



King's Bounty[®]

ARMORED PRINCESS



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CHAPTER 1. INSTALLATION

INSTALLATION

1. Insert the King's Bounty: Armored Princess Play/Install disc into your DVD drive.
2. If AutoPlay is enabled, a title screen should appear. Click on the Install button.
3. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\ Autorun and click on OK. Note: If your DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing King's Bounty: Armored Princess. Run the game after installation by selecting "King's Bounty: Armored Princess" in the menu of the respective group of applications (default name C:\Program Files\1C Company\King's Bounty. Armored Princess) or by clicking the " King's Bounty: Armored Princess" desktop icon.

RECOMMENDATIONS

1. The game requires DirectX® version 9.0c or higher. During installation, a compatible version of DirectX® will be installed automatically if an older version is detected.
2. Use the latest drivers for your video and sound card to ensure correct operation of the game.
3. The on-disc manual requires Acrobat Reader, which is also included.

SYSTEM REQUIREMENTS

Minimum System Requirements:

- MS Windows XP/Vista
- DirectX 9.0c
- Processor 2,6 GHz
- RAM 1GB
- Videocard nVidia GeForce 6600 with 128 MB or equivalent ATI
- DirectX-compatible soundcard
- DVD-ROM
- 5,5 GB free hard disk space
- keyboard, mouse

Recommended System Requirements:

- MS Windows XP/Vista
- DirectX 9.0c
- Processor 3 GHz
- RAM 2 GB
- Videocard nVidia GeForce 7950GT with 512 MB or equivalent ATI
- DirectX-compatible soundcard
- DVD-ROM
- 5,5 GB free hard disk space
- keyboard, mouse

CHAPTER 2. THE ADVENTURE BEGINS

CHOOSING A CHARACTER

Before entering the unexplored world of Teana, you must choose a profession for Princess Amelie from the three character classes: Warrior, Paladin, or Mage. This choice will determine not only the starting characteristics of your character, but also the style of gameplay, the available battle tactics, and the general development tendency of the hero.





Warrior - first and foremost an experienced leader. The warrior's strength lies in her ability to lead a huge army, and command troops effectively. From the beginning, the warrior shows enhanced combat skills, and can command greater forces. The warrior is also unique in possessing the special skill "Bloodthirst."

Warriors are capable of developing a substantial army even during the early stages of the game, and continue to develop Leadership faster than the other classes. Their skills greatly enhance the combat performance of allied troops, and their mastery of battle rage means better management of their pets.



Paladin - an intermediate class between Warrior and Mage. In battle, she reinforces her troops with magic and prayers, healing the wounded and resurrecting fallen allies. The Paladin is adept in developing skills of the Mind, but may also develop skills in combat and the magical arts. Only the Paladin possesses the skill of "Resurrection."

This class enables allied troops to fight more effectively against the undead and demons, and allows greater control over exotic creatures and armies. It also affords faster development of the hero, whether she chooses to lean more towards either the warrior or the magician characteristics, or to remain a balanced mix between the two.



Mage - prefers wisdom and knowledge over brute force. They cannot command huge armies, but make up for this with greater mastery over the magical arts.

Mages develop their magical capacities and skills far faster than the other classes. Mages alone can develop and refine their skills in Magic to receive an extra skill: "Higher Magic".

A variety of spells and skills allows the Mage to choose from a range of tactics: to engage directly in aggressive combat against the enemy army, to cast enchantments which strengthen allies or weaken the opposing force, and to destroy the opponent's troops through punishing combat spells.

After selecting the class of character, it is possible to indicate a second name or nickname for the hero. You can also select a coat of arms from the list, and choose whatever difficulty level suits you best.

THE KINGDOM IN PERIL

The game begins in Endoria, the homeland of Princess Amelie. Hard times have beset the kingdom of Darion, for Archdemon Baal has once again invaded the land, and this time he is more eager for revenge than ever! Countless hordes of demons, with fire and sword, have ravaged the lands of the orcs and elves, defeated the troops of King Mark, and besieged Kronberg, the capital of the kingdom of Darion.

It seems to be the day of accounting, but there may yet be one last chance to break the siege – the legendary hero, Bill Gilbert, who had beaten the Archdemon once before. Alas, the celebrated hero had long ago left to explore the distant world of Teana. The greatest magician of the kingdom is about to be dispatched to find Sir Gilbert and return him home, that he may defend the kingdom in its hour of peril. However, this plan does not come to pass – Princess Amelie proves unwilling to deliver the fate of the native world into the hands of another, and herself leaps through the portal which leads to the uncharted world of Teana...

Thus concludes the prelude, and so begins the adventure in a new and uncharted land – the world of Teana.



A NEW WORLD – TEANA



Teana greets Amelie with challenges of its own. In this strange and unfamiliar world, she must find a way to find Bill Gilbert and return with him to her home. Fortunately, luck has not entirely turned away from the Princess. King Fredrick, ruler of the island on which the portal deposited Amelie, is quite friendly. Fredrick gives the Princess the Stone of Courage – one of precious Stones of the Gods – which awakens hidden strength in Amelie, and reaffirms her divine origin. King Fredrick promises to help fulfill a strange prophecy which Amelie seems connected with, and encourages her to go forth in search of the eight Stones of the Gods - and he even gives her a magical pet dragon to aid her in her quest.

Thus Princess Amelie was dragged into a vortex to fulfill an ancient prophecy uttered thousands of years ago, by an oracle known as the Angel – and she understands that the only way to fulfill her mission is to fulfill the Prophecy of Teana, and ask the gods for their aid. The ancient prophecy of the eight Stones of the Gods now determines the fate of both worlds, whose salvation rests solely in the hands of the young Princess Amelie, daughter of the Gods. And to help in her search is her pet dragon, given by King Fredrick, and the power of divine stones. King Frederick is happy to tell everything that he knows of the whereabouts of the other stones, and provides troops for hire. On the very same island there stands the Temple of Hope, where Amelie can learn more about the Angel of the Prophecy and receive the second Stone of the Gods, if she will fulfill a task for the priestesses of the temple. To do this, Princess will have to travel to a nearby island.

Fortunately, King Frederick has made sure that the Amelie is free to sail Teana: in the port, a ship awaits. But to reach the new land, Amelie must first find the right navigational map. This will be the first task of the Princess Amelie, on the way to the fulfillment of the Prophecy...



CHAPTER 3. NEW FEATURES

WHAT'S NEW?

