NEW CAMPAIGNS:
Orcs on the March
Champion of the Arena
Defender of the Crown

BONUS:
Campaign Editor

King's Bounty®
CROSSWORLDS

KATAURI
INTERACTIVE

1C COMPANY

CONTENTS

CHAPTER 1. INSTALLATION

INSTALLATION

1. Insert the King's Bounty: Crossworlds 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: Crossworlds. Run the game after installation by selecting "King's Bounty: Crossworlds" in the menu of the respective group of applications (default name C:\Program Files\1C Company\King's Bounty. Crossworlds) or by clicking the "King's Bounty: Crossworlds" 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 2,6GHz
♦ RAM 1GB
♦ Videocard nVidia GeForce 6600 with 128MB or equivalent ATI
♦ DirectX-compatible soundcard
♦ DVD-ROM
♦ 5,5GB free hard disk space
♦ keyboard, mouse

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

"ORCS ON THE MARCH" - EXPANSION FOR THE ORIGINAL GAME

In the expansion the player will find new items, new equipment sets, new quests and possibilities, enriching the original game while increasing the play time by 3-6 hours.

New features:
♦ 70 new items
♦ 8 new equipment sets. Includes a set of items for your pet dragon!
♦ 3 component artifacts of immense power, plus the mystical Transformer.
♦ 7 new quests (described below).
♦ 1 new questing location: the Tower of the Magician. Comprised of seven floors, on which the hero is granted a set of troops which she must use to clear the floor. These seven battle arenas offer unusual combat rules, and unique battle tactics. After all seven floors are cleared, the player will receive the unique Transformer as a prize.
♦ 1 new major quest, which gives an inside look into the orc race. A new and very mighty enemy hero awaits at the end of the quest, and a unique composite-object is the reward for his destruction.
♦ 4 newly redesigned and retextured orc units: Goblin Shaman, Orc Hunter, Orc Chief, and Blood Shaman, each with unique skills. All other orc units also received new abilities.
♦ During combat, orcish units will increase in adrenaline. This improves their combat performance, and gives orc units new abilities and skills. Now, fighting with or against the race of orcs is even more interesting than before.
♦ The hero's skills, Rage, and Adrenaline effect the behavior of the orcish units.
♦ A new level-3 undead unit: The Pirate-Ghost (based on the Pirate unit) can now be found amongst the forces of the undead. Further additions to this race include new skills for the Skeleton and the Bone Dragon.
♦ The Rune Mage, a level-5 human unit based on the Archmage, whose powers are based on the hero's talent runes. In addition, all human units gain the Favorite Enemy ability.
♦ The Engineer, a level-4 Dwarf unit, based on the Alchemist. In addition, the Droid Guard receives a new skill, and the hero's "Neatness" skill

now affects Droid recovery.
- The Faun, a new level-3 unit for the elven race, based on the Imp unit.
- The Witch Hunter, a new unit for the neutral races. In addition, Assassins receive a new ability: "Weakness Wit".
- The Black Dragon can now plot a complex flight path, using the ability "Reign of Fire".
- 3 new skills for the hero, 1 for each class. To gain them, the hero must pass a special "class quest".
- New building: the Military Academy. Here, the player receives a quest to gain her new Class Skill, buy additional troops, and even train existing troops. There are five such buildings, one on each major continent, which extend the number of available troops, and upgrade them. You can purchase upgrades with gold, and with trophies, which can be obtained after a battle if the player is wearing the "Officer's Patent").
- New character: a dwarven smith, who offers a new quest and sells wonderful handcrafted items.
- A new quest and a new character who can assist the player by turning her troops into demons.
- The White Kraken - a new boss, based on the dreaded Kraken from "King's Bounty: the Legend".
- New Spell "Infernal Dragon", which summons the new Fire Dragon unit.
- New spells "Totem of Adrenaline" and "Balance of Power", designed for use with orc troops.
- 10 new spells which duplicate the abilities of the Spirits of Rage from "King's Bounty: the Legend".
- The power of magically summoned creatures now depends upon the Intellect and skill of the hero.
- New armor bearer - the Goblin Rakush. In addition, the armor-bearer Moldok can now can train orc units.
- Extended tool tips for spells and creature skills.

