



Games
for Windows™

Elven Quest

- Manual -

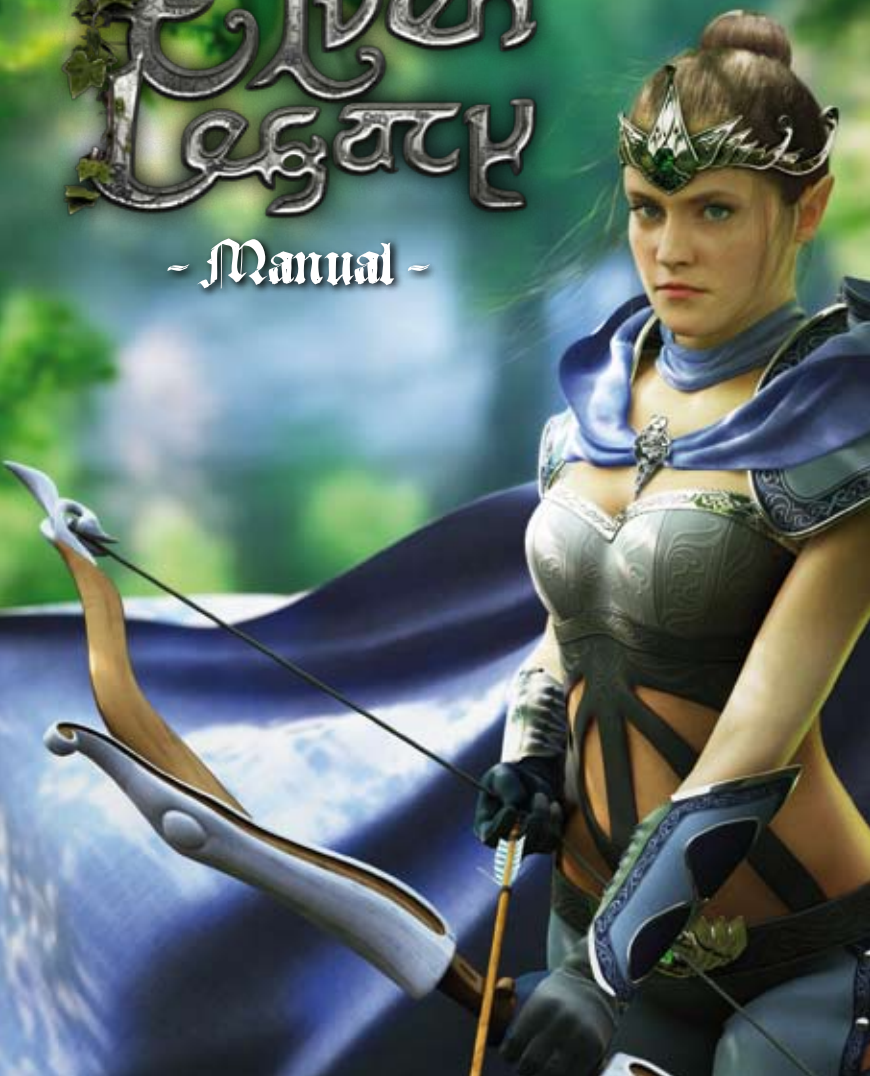




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- System Requirements -

Minimum:

System: Windows XP

Processor: 1.5 GHz Pentium IV or AMD 2000+ 1.5Ghz (Single Core)

RAM: 512 MB

Graphics card: nVidia GF FX 5700 or ATI Radeon 9600 128 MB

Sound card: DirectX-compatible

Hard drive: 3 GB of free space
DirectX 9.0c (4.09.0000.0904)

Recommended:

System: Windows XP

Processor: 2.4 GHz Pentium IV or AMD 3500+ 2.2Ghz (Single Core)

RAM: 1 GB

Graphics card: nVidia GF 6800 or ATI Radeon R850XT 256MB

Sound card: DirectX-compatible

Hard drive: 3 GB of free space
DirectX 9.0c (4.09.0000.0904)

We recommend that you update your graphics card driver.

There is no guarantee that the game will function

properly on notebook PCs.

