skill, click '+' on the right. This sign appears only when Hero has free development points and his/her characteristics allow upgrading this skill.

Press Esc or click 'Close' icon to return to the Main screen.

USING ITEMS

The left part of the panel shows Hero's inventory and two additional parameters displayed at the bottom: gold and weight.

Gold is an amount of Hero's money. Retirement or deaths of the troop members do not influence this value.

Weight shows Hero's load; the closer it to the 'Maximum weight' value, the slower are Hero's actions.

Here you can dress and equip your Hero the way you wish. Armours, weapons, amulets, rings and bracelets are put in the proper slots on the Hero's image. To put a weapon into hero's right hand, you must choose the required item in the inventory with left mouse button, then drag it to the right-hand slot and press left mouse button again. 'Undressing' the character is done in the reverse sequence. If you want to exchange two items, just put a new item into slot and it will replace the previous item in it.

If some weapons and armours are highlighted red, this means that some of Hero's skills and characteristics are not high enough to use these items.

Two slots to the left of the Hero's image are supposed to host ranged weapon and the quiver. The slot to the right is used for mixing magic potions, improvement of items with magic potions and for lubrication of arrows with poison and oil.

There are two slots under the portrait of each troop member, which are purposed for storage of healing plants, potions, and food. In order to put an item in this slot, choose it with left mouse button, drag and drop to the slot, and press left mouse button again. For a quick use of an item in the special slot, click it with right mouse button. The Hero can give troop members an order to use potions from special slots by themselves, in case of a wound.

To give an item to troop member, select it with left mouse button, then drag and drop the item to the portrait of the character you wish to give it to.

In order to remove items from hero's backpack, find and select this item in the inventory, close the inventory panel and click on the ground hereabout.

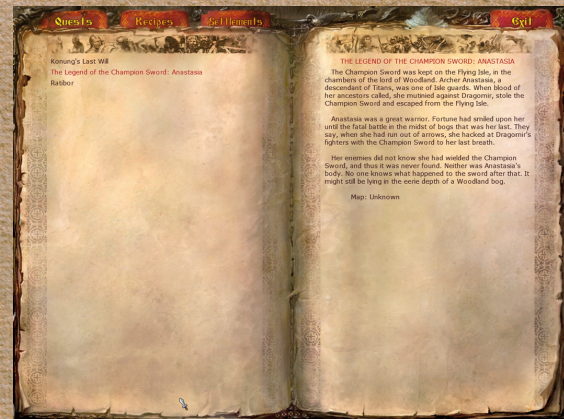
MAP



You can open the world map with 'M' button or by clicking the map icon on the control panel. There you will see the image of explored parts of Woodland; black areas represent unexplored regions. A red shield indicates Hero's current location. A symbol in form of a grey spiral indicates an open Magic Jump Stone.

Press Esc to return to the main window.

JOURNAL



The journal collects all significant events that occur to the Hero. There are three sections in it: 'Quests', 'Recipes' and 'Settlements'.

Section 'Quests' contains short descriptions of all current tasks. When the quest is completed it is automatically deleted from the journal.

Section 'Recipes' contains methods of Alchemy, which Hero gets as a result of experiments or from other characters.

Section 'Settlements' saves the descriptions of towns and villages of Woodland visited by Hero.

Press 'Q' button or click the journal icon on the control panel to open journal. You can return to the main window pressing 'Esc' key.

GAME WORLD

Woodland

Woodland is divided into separate regions of various sizes. The most of it is covered by dense forestland, with islands of ravines where towns and villages are located.

There are several zones in each area, which allow to enter a neighboring location, as well as a Magic Jump Stone, which gives a chance to make an instant move to any of the open Stones in other parts of Woodland.

The transition zones are rectangular areas located near region borders. They are distinguished with particular landscapes. It may be a road, a mountain path or a river ford. The Magic Jump Stone looks like a slab with a pentagram and a fountain welling out of it.

When the hero steps on such a slab for the first time, an image of the fountain appears and the Stone is being opened. The global map of Woodland appears on the screen, displaying all visited places and opened Stones. The Hero location on the map is marked with an icon in form of a red shield. To make an instant transit to another Stone click on its icon.

There are special signs in the localities marking important places located nearby (smithy, barracks, etc.). If you click one of the signs, a list of destination points appears and you can choose one of them to head for.

Towns

There are three big towns in Woodland.

- **Miroslavl** is the capital of the Slavic principality. The throne keeper rules the town after konung's death. Order in the town is maintained by guards led by a captain. They have a right to punish anyone who dares steal or assault a town inhabitant. Town inhabitants are calm and friendly to strangers.