- ◆ Now you can play as a female character - Princess Amelie!
- ◆ Your very own pet dragon! Choose between seven pet dragons, which you can call to assist you in battle. With experience, your dragon can learn and improve nine unique skills.
- ◆ A new race of bloodthirsty Lizardmen, along with 10 new creatures.
- ◆ New skills and special abilities for the creatures familiar to players of the first game.
- ◆ Revival of the class system of headhunting contracts.
- ◆ Enhanced role-playing system, with dozens of options and skills, and the opportunity to develop your character to level 50 and above.
- ◆ Medals which give bonuses for special achievements.
- ◆ New combat spells and an entirely new type of magic, for use on the adventure map.
- ◆ Seven companions, each of whom provides unique advantages to the hero.
- ◆ Five new bosses: the robotic Driller, the giant toad Dersu-Kumatu, the magician Zilgadis, the Lizardman K'Tahu, and the Archdemon Baal himself.
- ◆ The ability to obtain crystals of magic and even talent runes by disassembling magical objects.
- ◆ See the world of Teana in 3D stereo-view.
- ◆ Weak enemies run away from the hero. They will try to avoid fighting, and will give you gold and experience if you allow them to flee.
- ◆ A unique opportunity to see Teana from a bird's-eye view - riding upon a magical Pegasus.
- ◆ Detailed statistics of completed battles.
- ◆ When exploring dungeons, the hero travels without a horse.

STEREO VISION

The game King's Bounty: Armored Princess is presented in stereo-scope, which allows you to enjoy the game in full 3D! You can enable stereo mode under the "Preferences" tab by checking "Stereo."



WARNING! It is recommended that you use stereo-vision in a single game session for no more than 30 minutes. Further, you must take breaks whenever your eyes begin to tire. If you experience discomfort when using the stereoscope effect, try narrowing the "depth effect" in the box, or simply return to standard 2D view.

CHAPTER 4. CHARACTER ADVANCEMENT

ATTRIBUTES

All the information about the character is presented in the hero screen. The information of principle importance is located on the left side of the window.



Experience – is awarded for winning battles and performing tasks. When the hero has accumulated enough experience, she gains a level. **Leadership** – determines how many and what type of creatures can join the hero's army. Each creature has its own, separate demand on leadership. Leadership is increased when the character gains a level, and is further increased when the player recovers special leadership flags, or when the player equips certain items.

Attack – increases the damage dealt by all the creatures in the hero's army. If the hero's attack outweighs the opponent's defense, then even greater damage is dealt.

Defense – likewise effects all the creatures in the hero's army, increasing the effectiveness of their protection. If the defense is greater than opponent's attack, the damage incurred will be reduced.

Intellect – affects the damage caused by magical spells, and duration of the spell's effect. It is an important parameter for a mage.

Mana – the magical force spent on the use of spells. It is naturally replenished outside of battle, and in certain cases can be restored during battle as well.

Rage – increases during battle, whenever troops exchange blows. It may be spent to call your pet dragon to attack. In addition, the higher your level of Rage, the more frequent and more punishing are the critical strikes of your warriors.

Aside from experience, the player may raise these parameters when gaining a level, by visiting the special places on the adventure map, or through the aid of magical equipment.

AWARDS

Achieving successes in the game will bring awards, which give bonuses to the hero. Some awards are only available to a specific character class.

Grand strategy. This award is given for waging battle without any loss of troops. Troops show greater respect for able military commanders, and so this medal increases the Leadership of the hero.

Headhunter. This award is given for the killing of enemy heroes, and it increases the amount of Rage at the beginning of any battle waged against an enemy hero.

Dragonslayer. After receiving this medal for defeating dragons, the hero increases the learning speed of her own pet dragon.

Treasure Hunter. This medal is awarded for the discovery of a large number of chests and other hidden treasures. It brings with it a bonus which increases the experience gained through combat.

Blind Rage. This award, also known as the Order of the Dragon, is given to the warrior for making frequent use of her pet dragon. It gives allied troops a bonus to their chances for making critical hits.

Battle Alchemy. Heroes earn this medal by demonstrating that they are brave enough to manage volatile substances, to wreak flaming vengeance and corrosive poisons upon the ranks of their enemies. In turn, this medal carries a bonus that increases the strength of such attacks.

Trapper. To quietly set a trap and lure the enemy to his doom – this is a true art! This medal is awarded for the cunning setting of a few

well-placed traps, which completely destroy an enemy troop. This medal carries the bonus of reducing the damage suffered from enemy traps.

Guardian Angel. Only upon mastering the spells Stone Skin and Divine Armor may the hero receive this medal, which spreads a protective wing over all allied forces, increasing their resilience to all types of damage.

Reptile Hunter. This medal is reserved for the Warrior class. For defeating Lizardman armies in battle, the hero receives this award, and an increase to her Attack.

Iron Knight. This medal is reserved for the Warrior class. For using certain combat spells, her staunch service is rewarded by this medal, which increases her maximum amount of Rage.

Purifier. This medal is reserved for the Paladin class. For paying homage to her sacred tenets and laying waste to the ungodly armies of the undead, the hero receives this medal and a bonus to her Defense.

Holy Warrior. This medal is reserved for the Paladin class. For casting divine spells, the hero receives this award, and an increase to the damage of the Paladin's Priests and Inquisitors.

Illiteracy Exterminator. This medal is reserved for the Mage class. By destroying armies of bloodthirsty orcs, the hero makes the world more civilized. This award increases the Intellect of the hero.

Fire Mage. This medal is reserved for the Mage class. Mages who often use fire spells receive this award, which increases the hero's maximum level of Mana.

EQUIPMENT

In the middle of the Hero window is the character's "backpack", which contains all of the items she has collected in her journeys. Above this is a representation of the character, surrounded by slots for weapons and equipment. Throughout her travels, the hero will come across many items, and may buy yet other items in stores or receive them as rewards for performing certain tasks. Each object has its own special properties, and by wearing them, the hero may alter her attributes, and affect the behavior of her troops. The various pieces of equipment are divided into several types, each of which corresponds to a slot where the hero can equip it. These equipment types include: Helmets, Weapons, Shields, Gloves, Armor, Dresses, Belts, Shoes, Regalia, and Artefacts. Unwanted items can be sold in castles and stores, discarded, or disassembled. Disassembly destroys an item and releases Magic Crystals and even Talent Runes, if you have learned the ability "Neatness".

Some items have additional properties which can be activated, or contain

yet other items which can be extracted from the object. Such items have an additional option in the drop-down menu: "Use".

In addition, some items may be upgraded, as indicated in the item's description. To upgrade such an object, simply select the "Upgrade" option in the object menu. Once you confirm that you wish to challenge the object's Keepers in battle, you are transported to a special arena to fight against the Keepers of the object. Having won this battle, you obtain the upgraded item. More information on item upgrades can be found below, in the section on "Living Objects".

Some objects are composed of magic crystals and runes, and so are useful to disassemble. Before you sell an item, you might consider whether it would in fact be more profitable to destroy the item to extract Crystals or Runes.