Installing and Uninstalling the Game

Installing Elben Legacy

- » Insert the DVD-ROM or the first CD-ROM of the game into your DVD-ROM/CD-ROM drive. The game installation and launch menu will appear automatically. Left-click the **INSTALL** button. Follow the instructions to complete the program installation process.
- » If the CD-ROM autorun function has been disabled on your computer and the installation menu has not appeared on your display,
 - * Double-click the **“My Computer”** icon on the desktop.
 - * Then double-click the **CD-ROM** (or **DVD-ROM**) icon.
 - * Find the game “setup” file on the disc and launch it to begin the installation process. Follow the instructions to complete the program installation process.

Uninstalling Elben Legacy

In order to uninstall the game, either select the UNINSTALL button in the autorun menu or use the “Add/Remove Programs” applet in the “Control Panel.” **Start → Settings → Control Panel → Add/Remove Programs**. Follow the instructions to complete the removal process.



- Introduction -

The History of the Ancient Times

*“...Cry, Eolia, the mistress of the world,
for your beauty will be cut by your sword ...”*

*The deathbed prophecy of Marcus from the “Safire Code,”
prohibited collection of apocrypha, volume 2*

Nearly a thousand years ago, the humans were able to push the orcish tribes far into the south, to the Verks Wastes. The Empire of Eolia sprung up throughout the newly peaceful area, from the northern lands of the dwarves up to the southern defensive positions. For four centuries, Eolia led a life of peace and happiness – trade and crafts flourished, science and art developed. Any number of



god-worshipping cults lived harmoniously with the land's many magic schools. Hundreds of thousands of slaves built aqueducts, temples and sublime palaces.

However, the peaceful life of the Empire was destroyed when a star fell from the skies, heralding a time of darkness. The one known as Farrakh had arrived, intending to claim the world. A devastating war soon swept over the central provinces. The humans sought help from the elves and the dwarves, but even the united forces of the three races were insufficient to defeat the threat. At a critical juncture, General Marcus, commander of the Human army, led an attack against the enemy and managed to slay it at the cost of his own life.

Eolia withstood, but paid too dear a price. Following the victory, constant slave rebellions began to break out in the distant provinces and protectorates. The bulk of the Empire's resources were spent on the restoration of the capital, where few people gave any thought to the small towns and boundary fortifications. Over time, Eolia fell apart, breaking up into separate provinces and towns. It was the decline of the land's greatest kingdom.

The priests of the increasingly popular Solitarius cult proclaimed General Marcus a saint. Marcus's sword, which had been sprinkled with the saint's blood, became the symbol of a new religion.

The History of Kingdom's Creation

*“...And from the North they came, proud and brave knights.
And they founded kingdoms of their own on the ruins of the old world,
and their people came with them. And they started to cultivate the soil,
and breed the cattle. Towers rose over the fortresses, and the holy
land began to shine in its glory ...”*

– Court chronicler of King Sigismund II

The kingdoms were founded on the territory of the former Eolian Empire roughly five hundred years ago. Back then, the Empire was crumbling underneath the weight of endless internal wars, exorbitant luxury amongst a rich few and a lack of supplies amongst the rest. In time, new lords came down from the northern boundaries – squads of Tirolingians, led by brilliant and noble knights (which were referred to as savages and barbarians in Eolia).

Having easily defeated the “invincible” legions, the Tirolingians captured the capital and declared all the provinces to be under the control of a new religion. The irony of it all was that the victorious ones brought a slightly modified variant of Saint Marcus’s religion with them. Almost 200 years of bloody religious wars have passed since that time, making the Saint Marcus Church the one and the only, reforming the boundaries of the kingdoms into what they are now.

Derenhalle

The kingdom of Derenhalle lies to the south of the former empire. The nature in this land is lush, and its climate temperate; as such, Derenhalle could have been the best place in all the lands, were it not for the constant threat of the orcish raids. The fortification wall that was built by Emperor Claudius separates the kingdom from the Verks Wastes, but the green-skinned ones still manage to penetrate deep into the country, annihilating everything in their path. This is why every adult male in Derenhalle undergoes military training, and why every village reminds one of a fort.

FREIBURG

“Me, a miserable monk, I am bowing my head to this stone warrior, whose glory, although it has risen up high, will never fall.”