"CHAMPION OF THE ARENA" CAMPAIGN

A small, independent campaign, which offers from four up to six hours of gameplay. The player takes the role of a mercenary, who is transported into the world Litan to fight in a great combat Arena against a number of mighty boss monsters. The player may enter different Guilds, to hire troops, buy equipment, and accept quests. You can hire armor-bearers or receive headhunting contracts for enemy heroes.

Features:
- Play as Arthur, a foot soldier who advances quickly in the art of combat.
- Battle against all the most fearsome bosses from both Legend and Armored Princess.
- Explore the underground caves of the world of Litan, and the adjoining guild houses.
- You have no pet, and instead make use of Rage by converting it into Mana.
- 8 Bosses who you must defeat at the Thousand Emperors Arena (all bosses from both games).
- 9 Guilds of the different races, which the player can join. The guilds are at war with each other, so once you have joined one of them, you can fight with the other guilds.
- 10 quests issued by the Guilds, the completion of which gives you access to new items.
- 11 armor-bearers, who the player may hire. These include four armor-bearers who provide direct support on the battlefield.
- 7 enemy heroes who possess unique tactical spells.
- 5 new hero skills, to make up for the lack of Rage skills.

"DEFENDER OF THE CROWN" CAMPAIGN

A small, independent campaign, which offers two to four hours of play. The player once more takes the role of Princess Amelie, seeing her through a challenge which will earn her the title of Defender of the Crown. To do this, she must drive her enemies from two islands, engaging battle in unique tactical arenas.

Features:
- Play once more as Amelie, traveling the world with her dragon.
- 2 new islands, which have been seized by the enemy.
- 6 unique tactical arenas, each of which creates new tactical possibilities, where Amelie battles against enemy heroes and their armies.
- A swiftly-leveling pet Dragon.
- Capability to purchase medals.
- After each major battle, new stores and items become available.
- Each time the game begins it is randomly selected which race the hero champions, and which race she fights against.
- 3 new hero skills are available.

CHAPTER 3. GAME EDITOR

DESCRIPTION

The game editor represents a toolbox allowing not only to modify the original Armored Princess, but also create own independent campaigns with unique storylines, quests, characters and items. The user-created mods and campaigns can be easily integrated to any version of the King's Bounty: Armored Princess.

Editor contents:
♦ Map and campaign editor;
♦ Quest editor;
♦ Character and dialogue editor;
♦ Item editor;
♦ Enemy editor;
♦ Sample editor (light, FX, sound).

For details check the Game editor manual located on the disc.

GAME EDITOR HOT KEYS

DISPLAY MODES	
Ctrl + "Gray+ / Gray-"	increase / decrease time
Ctrl + H	show / hide access areas and shapes
Ctrl + G	show / hide the texture tiles of the landscape
Shift + F3	show/hide collision meshes
Ctrl + W	show/hide water
CAMERA CONTROL (DEFAULT ENGINE CAMERA)	
Home	camera default position
RMB	rotate camera

W, A, S, D and Up, Down, Left, Right	move and rotate camera
Pgup, Pgdn	rotate up and down
E, Q	move up and down
Mouse wheel	zoom in / out
LANDSCAPE TOOLS	
LMB, LMB + Shift	raise / lower the landscape
LMB + Ctrl	make the landscape flat
LMB + Alt	sea level
[or]	enlarge or reduce the brush
1 ... 0	brush power
MAP OBJECTS	
N	next atom of the same type on the map
Space	object properties
Shift + mouse	selection of objects with a frame
M, M + Alt	move in horizontal and vertical plane
S	scale up an object
R, R + Alt	rotate an object along the vertical and horizontal axes
V	create an object duplicate under the cursor

CHAPTER 4. MAP CREATOR GUIDE

HOW TO LOAD THE TUTORIAL

In order to load in the game the tutorial, which we used in the Game editor manual for the illustration of the game editor work with, you need to:

1. Copy the folder '*tutorial*' (it is located on the disc in the folder *manual*) with all its contents into the folder "*.../Folder with the_installed_game/sessions/*" to the existing campaign folders (add-on, defender, orcs...).
2. Launch the game. You will see a menu of campaign loading in the right bottom part of the main menu.
3. Press 'Select' in this menu.
4. Choose 'Sunset Island' in the pop-up menu and press the confirmation button.
5. Launch a new game (first the game data will be reloaded).

In the game editor this campaign appears in the list of available sessions automatically after placing the 'tutorial' folder into the folder of game sessions 'sessions'.