Also, some items may be part of a set. By bringing together all of these items and equipping them at the same time, you will receive an added bonus for the set - in addition to what bonuses the items would provide separately. If an item is part of a set, this will be indicated in the item's description, along with the list of other items which compose the set.



SKILLS

Your character's skills are displayed on the right side of the Hero screen. Whenever the hero gains a new level, she receives Talent Runes which she can spend on studying and improving her skills. You may also be awarded Talent Runes for the completion of certain tasks.

The character skills are divided into three groups: Might, Mind, and Magic. There are 14 in each category, 42 Skills altogether. There are three types of runes as well, and to develop a skill in the Might category, for example, will require a greater expense of Might Runes. Warriors will receive a greater number of Might Runes when leveling, so Might skills will come more quickly to the warrior. In general, a given character class can increase skills faster and more easily in the skill group associated with that class.



Might Skills

Rage Control. Increases the amount of Rage that a hero can accumulate.

Anger. The Rage of the hero increases when her troops exchange blows.

Training. Increases experience gained by your pet dragon in battle.

Caution. In the first round, all creatures in the hero's army receive less damage from physical attacks. Also increases the Defense of the hero.

Quick Draw. The art of quickly shooting arrows enables you to strike first, outstripping the shots of enemy archers.

Frenzy. During combat, the hero's troops become frenzied and receive an increased Attack bonus.

Tactics. Knowledge of tactics allows the hero to arrange troops on the battlefield before combat.

Nighttime Operations. When fighting in the dark, all the troops in the hero's army receive a bonus to Attack and Defense.

Onslaught. On their first move, troops receive a bonus to Initiative. The maximum Rage of the hero also increases.

Power of Darkness. This allows the hero effective command of undead armies.

Heroism. Your Attack is increased, as your troops courageously rush into battle.

Resistance. Your Defense increases, making you more resistant to enemy attacks.

Revenge. Responding to attack the enemy, your warriors often make Critical Hits.

Bloodthirst. Your thirst for blood lingers after the end of battle, and your maximum Rage increases. (This skill is available only to the Warrior.)



Mind Skills

Scouting. Allows you to see what kinds of troops compose an enemy army, when you see an enemy on the adventure map. Also increases the Intellect of the hero.

Holy anger. The Defense of enemy undead and demons decreases, and each attack against these races brings the hero more Mana and Rage.

Glory. The hero's fame and widely-known exploits increase the hero's Leadership.

Trophies. Increases the amount of gold obtained after battle.

Prayer. Heartfelt prayer to the supreme power, piously uttered before the fight, will lead your troops to attack with greater precision.

The Power of Spirit. Being of divine origin has its advantages. A high level of spirit allows you to raise the Attack and Defense of your troops.

Learning. The passion for knowledge allows the hero to learn faster and receive more experience in battle. Intellect is also increased.

Adrenaline. At the beginning of each round, one of your troops receives a burst of energy, increasing their speed and initiative.

Neatness. Extreme caution when dealing with magical objects allows the hero, when destroying an item, to extract a greater number of Magic Crystals and even Talent Runes! In addition, the hero's Mana increases.

Persuasion. Faith in their commander raises the morale of the hero's soldiers.

Diplomacy. If the enemy has similar troops in their army, the hero can entice part of the enemy force to switch sides, provided the hero's Leadership allows it.

Absolute Balance. Adherence to the principle of balance between Might and Magic allows the hero to raise both their Rage and their Mana.

Voice of the Dragon. An ability to speak the language of animals enables you to command them effectively. Also, increases the Rage of the hero.

Resurrection. After battle, some of your fallen troops are resurrected. The restored troop is chosen randomly. Strengthens the spells "Resurrection" and "Prayer." (This skill is available only to the Paladin.)



Magic Skills

Wisdom. Increases the hero's Mana, as well as the number of scrolls that her Spell Book can hold.

Alchemy. Reduces the number of magic crystals required when transcribing scrolls and improving spells.

Meditation. Increases the hero's Mana, as well as speeds up her Magic energy recovery on the current map.

Order Magic. Allows the hero to learn and improve Order Magic spells.

Distortion Magic. Allows the hero to learn and improve Distortion Magic spells.

Chaos Magic. Allows the hero to learn and improve Chaos Magic spells.

Concentration. Enables the hero to restore Mana during battle.

Magic Light. Those who dedicate themselves to the Light can use divine magic spells with

enhanced effect.

Destruction. Mages who specialize in combat spells will inflict greater damage when using them.

Summoner. Wizards who hone their skills of summoning, increase their skill in calling creatures into their army, as well as the power of the creatures summoned.

Linguistics. Learning languages of different peoples and races allows the hero to develop her Intellect.

Thesis. The patient study of complex scientific and magical matters enables the magical potential of the wizard to expand.

Transmute. Whenever a troop dies on the battlefield, it emanates the power of death. This art allows the mage to convert the troop's dying breath into Mana.

Higher Magic. The secrets of higher magic allow the magician may to use the Spell Book more than once per round, provided the first spell does not sap the mage's power. (This skill is available only to the Mage.)

QUEST LOG



"King's Bounty: Armored Princess" is an adventure game with role-playing elements. This means that while playing the game you can not only improve the main characteristics of the hero, but also communicate with the inhabitants of the game world and receive quests from them. For the successful completion of quests, the hero receives rewards in the form in the form of gold, experience, valuable items, or even magical scrolls. Each mission is entered into the Quest Log. This includes a description of the quest, marked by a special symbol which indicates whether it is critical to the plot, or is only a secondary mission. This screen also indicates the reward you may expect to receive upon completion of the mission. During a mission, you may need to perform several different steps before your goal is completed; each of these steps will also be shown in your Quest Log. As you complete each of the steps, they will be marked as completed. In the most complex missions there can be over a dozen steps, performed in different areas, and you may even receive different awards depending on how you complete the mission!

The Quest Log also indicates whether the quest has been successfully completed or failed. You may chose to hide the descriptions of completed quests, so that only current missions appear in the log.

Please note that all buildings and characters which are related to missions are marked with a special symbol.

In addition to regular mission assignments, there may be contracts issued for the death of an enemy hero. Such tasks are marked in the Quest Log with a symbol in the form of crossed swords, and alongside the mission is displayed a portrait of the hero. Contracts are very profitable, and because the reward is immediately granted when the target is defeated, it is unnecessary to return to the person who offered the quest.

PET DRAGON



Shortly after the beginning of the game, the hero receives a gift from King Frederick – a pet dragon. You can choose from one of seven dragons, each of which differs from the others not only in coloring, but also in that it gives the hero unique bonuses. In addition, each dragon immediately offers one additional skill, also depending on its color. Your pet dragon may not be enormous and terrifying, but he is very talented and a fast learner. Towards the end of the game your pet dragon will possess very powerful and useful skills.