– Advitius, monk of the Talimian order

Like unapproachable cliffs, these rough stone towers rise high above the furious river. Their towering walls look as though they grow from the very rock they stand upon. Narrow archer openings, like never-sleeping eyes, attentively peer into the distance. The leaf bridge made of the blackened wood is always elevated, in an ancient tradition. Freiburg is ready to counter all enemy attacks any day or night, be it in the cold of winter or in the pouring rain. The fortress stands guard for the lands of the king and the Holy Church, much as it did in the times of yore. The Freiburg King’s colors proudly flutter over the giant main bastion.

Leranse

To the north of Derenhalle lies Leranse, the most powerful of all the new kingdoms, and the former central province of the Empire. It is the center of high life and religious pursuits. The magnificent knightly Leranse cavalry is rightfully considered to be the best army in the world. The main fortress of the Inquisition is also located here. The residences of the king and the Pope are located in its capital, Verson.

VERSON – THE CITY OF KINGS

“Truly great and glorious is the city of Verson, the capital of Leranse. So many wise kings ruled in it, so many genuine knights feasted in its halls, so many saints preached in its churches, that its walls and its stones became the stronghold of holiness, knighthood and monarchy.”

Oh, Verson! This city is rightfully considered to be one of the world’s wonders!

Where the Versa and Saine rivers merge, a town of kings towers over the hills: Verson, the ancient capital of the Gillangian Dynasty. The town was built upon the ruins of the first Temple of Marcus, and has been rebuilt over the period of four centuries. These days, its beauty is the stuff of legend. Its outer

wall was built in the recent years of calm, which is why it is not particularly high, but is quite beautiful – bleached stone begirds the town like a bride's belt. Merchant facilities clad in red-brown tile roofs, multicolored signboards and shops filled with various goods start their rows right behind this wall.

The old town fortifications rise beyond the trade area. Their walls and towers also used to be white, but now the plaster has a fractured pattern. However, their beauty is not about the plaster, but the scars which were inflicted upon these walls when they protected the heart of Verson – the Saint Marcus Cathedral.

The Cathedral is the most beautiful building ever built by the humans (It is prohibited to compare the Cathedral with the academy of the heretic mages in Sylent – Priest's note). Its white walls are made of pure marble, inset with silver stained-glass windows, and its spire is adorned with bas-reliefs. Of course, there is also a five-meter-high statue to Marcus, which lets us talk about the Cathedral as a man-made wonder created in the spirit of glory.

The residence of the Leranse kings, the Lariv Castle, is located near the Cathedral. This castle is far and away the most powerful one in all the land, and is fortified with the greatest walls and towers. For ten generations, the Gillangians have ruled the country from this castle.

Mirralla

Plains interchange with woods on the northwestern frontier of Leranse. The lands of the Great Dukes of Mirralla start here. Ralin, the capital of the dukedom, is known as a town of culture and knowledge, as the best artists, poets and scientists work there. But beyond its limits, in the woods and on the coast, gangs as well as pirate conclaves and mercenary armies (quite often they combine these types of 'business') are doing very well...

The free City of Sylent

On the coast between Mirralla and Leranse lies the free town of Sylent. Gold is the most precious thing in this town, where one can buy and sell just about anything. It is a place whose treasures have attracted the close attention of the neighboring countries for quite some time. However, the walls of Sylent are guarded by the best mercenary army money can obtain. What's more, the Magic Academy is located here – the last remaining school of magic, where the most powerful and bravest magicians who survived the Priest's hunt

now study and teach. These two factors are serious obstacles for the kings of Leranse, who are eager to seize the free town.

SYLENT

“If you had visited Sylent, then you saw all towns of the world!”

– Haigred Silver-Tooth

Those who climb the highest tower of the Academy will witness a fabulous view over Sylent.

One will see the ever-fussy port, where masts and heaps of goods compete with each other in height, where the bubbling of the sea drowns in the screams of drunken dock workers, and where anyone can find a resting place at night. One can see the main square, always full of various people, half of them professional pickpockets; the trade council building, where the proceedings always take place and the speeches can always be heard; endless rows of shopping stalls, where one can buy something vital for almost nothing or pay a fortune for some trifling object; guilds and workshops, manufacturing anything one can imagine – from candies to gelatin capsules with cyanide.

Only in Sylent can one see everything at once, and only here are things humming day and night, in any weather.