INSTALLING SOURCEMEDIA DATA

To edit the textures of the location you will need a folder *Sourcemedia*, which stores templates, brushes and uncompressed location textures. You need to unpack the archive *setup_media.exe* located on the DVD with the game to the hard drive. When you launch the editor, you should specify the path to the unpacked data *sourcemedia*.

You will find in this archive uncompressed textures of all the locations from the Armored Princess except battle arenas. The unpacked *sourcemedia* takes up to 14 GB, please take into account! You can simply delete unneeded textures.

Be careful. Uncompressed textures can take from 20 up to 300 MB depending on their size.

USING 'FILESET'

When you create a new game session, you can select one of the available 'filesets'. These files will be copied into your session into the folder *customfileset* and the program will read them

as regular game data. These can be any files from interface textures up to dialogues. When the file names in the session and in the fileset coincide, they will be glued together. When the names of the variables and functions coincide in different files of the session and in the fileset, the program will use those, which are loaded quicker.

We provide together with the editor three filesets, they allow using one of three heroes: Bill Gilbert, princess Amelie or mercenary Arthur. Selecting one of three filesets, you give the image, name and the starting parameters of your character.

You can create your own filesets and use them simply copying the folder with your data into the editor folder: *editor/fileset/my_fileset_name*.

ATTACHMENT EDITOR

Attachment editor - this is the name of the integrated editor for entities attached to models. With its help you can attach special effects, sounds, static models, light sources and manipulators for cameras and global light to any game object with its own atom (*.atom* file).

This editor includes a huge number of settings, allowing attachments to the animation frames, certain time of day, position, etc. Thanks to it the creatures in the game make sounds and shine with special effects.

To use the attachment editor you need to:

1. Unpack the game data from the folder data. The minimum are: models, effects and atom-files.
2. Change or store the option *atoms_editable=1* in the file *editor.ini*.
3. Select in the list of objects the model or effect you need, open the pop-up menu with the right mouse click and choose the item *Attachments* in it.

USING THE LOCATIONS OF THE ORIGINAL GAME

The creation of an independent game session will cut you off the possibility to use the locations of the original game. Therefore you need to create new locations and even arenas from the scratch - even items arenas. But there is an opportunity to use the locations of the original Armored Princess. There are two ways:

1. You can just completely copy the data of the location you need into the location of your session. It will become accessible for the usage and editing inside your game session. For example to work with the location *debir* (island Debir) you need the entire file with the prefix 'debir' up till the first dot: debir.stream - from the folder *sessions/addon/locations*

debir.atoms.loc, debir.base.loc, debir.embryos.loc, debir.land.loc, debir.levels.loc, debir.light.loc, debir.lus.loc, debir.map.loc, debir.monorail.loc, debir.omni.loc, debir.water.loc - from the data archive sessions/addon/ses.kfs, which is actually a regular zip-archive.

Just copy these files into the folder *sessions/my_session_name/locations/debir*.

2. You can edit the list of exceptions in the file *session.txt*, which is created automatically in the folder of your session. You need completely delete the lines from it, which contain the names of the above mentioned files. In this case the editor will simply read the data from the game archives.

If you wish to change something in the location, the changed files will be stored in your session and accessed from it. For example, if you change the light, it will be a file *debir.light.loc*.

GAME START AND HERO RESPAWN

Location, in which the game starts, is defined in the file session.txt with the help of the parameter start: **start=location_system_name**
for example, for the original Armored Princess it looks as follows: *start=debir*
Hero respawn takes place in the portal defined in the file *config.txt* through the parameter *homeportal*:
homeportal=portal_system_name. location_system_name
for example, for the original Armored Princess it looks as follows: *homeportal=debir_rebirth.debir*

GAME END

The game won't end on its own or in process of completion of a particular quest. To end it, you will need to use a special *action: Run scenario -> End game*, and indicate, if the game ends with a victory or a defeat: *Win* or *Defeat*.
More details about the *action*, you will find in the game editor manual (section 3.2.5), the manual is available on the game DVD in the game folder.