In the "Pet Dragon" window you can see your character's pet, and look at his level of experience and the abilities and skills he has mastered.

SPELL BOOK

It should come as no surprise that in a fairytale-fantasy game, Magic is one of the most important elements of the game.

Your character has a magical book in which she holds her scrolls and spells.



Scrolls can be bought in shops, received as rewards, or happened upon in your journeys. All your spells are first obtained in the form of scrolls. To use them, you'll need to open your spell book and select the scroll. After you use the scroll, it will disappear. Please note – the spell book is designed to hold only a certain number of scrolls. If you are able to acquire more scrolls more than it can store (for example, by finding scrolls on the map), then you cannot purchase scrolls in stores, until you make room for them in your book. To make room, you need to discard, sell, or use them on the battlefield.

Spells you can learn from the scrolls, inscribing them into your Spell Book. There they will remain forever, without taking up any extra space. To inscribe a spell from a scroll, you will need to learn the Skill of the relevant School of Magic, that you may gain the capability to study the spells of that order. You must also acquire a sufficient number of Magic Crystals. The stronger the spell, the more crystals you will need.

Casting a spell that is inscribed in your Spell Book does not expend scrolls. Instead, Mana is required. In addition, the power of inscribed spells can be increased. To enhance a spell, you will need to increase your skill in the spell's School of Magic and, again, expend Magic Crystals. Spells can be improved to Level III, and with each level the spell's strength increases, as well as the Mana required for the incantation. Some spells significantly alter their properties when enhanced.

Improving Spells

Spells can not only be improved when increasing their level, but they can also gain force through increase in the player's Intellect, her skills, and her equipment. For attacking spells, the damage increased by 10% for each point of Intellect. Every 10 points of Intellect increases the duration of spells by one round.

The "Destruction" skill increases the damage inflicted by spells, and the "Resurrection" skill increases certain divine spells.

Items may improve specific spells or whole groups of spells, such as those that cause fire damage, or those which alter the speed of things.

Schools of Combat Magic

The game has three Schools of combat magic: Order, Distortion, and Chaos. Each school has about 20 spells, which are described in your Spell Book once you acquire the spell.

Order Magic – This is the magic of higher, divine origin, and affects both body and mind. It allows you to heal, protect and provide your troops with mystical abilities. However, it is well within the power of the gods to punish and destroy as well, so this school also features powerful offensive spells.

Distortion Magic – Spells of this school change the state of objects, and warp a person's perception of the world, distorting and altering form and appearance beyond recognition. This school includes many incantations which support and strengthen – or weaken – their targets, and which can work illusions which effect the mind.

Chaos Magic – Spells of this school involve the corruption, destruction, degradation, and weakening of all living and non-living things. These are the spells of choice of a battle mage who wishes to put great armies of enemies to flight, and raze impregnable fortresses.

Using Magic

Combat Spells can only be used in battle. Usually, you can use your Spell Book once per round, but the skill "High Magic" enables Mages to cast a second spell. Of course, to invoke a spells you must have sufficient Mana (or you must have a scroll of this incantation).

Spells can have different effects: to cause damage to the enemy, raise or lower the characteristics of troops, subdue the enemy, to call magical creatures to the battlefield, and much more. The utility of a spell depends on the particular combat situation, so they should be used thoughtfully.

Wanderer Magic

Deserving of special mention is the Magic of the Wanderers. The spells of this particular school of magic can only be used while traveling across the adventure map. These powerful spells temporarily increase the attributes of the hero, or call powerful soldiers into her army. Another feature of this magic is that Wanderer spells can only be used in the form of scrolls. They cannot be learned or improved. The currently active Wanderer spells are shown in the upper-right corner of the screen, when you are traveling across the adventure map.

CHAPTER 5. THE COMBAT SYSTEM

When you make contact with an enemy force, you are transferred to the tactical arena, where your army exchanges blows with the enemy in turn-based mode. The troops on the battlefield take turns performing their attacks and other actions in order of their Initiative, moving on the battlefield, exchanging blows and using their skills. When all the troops on the field have committed their moves, the round ends and a new round begins.

Hero-commanders do not directly participate in combat, but instead command the action of their troops, whose power is affected by the hero's attributes. Once per round during the course of the battle, you can use both the Spell Book and call upon your pet dragon. The battle ends when one side loses all of its troops.

The player can escape from the battlefield before the battle comes to an end, but this counts as a defeat. In the case of defeat or escape, you will not receive any experience or money, and will lose all your troops. However, the game does not end there – you will find your way to the castle of Fredrick and continue the game, with some monetary compensation from the generous King. However, in some cases, where it is impossible to escape from the enemy, defeat will lead to total loss, and the end of the game. For example, you cannot flee when fighting inside of a castle, or against bosses.



THE BATTLE ARENA

Battles take place in special arenas, various in form, size and tactical character. The type of arena is dependent on where the battle was initiated. If you have met the enemy on a road through the forest, the battle will be set on a narrow forest trail. If you are attacking an enemy castle, you must be aware of the fact that the defenders of the castle will be located in more favorable positions – across a treacherous bridge, and perhaps on tops of siege towers. Defeating an enemy ship involves crossing the ship's deck. Battles which take place inside magical objects are set in battlefields which are truly extraordinary in their form and design.



In addition to the shape and size of the battlefield, obstacles that appear in the arena also influence the tactics of the engagement. This may be the low barriers that impede the movement of foot soldiers, but are easily crossed by flying creatures. Taller objects may be insurmountable for all creatures.

Other important factors of the arena are the type of arena and the time of day. Certain creatures, such as the undead, better fight in the dark – at night or in the underground arenas. The type of arenas, too, affects the combat characteristics of certain creatures. Demons are protected in their native fiery arenas, but on snow, on the contrary, they are vulnerable. The morale of undead troops is higher when they fight in cemeteries.

TROOPS

The troop is the main combat unit – it is a squad of creatures of a certain type. A troop may be composed of a single unit, or may number in thousands of creatures. The troop will fight so long as even a single soldier still lives. The health, as well as the damage caused by the squad, are cumulative: it is multiplied by the number of creatures in the troop.

All unit types have attributes which determine their combat effectiveness. In addition, there may have their own unique skills and abilities.



Race. Indicates whether the unit belongs to one of the six races, or is neutral. Between the races, there are relationships that affect the morale of creatures in the army. In addition, certain equipment can affect the power and morale of creatures of a particular race.

Leadership. Shows how many Leadership points the character must have to command one such creature.