- **Blackwood** is the capital of the Blackwood Principality, where konung Velimir, heir of Princess Velislavna resides. The konung maintains a large armed force with a good deal of foreign mercenaries. Konung's advisor is a native Byzantine. Velimir is a severe ruler, he often raids neighboring lands. The people of Blackwood don't like him much. Strangers are usually met with distrust here.

- **Hillborough** is free town at a sea shore, a guild of merchants rules the town. Byzantine and Vikings are usual guests in the town. They are selling the goods from their lands there. The guild accepts strangers gladly, but never forgets about their own profit.

Villages

In Woodland, you will come across Slavic villages, Viking and Byzantine camps. Each locality has a different set of buildings, such as houses, smithies, wells, etc. Some villages also have different specialists: blacksmiths, merchants, healers.

All the game start all settlements' are neutral to the Hero. The Hero can take some of the Slavic villages into protection, by deserving the trust of village elder. Another way to acquire a village into your possession is to conquer it. For that, you will have to kill the elder and all guards. Having lost their defenders, the villagers will surrender to the Hero. It is worth remembering that after capturing a village you should post new guards, otherwise the attacks of monsters and robbers would turn the konung's estate into an abandoned place.

A village, which accepted the Hero as its konung will provide you a number of free of charge services: healer would treat the troop members, and blacksmith would repair their ammunition. Besides, the captain will train the Hero's soldiers, if they stay in the village for rest.

If Hero's village misses a healer or a blacksmith, apprentices of particular craft can be obtained in neighboring settlements and invited to Hero's village. Any experienced troop member or a village guard can be assigned as a captain.

The tribute size to be paid to the Hero is determined via negotiations with the elder of a friendly village. If there is a blacksmith in the village the expenses for the armament of the locals are determined.

You can control the equipment of the captain and village guards. To do it start a conversation with the captain and choose 'Check weapons'. All further actions with their ammunition will be performed in the Hero panel.

Constructions

There are houses and special buildings in any settlement, no matter is it a village or a camp.

Smithy allows to set up a manufacture of armour and weapons in village. However a village should have a blacksmith for it. If it is not available in the village, you can bring him from a neighboring settlement. However, the blacksmith will be making only items natural for his nation. The blacksmith can repair worn-out armour and weapons: the higher is the level of the craftsmanship, the higher is the quality of repair and the maximal armour durability.

Barracks is the place where village guards and your troop members train their military skills. It is only the captain, who is allowed to train soldiers. He can train only those, whose experience is lower than his own. With the course of trainings the skills of local guards get improved, and the troop members staying in the village obtain additional experience.

It is in the **healer house** where wounded can get help. Besides, the healer can make various potions and mixtures and restore the health of all local residents. The maximal level of health, which a healer can help to achieve, depends on his healer skill.

Merchant's shop is a place where a merchant sells or buys weapons, armour and artifacts, the assortment here is much wider than at blacksmith's, but the prices are higher. Some merchants can lend some money to the hero at per cent and they will not deal with him until the hero pays his debt back.

Elder's house - The elder governs the village and he's also a mediator of Hero's will in friendly settlements. The elder controls the payments of tributes, which size depends on the determined level, amount of residents and buildings.

Besides craftsmen, guards, captains and elders there are common people living in the villages, doing their chores and walking in the streets. Many of them can give valuable pieces of advice or ask to fulfill some request. To talk to a pedestrian, just click him or her with left mouse button, while the Hero is in non-combat mode.

Sometimes merchants, healers, captains or blacksmiths require help, don't avoid talking to them.

There are also special characters in some settlements, who can offer the Hero a new quest or provide some important information. These persons are marked with white color on the minimap. In order to receive information about any person, you need to hover the cursor over it in the game window or on the minimap, and the information window will show person's name, occupation, health status and the current level.

MAGUS

Woodland has been famous for its magus who are greatly respected and feared of at the same time. These respected elders were used to settle down far away from the villages and preferred to talk to forest spirits rather than people. Their solitude often honored them with ill temper, and they started playing dirty tricks on other people - putting evil eye and pestilence on domestic animals and destroying crops. Fortunately, there are other hermits, who are always ready to help people with words and deeds. In the course of game you will have to visit the huis of magus asking for help. Magus are quite mysterious people, therefore you should treat them with care and politeness.

Some magus can give quests, or share some precious information with the Hero, and sell recipes of potions or even unique artifacts.

Barter panel



After your hero starts a dialogue with a merchant, a healer or a blacksmith, a barter panel appears on the screen.