QUICK TRAVEL MAP

The navigation map provides an access to the locations in the mode of quick travel. Each map, same as atom, has a type *map* and the simplest

logic analogous to the container logic. The map itself is a container, via the embryo it provides the player with a special item of the type *map*, which has a special setting in the item editor - the location to be opened. In this way the most important element is exactly the location to be opened; in theory you can define it through other items. For you can arrive to the location with the help of a quick travel, it should have a portal with the tag *travel_<locname>*. For example, to travel to the location Elona you should somehow receive an item *om_elona*. There is only one parameter in the properties of this item: *Open map = elona*. There is a sea portal on this location with the tag *travel_elona*, which allows traveling to the location. Theoretically you can put an item into a trunk, give it as a reward or even deliver it to a shop for sale, but there is a special container in the game for each map. For example for Elona this is the atom *map_elona*, its embryo has the map *om_elona* stored.
You can create such an item and put it on the map with the help of the game editor.

OBJECT ITEMS ON THE MAP

To display the icons of important places on the map, you need to enter the properties of an object. On the tab *Overrides* there is a map *Mapicon*, where you can select an icon from the list. If an icon is non-empty the object will appear on the map on its own. The field *Name* on the tab *Text* is responsible for the name on the mini-map in the same atom settings. You can expand the list of available icons in the configuration files of the editor.

GLOBAL MAP AND LOCATIONS MAPS

In order to customize your own global map or edit the available one, you need manually edit the session files. The main file is - *config.txt*, section *bigmaps* (it is located closer to the file end). There is a list of maps - global and local. we'll dwell upon the local ones. Here is the list of local map settings:
ui - file of the interface of the local map. For Debir it will be *map_debir.ui*. It has effect on the file name of the nebulosity interface on the map, to its name an addition '_clouds' will add on the right, for example, *map_debir_clouds.ui*. Below you will find more details about the interface file.
scale, angle, x, y, quad - parameters of map orientation in relation to the radar. The radar is always strictly defined in the system of coordinates, while you can turn the map to a particular angle, scale and move it.

label - string name in *.lng, this is the location name, displayed in the interface header of the local map. The string name should correspond with the format *bigmap_<locname>_big*. Just <locname> - is a localized location name to be displayed on the global map and when you enter a location. <locname>_full - full location name, which is displayed, when you receive a navigation map for it. Thus Tacron is designated as 'Tacron', and when you raise the map 'Island Tacron'.

button - the most important parameter for us. This is the name of the button in the interface of the global map, when you press it will bring the player to the local map or via the mode of seagoing. If you don't specify this parameter or you specify it wrongly, you will not be able to use the map for traveling!

clouds - a list of the location clouds in the interface of the global map (we'll study it later in details). When you open a location (upon the receipt of the navigation map), these are the clouds, which disappear on the map.

There is another list in *config.txt*, it is *map_regions*. This is a list of maps, which is located in the right top corner of the map interface. To display your location in this list you should add it in the section *map_regions*. There are fields of the type *label* - this is the name of the locations group, for example in the Legend the continent Darion consisted of four locations (in the Princess there is only one group - all, it is due to the island-based structure of the game world). The list of maps in the game will be displayed exactly in the same order as in *map_regions*.

What can we edit here? Let us study the necessary parameters. The interface file starts with the instruction *gui_begin* and ends with the instruction *gui_end*. Each element of the interface is placed between the instructions *gui_object_begin* <element type > and *gui_object_end*. Here are the instructions of our interest:

gui_object_position - location of the element in the interface. There are four parameters there, first the pair of coordinates follows, which specifies the starting point (left top), then the pair of coordinates, which specifies the finishing pointy (right bottom). These two points define a rectangular, which locates an element inside it. If the parameters were incorrectly specified, the picture will be either stretched or compressed.
gui_object_name - unique identifier of the interface element, its name. This is extremely important.
gui_object_picture - for static object it is a picture.
gui_object_button_<state> - for buttons these are pictures in various its states (pressed, mouseovered).
It is important to note that the order of rendering is reverse.

The first interface element in the list will be rendered as the last one, i.e. above all others. The conclusion here is that the background picture as the interface element should go at the last place in the list.

We are interested in four types of interface elements. The first one is the file of the world map interface, *map_teana_world.ui* (or another one, if we changed it in config.txt). At the very bottom there is an element of the type *picture*, this is the map background without the active elements. Then the buttons follow, which transfer you around the location. Finally at the very top there are pictures with the names of the locations, they are always rendered on the top. These pictures are made separately from the buttons, since they are different in various game locations correspondingly. You should make such a picture for a new location. The most important here are the names of these buttons (they stand after the instruction *gui_object_name*). Exactly these names are given in the field button for a location in config.txt. If these names coincide, a clicking of location will result in global transfer.