Morale. Shows the current morale of the troop. High morale increases the Attack and Defense of the units, and increases their chance of inflicting critical strikes. Low morale decreases these attributes.

Attack. This determines the effectiveness of the troop's attack. If the troop's Attack is greater than their target's Defense, their damage is further increased.

Defense. The troop's protection from enemy attacks. If the attacker's Attack is lower than the troop's Defense, the damage caused by the attack is reduced.

Initiative. Shows how quickly the troop moves to action. The higher the Initiative, the earlier the creature takes their turn each round.

Speed. Indicates the maximum number of Action Points of the troop. Action Points are spent on movement (traversing one cell expends one Action Point) and other actions of the troop. In case of attacking an enemy or using a Talent all the remaining Action Points are removed for the current round.

Crit. The probability of inflicting a critical hit. This attack gives about 150% of the troops maximum damage.

Health. Determines the resilience of a single unit of the troop. When the current health reaches zero, one creature in the troop is lost.

Damage. The amount of damage caused by one unit in an attack.

Damage Type. One important property of the attack is the type of damage involved. Damage may be physical, poison, magical, or fire. Each enemy unit may have a resistance or susceptibility to each type of damage. Resistance means that attacks of this type will be less effective against the troop. If the troop is susceptible to a certain type of attack, then attacks of this type will cause greater damage.

Current effects. During the battle, various effects may be imposed on the troop, which may alter its combat strength or influence its behavior in other ways. These effects are displayed in a list of icons below the creature's portrait. Next to the icon is displayed the number of rounds which the effect will last. If you hover the mouse over the icon, you can see a description of the effect. Green indicates a positive effect, and red indicates negative effects.

Abilities. These are passive properties of the unit, which operate continuously or are triggered automatically when certain conditions are met.

Talents. A unit can have up to three talents. These are skills that can be optionally used in combat, using the buttons activate the skills. Using the skills expends all the Action Points for the round (with the exception of certain talents, as indicated in the description of the talent).

Talents can have a number of charges which are spent when the talent is used. When all such charges are expended, the ability cannot be used for the remainder of the battle. There are also talents which require time to recharge. Using this skill once will temporarily block its re-use, but it will again become available for use after a specified number of rounds. All talents are fully recharged at the beginning of the each battle.

CREATURES AND RACES

The game features over one hundred different units, which belong to the various races. In total there are seven races: Humans, Dwarves, Elves, Orcs, the Undead, Demons, and Lizardmen. There is also a large group of neutral creatures which are not affiliated with any race.



Humans

This race represents the most populous race in Teana. Humans live happily alongside elves and dwarves, and fight with the undead, demons, and Lizardmen.

They make versatile, balanced warriors, and are equally as good in defense and attack. Many of them wear armor and are trained in effective methods of fighting, and none are better in combat against the demons and undead than the warriors of their temples. Those among the humans who are gifted in the magical arts become servants of gods or adepts of the magic academy.

Human troops include: Peasants, Robbers, Marauders, Bowmen, Swordsmen, Guards, Priests, Inquisitors, Horsemen, Knights, Paladins, and Archmages.

Dwarves

Dwarves include the races dwarves and giants who live in the mountains of Montero and Tekron. Dwarves dislike the elves and demons, battle the undead and despise their Lizardmen enslavers. Dwarves are afraid of magic, and work instead in the development of the sciences and mechanics. Rather than pursue spellcraft, their engineers create mechanical devices and alchemical potions which are highly effective in battle. Warriors of the dwarven race are very slow, but make up for their low speed and initiative with their great health and the tremendous strength of their attacks.

Dwarven troops include: Miners, Foremen, Dwarves, Alchemists, Cannoneers, Mountain Giants, Repair Droids, and Guard Droids.

Elves



The inhabitants of the mystical continent of Elon dislike dwarves, fight with the Lizardmen and demons, and hate the undead and orcs. Although elves themselves seldom do battle, lacking the constitution and strength for armed combat, they command an impressive army of forest-dwellers. Elven forces are exceptionally quick, and draw upon the magic of nature for their power. Elven troops are divided into warriors and magicians, as they know no equal Archers!

Elven troops include: Sprites, Lake Fairies, Dryads, Elves, Snipers, Druids, Werewolves, Unicorns, Black Unicorns, Ents, and Ancient Ents.





Orcs

The warrior tribes of orcs and goblins have no liking for the undead and the Lizardmen, and fear the demons. They rely on brute strength, a high level of tenacity and persistence, and superiority in number. Supported by the sinister magic practiced by their shamans, orcs rush fiercely into battle.

Orc troops include: Goblins, Furious Goblins, Orcs, Veteran Orcs, Catapults, Ogres, and Shamans.

Undead

The undead are indifferent to all races, though all others fear and despise them. They are resistant to poison, but vulnerable to Order magic and other spells of divine origin, such as those cast by Priests. The greatest strengths of the undead army lie in the absence of life in their bodies, and in their ability to replenish their ranks from the vital forces of the enemy.

Undead troops include: Skeletons, Skeleton Archers, Undead Spiders, Zombies, Decaying Zombies, Ghosts, Cursed Ghosts, Vampires, Ancient Vampires, Black Knights, Necromancers, and Bone Dragons.

Demons

Demons are powerful and evil visitors from from another world. Powerful in magic, these dangerous warriors are uncannily strong and resilient, and possess devastating attacks. Indeed, their fearsome spell-casting powers find them capable of crushing the enemy, spreading the canker of confusion and panic through their ranks!

Demon troops include: Imps, Scoffer Imps, Cerberus, Demonesses, Demons, Executioners, and Archdemons.



Lizardmen

One of the oldest races Teana, the Lizardmen of the marsh. They despise all other races, fear the undead and feud with dragons. Lizardman warriors are fierce and deadly; they call upon tamed worms in combat and ancient blood magic. The Lizardmen of Reha defeat the enemy through cunning and military skill, which they have perfected over the centuries.

Lizardman troops include: Gorguls, Gorguana, Gobots, Adult Gobots, Chosha, Hayterants, Brontos, and the Tirez.

Neutral races

These include other creatures which do not fall within any of the major races, nor are allied with them. Many neutral creatures value their freedom and independence, and stand ready to fight to protect these rights. However, amongst their ranks one can find a few individuals willing to serve – so long as their new leader is prepared to pay handsomely for their services.

Neutral troops include: Pirates, Sea Dogs, Barbarians, Berserkers, Assassins, Devilfish, Thorns, Thorn Warriors, Royal Thorns, Fire Dragonflies, Lake Dragonflies, Poisonous Spiders, Cave Spiders, Fire Spiders, Swamp Snakes, Red Snakes, Royal Snakes, Wolves, Hyenas, Bears, Polar Bears, Ancient Bears, Griffins, Royal Griffins, Beholders, Evil Beholders, Cyclops, Demonologists, Trolls, Emerald Dragons, Red Dragons, and Black Dragons.