Larid, Tersh and Parsa

The lands of Larid, Tersh and Parsa stretch over the northern and western horizons. These kingdoms can only boast that the course of life has not changed there for two centuries. Hunts are followed by feasts, feasts are followed by tournaments, and tournaments are followed by peasant rebellions. The politics of these countries depend on their elderly neighbors.

Church and Magic

“A mage (magician, conjurer, witch doctor) is a human who is a pursuant of prolonged restraint and meditations, has mastered the forbidden power to adjust his biorthhythms to the rhythms of the outside world, both animated and non-animated, and changes them by his inner power.”

– Practical instruction of Father Antonius on how to battle the embodied and non-embodied enemy

TIMES OF THE EMPIRE

True magic began to develop back in the days of the pagan empires. Even in those times, spells were primarily divided into schools of elemental magic. The first mages were pagan priests who practiced this knowledge in their rituals. However, the Priests of the Solitarius cult considered the practice of magic to be something unnatural. The actions of Saint Marcus, who professed a faith in Solitarius, created a surge in public support for the church's views. Moreover, many people began to accuse the mages of opening a path for Farrakh into the world. Since that time, magic has been divided into holy (healing, blessing and protection) schools and elemental schools. The practice of any unholy magic became more and more dangerous.

TIMES OF KINGDOMS

The creation of the kingdoms led to a time of new conflicts. Some of the clergymen, who considered a new version of the religion brought by the northern invaders to be unacceptable, fled to Ticsus. Their order is still powerful, though theirs is somewhat less than the authority of the Holy Throne. The other priests accepted the new canon, which also included a postulate that there is Godly magic, and there is Demonic magic.

The Inquisition was established. It fought not only for the purity of faith, but also for hunting down and eliminating witches, mages and heathens. The Inquisition is officially a subordinate to the Holy Throne of Verson, but the authority of the Grand Inquisitor is so considerable, that he can even influence the Pope himself.

Hundreds of years of manhunts did not serve magic well. These days, one can even be burnt at the stake for even so much as a simple ritual. Although you can still encounter a witch or a mage away from the capitals, there is only one place to find true magical knowledge: the Magic Academy in Sylent.

The History of Elves

Elves are the eldest race in Illis. Their golden age dawned when the orcs ruled over the territories where human kingdoms now lay, when dwarves were young and warlike, and most humans were mere savages. In those days, the elves were more experienced in the magic arts than any other race. For many long years, elves were mentors to the other races, sharing their knowledge

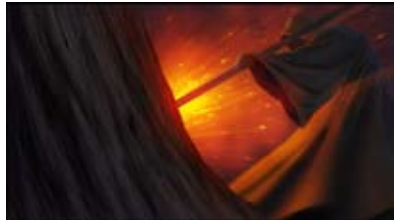
with those who were ready to learn. Dwarves and orcs were among their apprentices, but humans craved knowledge more than all others. So it was...until the War of Dayaran.

The humans of the Dayaran tribe adopted much from elves. They learned how to control magic energy and make artifacts; some of them even mastered the dragons' language. But the best of apprentices often asked themselves the same question: why couldn't they become better than their masters? One of the Dayaran mages decided that he knew the answer, that elves are stronger because they are directly bound with magic. He devised a way to use this connection to become the most powerful mage in the world.

His name has since been erased from the memory of all living beings for what he has done.

One morning, the Traitor wounded the Great Tree, the most sacred being for all elves. His plans were a success, as the elves soon united their power to protect the Tree and heal the wound. At that moment, the Traitor used his secret weapon: a mighty spell which has become known as "Spell of Dayaran" ever since.

A strong whirlpool arose in the magic currents created by elves. All their power and will, all their life force was sucked into the funnel. Hundreds upon hundreds of elves disappeared, having been changed into energy which was then absorbed by the spell. This process lasted for little more than a minute, but in that single minute, the elves were almost completely destroyed; had it pushed on a little longer, and even their name would have disappeared. Were it not for Essentil, the great elven mage, there may not be any elves alive today.





When the dragons saw the destruction of the elven race, they lent all their power to Essentil. In a heartbeat, the base of the Great Tree was littered with hundreds of skeletons of these magnificent flying creatures. Essentil overflowed with the force of their sacrifice, and aimed it at the Traitor. A flash of light eclipsed the sun; it thundered through the air, and the earth trembled so hard that across the sea, in the undermountain towns of the dwarves, many vaults collapsed.