In the file *map_teana_world_clouds.ui* there are clouds for the global map. These are just pictures, but these are their names, which we input in the list clouds in config.txt for the location. After that each cloud will be associated with some location and will automatically be removed upon the receipt of the navigation map.

Now we'll study the interface files of the location maps (for example, *map_debir.ui*). As a rule they define only the file of the location map. The files of location clouds (for example, *map_debir_clouds.ui*) simply give the names of all clouds, which cover this location. Here the names of elements are of low importance, it is only necessary to input the names of picture files and paths to them.

It is enough to simply program the clouds and they will be automatically animated and removed, when you open a location at the global map and when you investigate it by foot. The time required for quick travels is determined automatically depending on the distance between the centers of locations in pixels. The index of proportion, which specifies the maximal path length (it is equal to the diagonal of the global map, is called *travel_time* and it is to be customized in the configuration files.

GAME SUPPORT AND FORUM

You can visit the game and ask your questions concerning the game editor, share your campaigns with others or get acquainted with the achievements of others at: **http://forum.1cpublishing.eu/**

CHAPTER 5. INSTRUCTIONS FOR THE ADVENTURER

STEREO VISION

The game King's Bounty: Crossworlds 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.

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

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

CREDITS

Katauri Interactive:	**Game Design**	**Programmers**
Team Leader	Ivan Magazinnikov	Vyacheslav Matytsin
Dmitri Gusarov	Anna Selezneva	Alexander Tretyak
	Anton Mikhailov	Alexander Parshin
Lead Designer		Eugene Goncharuk
Alexander Yazynin	**Interface Design**	
	Eugene Cherenkov	**Artists**
Lead Programmer		Sergey Simonov
Alexander Zeberg	**Level Design**	Nina Vatulich
	Dmitry Degtyarev	Dmitry Degtyarev
Animation and Effects		Alexander Belchenko
Ruslan Cherny		Eugene Chepikov

Roman Chubov
Vladimir Shelestov

Music
Lind Erebros
TriHorn Productions

Composers
Michael Kostylev
Andrey Gladkov
Anastasia Pankova
Victor Krasnokutsky
"In the shade of tree"
song
Violin: Elias Irwin

Vocals
Elena Romanova

Sound Design
Pavel Patrikeev
Vadim Chaly

Editor
Lubov Berchanskaya

Beta Testers
Maxim "spamm" Apasov
Alex "alexrom66"
Romanikhin
Nicholas "Nishi"
Shidlovsky
Sergei "Magic_Art"
Ivanov
Gleb "NyRe" Lyubimov

1C Company
Producer
Sergey Gerasev

Promotion
Anatoly Subbotin
Viktor Zuev
Alexei Pastushenko

Svetlana Tarasova
Anna Sheglova

Testing
Alexander Shishov
Kirill Pogonin
Andrew Moshkov
Alexander Lobanov
Nikolay Nikolaev
Magomet Zolotarev
Oleg Susov

Marketing
Marina Syunikaeva
Valeria Matveyeva
Galina Krivoruchko

Localization
Oleg Mironov
Irina Dancheeva

Translation and voice-recording
Steve Breslin

1C Publishing EU
Sales Team
Daniela Buryankova
Petra Skabova
Tomas Stromsky
Lukas Paroulek

Localization and Production Manager
Jan Olejnik

Marketing, Graphical Design
Andrea Sladkova
Lubos Bachura

QLOC S.A.
General Manager
Adam Piesiak

Business Development Manager
Paweł Grzywaczewski

Junior Business Development Manager
Marta Olejniczak

Senior Project Manager
Alan Orman

Project Manager
Marcin Król

QA Manager
Łukasz Wątroba

Supervising
Łukasz Rynkowski
Grzegorz Hodała
Bartek Żukowski

Team Leader
Łukasz Osiński

Testers
Grzegorz Stefański
Grzegorz Kwiatkowski
Piotr Goździk
Piotr Gilert
Gaweł Ciepielewski
Paulina Bacia
Artur Grochowski
Paweł Krawczuk
Katarzyna Piotrowska
Jakub Trudzik
Michał Zygmuntowicz

Special thanks to
Yuri Miroshnikov
Boris Batkin
Andrey Aksenov

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

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

NOTE