PET DRAGON SKILLS

Just as the Spell Book can be used once per round, you can also call upon your pet dragon. To use his skills, you must expend Rage, which functions much like Mana. Rage grows in the battle, whenever your troops exchange blows. The greater the creatures killed in an attack, the greater the increase Rage. Double Rage is awarded when a troop is defeated entirely.

The stronger the ability of dragon, the more Rage it requires, and the longer your pet must rest afterwards. While your pet dragon rests, it is unavailable to answer your call, and the most powerful attack can require him to rest for several rounds.

During the game, your pet dragon receives experience in battle, and accumulates levels. When your pet gains a new level, he can learn a new skill or enhance a familiar skill. In total, your pet dragon can learn nine unique skills:



Crushing Blow. Your dragon delivers a powerful blow to the target, the impact of which may push back the enemy of one or more cells.

Hunt. Your dragon digs up a specified cell. This may uncover a hidden treasure chest, or a battlefield object, such as an altar, a statue, a powder keg, and so on. These objects are described in the next section. The higher the dragon's skill, the greater the number of potential excavation cells.

Mystic Egg. Your dragon brings to the battlefield a mystical egg. If the egg remains unbroken through the course of a turn, it hatches a random troop which then fights on your side. The level and number of creatures in the new troop depends on the strength of the skill.

Mana Accelerator. Your dragon places on the battlefield charges of Mana. When a troop recovers a charge, that troop receives additional Action Points, and the hero replenishes part of her Mana. The hero will replenish Mana even if the enemy recovers a charge.

Ball of Lightning. Your dragon on the battlefield creates a ball of lightning, which pursues your enemies with vengeance. The lightning charge will last for three rounds, each time striking a nearby enemy squad.

Stone Wall. Your dragon builds stone wall across three cells, forming an obstacle to enemy troops, while protecting your own troops.

Dragon Dive. Your dragon rockets skyward, then hurtles down, dive-bombing the selected cell. This causes blast damage to enemies near the point of impact, and pushes them back one cell.

Fiery Phantoms. Your dragon unleashes its fury, calling up fiery phantoms which severely damage all the troops within a 19-cell area.

Lava Call. Your dragon appeals to the elements of the earth, which answer by sending pillars of fiery lava up from under the feet of your opponents.

BATTLEFIELD OBJECTS

Apart from the shape and size of the arena, your tactics may also be influenced by obstacles which are placed at random across the battlefield. But in addition to static obstacles, there may also appear special active objects, which can significantly affect the fighting units over the course of battle. The types of such objects that might appear on the battlefield depends on the terrain. They include the following:



Chest. A normal chest, where you can find gold, scrolls, Talent Runes or even magical objects. A chest may be recovered by any neighboring troop – allied or enemy.



Barrier. A wooden barrier, which serves as an obstacle to land-bound units until it is destroyed. There are usually encountered in castle arenas.



Mine or Powder Keg. These objects act as obstacles, but hiding behind one for "defense" is very dangerous. When destroyed, they explode, causing damage to all nearby creatures. Mines and barrels of gunpowder can be encountered on the beach or in the dwarven mines.



Coffin. Whoever destroys a coffin releases a squad of skeletons, which will fight for the remainder of the battle for the side of their liberator. Coffins can appear in crypts or cemeteries.



Holy Statue. These benevolent statues aid one random troop per turn, healing or casting holy spells such as "Blessing" or "Armor of God."



Damned Cross. This sinister cross attacks a random troop with such spells as "Poison Skull," or weakens troops with curses of "Weakness" or "Slow."



Hornet's Nest. Once per turn, these nasty nests send forth a furious swarm to attack a random troop, causing the troop physical damage.



Altar of Lightning. These altars are capable of violently discharges magical electricity, shocking all nearby units.



Volcano. Casts the spell "Fireball" or "Fire Rain" at a nearby troop or group of troops.



Ice Statue. This is a statue built in honor of the dwarven gods. It randomly selects a nearby troop. If the troop is dwarven, the statue will cast "Haste" or "Bless." If the troop is not dwarven, the statue attacks the trespasser with the spells "Geyser" or "Ice Snake."

Either the player's forces or the enemy forces may benefit from the action of these active battlefield objects. Thus, it is sometimes useful to destroy the object so that it does not aid the enemy. Skilful use of obstacles and active objects can swing a desperate battle in your favor.

CHAPTER 6. THE GAME WORLD

ADVENTURE MAP

On the adventure map all events occur in real time. The main character travels around the world, hostile troops patrol enemy lands, and meanwhile time passes as day turns to night. The passage of the hours is not only decorative, but includes a tactical element, as certain troops are stronger at night or in the daytime. With the help of the "space" key, one can pause the play, and time stops. In this mode, you can safely consider the environment, or investigate your Spell Book, the Quest Log, or the Hero window.



In your wanderings, you will find many objects and creatures with which you can interact. These include different buildings, characters, treasures, and much more.

The world of Teana consists of many islands and several continents, and you may freely move between them using the Distant Travel button above the mini-map. Simply board a seafaring vessel, and you can instantly move to any of the islands of Teana, provided you have a navigation map for the island. This gives you great freedom of movement, and makes exploring the world much easier. Though travel is instantaneous, the journey progresses the course of the day by several hours, as indicated when you select a location on the travel map. You can organize your schedule if you wish to take advantage of the time in combat, using creatures which favor the night or daytime.

The game offers another unique opportunity: flying on Pegasus. This ability Princess Amelie gains towards the middle of the game. Her flying horse will allow you to reach the most inaccessible places on the islands of Teana, places which are impossible to reach by land or sea. Note that you cannot fly around while under ground or inside buildings.

When traveling down into dungeons or exploring buildings, Princess Amelie leaves her faithful horse behind, and travels on foot. Walking is a bit slower, but it increases the maneuverability of a hero, for she can push through even the most narrow passages.

You can leave a mark anywhere on the map. To do this, simply open the map (press **M**), move the mouse to the correct spot, and click the left mouse button. In the text box which appears, you can enter a short description or note. You can edit the description by left-clicking on the note, or remove it with a right-click.

CASTLES

Castles are special types of buildings on the map. Unlike conventional buildings, castles are marked with a special symbol on the global map, and they have a unique interface.



Castles often have quite a large store of objects, troops and spells. In addition, they may contain up to three governors, whom you can speak with and perhaps even receive an urgent assignment. In castles the player can sell unwanted items, and also garrison troops for later use. In the garrison, you can put up to three troops, the number of creatures in the garrisoned troop is not unlimited. Garrisoned troops will remain in the castle until the player returns to collect them.