When the dust settled, a desert appeared where grand forests had previously stood. Few survived, and only those who were far from the center of the spell remained standing. The conflict consumed both the Traitor and Essentil, and where the Great Tree had stood, only a pool of melted ground was left. In the center was a dead trunk, stretching charred branches into the sky.

After the catastrophe, the remaining elves went far to the north, and the ground froze over after they left. Snow and ice covered Illis for centuries. Dwarves locked themselves in their dungeons; humans and orcs remained only to fight constantly for scant loot and warmth in the frozen world.

Sooner or later, everything changes. The ice drew back; new kingdoms and new life appeared. Thousands of years have passed. Humans remember only vague legends, but the elves did not forget. They shun strangers. They keep their knowledge, so that nobody can ever do anything like this again...



- Starting the Game -

Main Menu

- » **Campaign** – You can start a new campaign or launch a saved campaign game here.
- » **Single Mission** – You can start a new single mission or launch a saved game here.
- » **Multiplayer** – Launch a multi-user game. Here, you can create an online game, join an online game, or start a “HOT SEAT” game (several players on one computer).
- » **Tutorial** – Launch the tutorial missions. Here, you will be taught the basics of the game.
- » **Options** – Configure graphics, sound, game properties, and view the hot keys. For a detailed description of settings, see Appendix 2.
- » **Credits** – View a list of the creators of “Elven Legacy.”
- » **Exit** – Exit to the desktop.



Campaign

After clicking the “Campaign” button, you will enter the menu, where you can:

- » Continue the most recent saved game
- » Launch a new campaign
- » Load any saved game

If you have no saved games, the “Continue” and “Load” buttons will not be available.

You can launch a new game by selecting the “New Campaign” item.

One of the available campaigns should be selected in the next menu. Two campaigns are initially available: the Human Campaign and the Orc Campaign. You should complete these two campaigns to unlock the third one: the Alliance Campaign.

The campaign description is given in the bottom of the screen. Click “Start” to launch the selected campaign.

The third campaign can be unlocked after completing both
the Human and the Orc Campaigns.



Briefing and Start

After viewing the introductory video, you will enter the mission selection menu.

Click the icon with the crossed swords on the map to select a mission.

In the briefing screen, you can learn about the coming mission and its objectives, as well as select the difficulty level.

The difficulty level affects the enemy's troops. The higher the level, the more enemies you will meet and the higher their level will be.



You can select the difficulty level before each mission.

- Game -



Game Interface

The game field is divided into hexagonal cells (hexes). Units move through and fight upon the hexes.

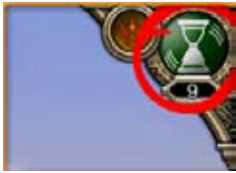
Only one ground-based unit can occupy a hex at a time

(or one ground-based and one flying unit).



MESSAGE WINDOWS

Messages appear in the upper part of the screen. They contain various tips as well as important information about the mission.



END TURN

There is an “End Turn” button in the top-right corner. After your units have fulfilled all their orders, this button will help you end the turn.



ARMY PANEL

This panel displays a list of your army units. Here, you can select different units and track the orders that have been fulfilled by a unit.

Available abilities are indicated by markers above the unit’s icon: the green one refers to the ability to move, while the red one refers to the ability to attack. Dimmed markers mean that the action is not available in the current turn.



RESERVE

Here, you can also switch to the Reserve Panel. The reserve contains the units that have not been put on the battlefield.

During the mission, they can be deployed near friendly towns (if allowed by the mission constraints).

You can return to the game by switching to the Army Panel
or clicking the “Complete Deployment” button.



“FORWARD,” “BACKWARD,” AND “SKIP” ARROWS

You can also toggle through the units on the map with these arrows.

The arrows allow you to move forward and backward through the list of units, or to skip a unit.

SELECTED UNIT PANEL

The selected unit is displayed on the bottom-left panel. Here you can see:



1. Unit's name
2. Current experience level
3. Number of those alive and those wounded in the unit
4. Type of terrain the unit is on
5. "Level Up" button
6. "Halt" button
7. "Recruit" button



PANEL OF THE UNIT UNDER THE CURSOR

Similar information for the unit under the cursor is displayed on the bottom-right panel.

It is worth checking this panel before attacking an enemy.