In the upper part of the panel there are goods offered for sale, in the bottom part is Hero's inventory. In order to buy an item you should click it with left mouse button. If you want to sell an item click it with left mouse button and drag and drop into the right part of the panel.

Selling and buying goods is available for the Hero and other troopers. You can toggle between them with a click of left mouse button on a portrait or with the Tab key. In order to leave the barter panel, click 'Close'.

The barter panel also appears on the screen, in case if Hero picks up an item.

To get rid of unused stuff, drag it to the right part of the panel and leave the Barter mode.

You can not get rid of the items required for completing quests, as they have no price.

WEAPON AND ARMOUR

Weapon

All weapons in the game are split into 4 groups: single-handed, two-handed, ranged weapon and magic weapon (staves).

The first group includes single-handed swords, axes, and clubs. The second group includes two-handed swords and axes. Ranged weapon are represented by crossbows and bows. There are weapons in each group, which parameters can change.

Every weapon has the following characteristics: damage, extent of wear, weight. Besides that, the magic weapons have an increased wear resistance and its characteristics can increase. Clubs and axes have higher damage rate than swords, but as a rule, they are worn out quicker.

Good weapons have high characteristics. Only heroes of high levels can use good swords, axes and clubs. Accordingly, good bows and crossbows require high agility, swords require high strength, and axes and clubs - high endurance.

Swords, clubs, bows and axes with the same names can often have different characteristics, which depend upon the level of craftsmanship of the blacksmith who made these items. For example, the best bows are made by Slavonic craftsmen, the best axes and clubs are manufactured by Vikings, and Byzantines are the best in making swords.

Archers can use various ammunitions. For bows there are arrows with copper, flint, iron and silver arrowheads; bolts with copper and iron heads are used for crossbows. You can fire with burning or poisoned arrows and bolts. Silver arrows have great value, while blacksmiths do not manufacture them.

Armour

Armour can be split into the following categories: armour plating, shields and helmets.

Armour and helmets can be made of leather or leather and metal, or just of metal; shields can be made of wood and metal. Slavonic craftsmen make the best helmets, chain armours are best made by Vikings, and shields - by Byzantine blacksmiths.

Any armour also has a certain number of parameters: armour value, extent of wear, weight, and number of limits provided by character characteristics.

In order to be able to put on a good armour, the Hero should have pretty high Endurance and Strength. Some kinds of armour put some restrictions on agility index.

Blacksmiths can repair weapons and armour, and it costs nothing in friendly villages. Items with a zero level of wear are considered to be unsuitable for use until they are repaired.

HEALING POTIONS

Healers not just cure local dwellers and traveling strangers, but they also sell various potions. The most simple of them are the Potion of Health and an antidote. More complicated mixtures are hard to find and their formulas are kept top secret. A real hero should be able to prepare healing potions on his own. All you need for that are several empty flasks and original ingredients, such as white root, peanut (they can be found almost everywhere) and a poisonous stinger (it falls out from any killed poisonous reptile).

Potions are prepared in special slot in the Hero panel. Take an empty flask out of the backpack and put it into this slot. After that you need to take a required component and click on the flask with left mouse button. As a result of this operation the flask will be filled with a liquid of a certain color (the concentration of the liquid depends on Hero's Alchemy skill).

Different liquids can be mixed together, however the Hero will learn exact recipes of particular potions in the course of game. If Hero learns some potions on his/her own, it will add experience points to Hero and a new record in 'Recipes' section.

Mixing two similar potions increases the concentration of the potion, which is a very important, as many potions become consumable at a particular concentration. If the recipe is neglected, you'll get a 'strange mixture' of brown color, its consumption will result in a loss of a half of your Hero's Health.

TREASURE HUNTING

Woodland witnessed the rise and fall of many powerful tribes. Hundreds of great heroes walked through it far and wide, thus mysteries and enigmas are awaiting you at almost each step. Recollections and legends are not the only things that have been left since those glorious times: from time to time lucky people find ancient blades, or amazing chain armours which hadn't been corroded with rust... Legends speak about unbelievable treasures and artifacts.

Your Hero can try his or her luck in treasure hunting. In order to do that you have to find a shovel. Digging out a treasure takes place in the following way: click the shovel in character's backpack with right mouse button. The cursor will look as follows:



Return to the main screen and click the place of the supposed treasure with left mouse button. If the treasure is really there, a barter screen will appear. Rumors say that some treasure hunters find their luck with the help of magic scrolls instead of spades.

⌘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@lcpublishing.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.lcpublishing.com

⌘REGISTRATION⌘

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

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