BUILDINGS

In addition to castles, the map will show conventional buildings – stores, and the homes of various creatures where you can hire troops. In such buildings you may also find characters with whom you can chat, trade, and perhaps receive a quest. The list of goods from some merchants may be quite extensive, for in addition to troops they also sell items and spells. Like castles, all buildings are marked on the world map with a special symbol.

NON-PLAYER CHARACTERS



Non-player characters include characters the player can talk to, many of whom may not be directly involved in the hero's adventures. This includes the various rulers, shop merchants, and other characters you will meet on your travels throughout the realms. In the course of your conversations you can often learn valuable information.

Non-player characters are also the main source of side-quests. If you follow their instructions you can acquire new equipment, win valuable items, or gain more troops. However, take heed: it is well to choose your friendships wisely, for you may be making new enemies at the same time.

Typically, characters which are relevant to your quests are marked with a green icon on the mini-map.

PORTALS

Through portals one can move between locations or between rooms within the same location. Their appearance varies depending on their purpose: it may be a portal into the next room, it may lead to a dungeon, or even move the player in another world, as do, for example, the Portal of Time or the Fiery Gateway. All such passages are indicated on the world map by special symbols. The "stairs," for instance, means that this passage leads to lower or upper levels of the map.



TREASURES

While traveling, you can collect various resources and treasures scattered across the quiet corners of the adventure map. You may find gold, Magic Crystals, Talent Runes and scrolls containing new incantations. Deserving of special mention are Banners, which you can gather to increase your Leadership. In Treasure Chests you may find gold, valuable items, scrolls, Magic Crystals, or Talent Runes. The more ornate the trunk, the more likely you are to find something of value.

Searching for treasure is one of the major elements of the game. Seek and you shall find numerous treasure chests hidden underground. When your character is close to buried treasure, you will see a special effect that marks the place where you should dig. Simply click on the "spade" button, and you will retrieve a buried treasure from under the ground. Now its valuable content belongs to you! In addition to the usual treasure troves which lie hidden across the lands Teana, there are special treasures which can only be found with the aid of a Treasure Map or other special subject. If you do not yet have this map or item, then you cannot dig up the treasure, even if you know the place where it is buried.

Note that on easier levels, all treasures, except for hidden and buried treasure, are marked on the mini-map.

OBJECTS

In addition to buildings and portals on the adventure map, you can find many interactive objects, which provide additional resources or improve the attributes of the hero. After using such objects, they are marked as visited, and cannot be reused, unless they are rechargeable, such as fountains of Mana and Rage.

Altar of Knowledge. Enhances the Intellect of the hero by 1, or adds 4 points to the hero's Mana.

Altar of Combat. Increases Attack or Defense of the hero by 1.

Ancient Altar. Gives the hero experience.

Training Target. Increases hero's Attack by 1.

Training Dummy. Increases Defense of the hero by 1.

Magic Well. Increases Intellect of the hero by 1.

Shrine of Knowledge. Increases the maximum Mana of the hero by 5.

Shrine of Experience. Gives the hero a lot of experience.

Shrine of Rage. Increases maximum Rage of the hero by 5.

Fountain of Happiness. Gives the hero 3-4 random Talent Runes.

Wishing Well. In exchange for one Magic Crystal, gives a random bonus

from this list: an object, gold, 2-3 magic scrolls, 2-3 Talent Runes, or experience.

Fountains of Mana and Rage. These restore the hero's Mana or Rage to maximum. They recharge over time, so after about 7-10 battles you can visit them again.

Sarcophagi. Inside a sarcophagus you can find gold, a bonus to your Leadership, a random object, a magic scroll, or an undead troop ready to join your army. The more ornate the sarcophagus, the more valuable its contents.

Graves. Searching through tombs, one can find a bit of gold or a troop of undead warriors willing to join you.

Remains. Among skeletal remains can be found gold, magic scrolls, Magic Crystals, or even a few skeletons to join your army.

Caches. A secret hole in a tree stump can store gold, objects, magic scrolls, or Magic Crystals.

In addition, there are many quest-specific interactive objects, interaction with which is associated with the performance of certain tasks. These may include locked doors, certain machines or tools, statues, mystical symbols, ancient paintings, and much more.

CHAPTER 7. THE WONDERS OF TEANA

In the game "King's Bounty: Armored Princess" there are several unique features which deserve special attention. These include enemy heroes, unique super-monsters, living objects, as well as the opportunity to be joined in your travels by a companion.

ENEMY HEROES

In your travels, you will undoubtedly cross paths with enemy heroes. Each of these unique characters has its own history and reasons to struggle against the hero, whom they will always try to attack. The armies of enemy heroes are visually marked on the adventure map by unique patterns and a luminous marker. In addition, the description of a hero-led army will feature the enemy hero's portrait and his attributes.



Just as the main character gives bonuses to her troops and casts spells to support them, so too do enemy heroes give bonuses to their troops and use magical spells each round to support their army or attack their opponent. Thus, a hostile army led by an enemy hero is much stronger than a normal troop - but then again, the reward for victory is considerably higher.

Among the residents of Teana number many who would like to see a quick end to their arch-enemy. These will be characters who tell you their story, and are pleased to place a contract on the heads of enemy heroes. If you accept such a contract, and then kill the enemy hero, you will immediately receive an additional reward for fulfilling the contract.

COMPANIONS

Another interesting feature of the game is the chance to take on a companion, who may be of any number of races or professions. Many companions stand ready to join this charming and brave girl, the Princess Amelie. But parting with certain companions can lead to unpleasant surprises, so one is wise not to take on companions needlessly.

Each companion provides the hero with useful bonuses to her or her army, and allows you to equip more items, adding four extra slots for equipment. These bonuses and the types of equipment slots vary from one companion to another.

The available companions and their capabilities are very diverse. One of them is a skillful warrior, and can train your troops. Another is a genius inventor who is continuously improving his equipment and skills. A third will gladly reward you with a piece of his own soul...

LIVING OBJECTS

Another feature of "Armored Princess" is living objects. These are objects with unique properties which can alter their characteristics and behavior in response to the actions of the player.

Such objects have morale - a special feature indicating the degree to which they are submissive to the player.

Each object has its own history and goals which they seek to pursue - and require the same sort of attitude of their owner. The inclinations of such objects is clear from the object's description. If the player commits an act which disagrees with the sensibilities of the object, the item's morale drops. If a player performs an action which the object approves of, the object's morale improves. Some living objects can improve their properties, and do so automatically when they achieve maximum morale. This sort of object improvement does not involve battling with the Keepers of the object.

If the morale of the object drops to 0 and becomes critical, then it goes out of control and ceases to give bonuses to its owner. To reclaim control over the object, one may perform deeds which raise its morale, or one can subdue the object.

Such suppression, like improvement of objects, requires a victory over its Keepers. To challenge the Keepers of the object in battle, bring up the item menu, and select "Suppress" (or "Upgrade"). Then simply confirm that you wish to challenge the Keepers of the object, and you will be transferred to a special battleground which exists inside the object.

The Keepers which you will fight are a most important and unusual adversary - the Gremlins. These are evil creatures that will try to destroy your army. Gremlins possess powerful magic, and will actively use it to destroy you, or lend support to their own troops. On the side of the Gremlins fight various conventional forces which fight to defend the Keepers of the object. You can win the battle by destroying all the Gremlins and their servants.

BOSSSES

Over the course of the game you will meet several opponents which are dramatically different from all the other enemies. These creatures, called "bosses," are so enormous that they can occupy half of the battle arena, and are powerful enough to defeat whole armies without breaking a sweat. In the presence of such massive creatures, your pet dragon loses its nerve and refuses to participate in battle. Therefore, you cannot use his abilities against the bosses.

Each of these bosses poses a new tactical challenge, for each possesses unique abilities and a special style of combat very different from anything you have previously encountered. In the course of her travels, the hero will meet five such bosses: a giant toad known as Dersu-Kumatu; the steam-powered Drillbot; Zilgadis, an enigmatic mage; the lizard lord K'Tahu; and the great Arch-demon Baal himself.



Dersu-Kumatu

A giant toad, god to the orcs of Dersu Island. This legendary toad is able to summon the rains, and is said to eat more in a day than a hundred hungry orcs. It has not been possible to independently verify the magnitude of this astounding appetite, due to the obvious dangers involved. This toad is a rather nasty adversary: its giant legs enable it to leap across the battle area, and it calls creatures of the swamp to its aid.



The Driller

Created by master Neotar, this marvel of technology has careered out of control. This is not the first time that gremlins have taken over a machine, subordinating its mechanism to their own will.

Be cautious in the fight against this boss – not only can his powerful, sophisticated weapon inflict massive damage on your troops, but it also has the capacity to create smaller robot guardians to protect it from its enemies.



Gremlion

Shadowed in mystery, the true history of his origins buried are deep in the forgotten past, though many rumors circulate about this mysterious mage and the Mirror Tower. It is said that this is one of the elven magicians, who dared touch the forbidden knowledge of tower and who paid for this folly by losing both his mind and his natural form. Could it be true? This is up to you to explain. Will you be able to slay this terrible creature, who commands an army of gremlins?



K'Tahu

Furious ancestor of the Lizardmen of Teana, father and leader of their race. K'Tahu was recently freed from captivity in ice, which he suffered for a millennia. He has since returned to the swamps of his homeland to gather an army of warriors. The objectives of K'Tahu are simple – revenge, and the rule of Lizardmen over all of Teana! One cannot underestimate the strength of such a cold-blooded monster, who has somehow discovered the secret of immortality. Be warned that the Lizardmen of Reha blindly obey their lord and master.



Archdemon Baal

Flaming with hatred of his enemy, Bill Gilbert, Baal has returned to destroy the kingdom of Darion. The demon comes well prepared for the decisive battle, and his wanderings in the depths of Demonia were not in vain. Baal not only commands a huge army of demons, but he comes armed with ancient knowledge and a powerful weapon that will surely crush his enemy. This time, his enemy doesn't stand a chance.

CHAPTER 8. INSTRUCTIONS FOR THE ADVENTURER

PREFERENCES

By selecting in the game menu, point to Settings, you open the window, where you can adjust the performance game by changing your graphics and sound.

General

Show introduction video. Toggles the display of introductory videos at startup.

Invert the mouse on the X-Axis. Inverts the horizontal motion of the mouse.

Invert the mouse on the Y-Axis. Inverts the vertical motion of the mouse. The sensitivity of the mouse. Adjusts the speed of the camera's movement and the movement of the mouse cursor.

Graphics

Resolution. Higher image quality is provided on "native" monitor resolutions. Has a marginal affect on the game speed.

Screen refresh rate. Rate at which the image refreshes on the monitor.

Combat animation speed. Combat animation speed accelerates the creatures' animation and disables the cinematographic camera during combat. Some visual and sound effects may work incorrectly.

Visibility distance. Changes the distance at which objects and the landscape are displayed. You can lower the distance to improve performance.

Water appearance. Changes water rendering quality. High quality reduces performance.

Anisotropic filtering. Increases the sharpness of textures when seen at a distance. Slightly affects performance.

Shadows. Toggles and alters the quality of shadows. At higher resolutions, the edges around shadows are smoother. Enabling shadows reduces performance. Changing the quality of shadows has very little impact on performance.

Texture quality, Landscape. Changes the texture detail of the landscape. Influences texture quality, load speed, and the amount of resident video memory. Significantly affect the performance.

Texture quality, Objects. Changes the texture detail of objects. Influences texture quality, load speed, and the amount of resident video memory. Significantly affect the performance.

Texture quality, Creatures. Changes the texture detail of creatures. Influences texture quality, load speed, and the amount of resident video memory. Significantly affect the performance.

Anti-aliasing. Smooths the edges of objects, minimizing the distortion artifacts known as "aliasing". Influences the game's performance.

Vertical synchronization. Required by LCD displays, and significantly improves synchronization when the camera is in motion. Highly recommended. – It comes with virtually zero performance impact.

3D mode

Enable. Turn on/off the stereoscopic view.

Degree of depth. Modifies the effect of stereo depth.

Make the effect of depth less or disable stereo, if your eyes begin to tire.

Sound

Music. Toggle music on/off.

Sounds. Toggle sound on/off.



HOTKEYS

ADVENTURE	MODE
Esc	Menu
F2/F3	Save/Load screens
F5/F8	Quick-save/Quick-load
Space	Pause the game
H	Hero screen
B	Spell Book
Q	Quest Log
M	Map
D	Dig for treasure
T	Travel between islands
BATTLE	MODE
Esc	Menu
Home	Center the camera
D, Space	Defend
W, Enter	Wait
A	Auto-battle toggle on/off
B	Spell Book
R	Pet dragon window
Left/Right/ Up/Down	Move the camera
Ctrl/Shift	Adjusts the casting level of spells written in your Spell Book.
1, 2, 3	Use the first, second, or third skill of the selected troop.

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

REGISTRATION

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and also...

Blizzard

Square Enix

Nintendo

Amelie

And, a deep bow to the "father" of the series

Jon Van Caneghem

and the company

New World Computing

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The Engine

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Bink video

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FMOD Sound System

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Lua language

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libogg, libtheora, libvorbis

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Game official web site: www.kings-bounty.com/eng



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