There are additional control buttons under the Army Panel.



GRID

This button allows you to toggle the grid on and off.

The grid will help you when considering the position of your units.



BANNERS

This button allows you to switch between banner modes. The color of the unit's banner indicates the side to which it belongs. The banner also shows whether the unit is able to move, attack or cover its neighbor.

Banners can be shown for all units, for the units under the cursor or for no units at all.



CAMERA PRESETS

This button allows you to switch between the camera modes without rolling the scroll wheel.

Clicking it once will completely zoom in the camera using the current focus point, whereas clicking it a second time will set to medium zoom, and clicking it a third time will zoom the camera out completely.



TACTICAL MAP

This button toggles a bird's-eye-view map of your mission.

The map displays all towns, quest locations, and visible units



QUEST LIST

This button will allow you to see the mission list. Here, you can learn about each quest and its status (in progress / accomplished / failed).

‘Quests can either be mandatory or optional. In order to focus a camera on a quest object, click the button adorned with a magnifying glass icon.

If a quest has a time limit, the number of remaining turns is also displayed.

The number of moves remaining for each victory rating (gold / silver / bronze) is displayed in the top-left part of the quest list.

The higher your victory rating, the bigger the bonus you will get upon completing the mission.



ARMY MANAGEMENT

The “Army Management” button opens the “Army Management” screen.

To the left of this button you can see the money available for the mission and the maximum number of possible units.

Controls

TROOP DEPLOYMENT



In order to place the selected unit on the map, left-click one of the hexes highlighted in yellow.

If you change your mind or put the unit on the wrong location, you can return it to the reserve by clicking it again and then putting it in the right place.

In order to place a flying unit on the same hex as a ground-based unit, hold down the “SHIFT” key.

The hexes available for troop deployment are highlighted in yellow.



After deploying the troops, click the “Complete Deployment” button to launch a mission.

All the orders are issued by left-clicking.

Right-clicking an object reveals its relevant information.



UNIT PROPERTIES

Right-clicking a unit (or its icon) will open the properties screen.

Here you can see the unit's properties:

1. Current experience level
2. Hit points
3. Artifacts (or their absence)
4. Protection
5. Type of movement and speed
6. Range of sight
7. All available types of attack (see the appendix)
8. Special perks
9. Tips on the unit's purpose



Clicking the “Description” button will reveal an artistic description of the unit.



From the description, you can learn additional information not only about the unit but also about the world of Illis.



RENAMING UNITS

Most units can be renamed. To do so, press the “Rename” button in the “Unit Properties” window.

The names of the main characters cannot be changed.



FOG OF WAR

The dark part of the map is the “fog of war.” It hides the enemy’s units. Each of your army’s units clears off the “fog of war” a certain distance around it on the map.

The distance in hexes that is “visible” to a unit is specified in its properties.

Special perks can influence how far the unit can see and its chance of spotting any hidden opponents.

Any hex on the map that is “uncovered” at the beginning of the turn or during the turn remains uncovered until the end of the turn.



MOVEMENT

Select a unit by clicking the unit’s icon in the list of armies or on the game field. If the unit can move, the surrounding area where it can travel will be highlighted in green.

Left-click the green hex to make the unit move there.

The ability to fulfill an order is shown by markers on the unit’s icon:

Green means the ability to move

Red means the ability to attack

Dimmed markers mean that the action is not available during the current

MELEE ATTACK

In order to attack an enemy, your unit should first approach it. Move your unit onto a hex adjacent to the enemy and then give an order to attack.

The order to move and to attack can be given by left-clicking.



RANGED ATTACK

Archers and other units capable of ranged attacks can attack enemies from a distance.

This means that the enemy will suffer losses but will not be able to retaliate against the attacker.

The enemies that can be attacked by the selected unit are highlighted in

COVERED ATTACK

Archers standing on a hex adjacent to a friendly unit will be able to cover it. If the covered unit is attacked, the archers will shoot at the attacker.

Flying hunters can also support friendly units.

A unit can support another friendly unit only once per turn.

The ability to offer ranged support is shown by an arrow icon on the unit's banner.



AVIATION

Flying units can move considerably faster than ground-based ones. However, they are initially not strong enough to destroy the enemy on their own.

Notice that bombers and flying hunters can only attack the ground targets **BELOW** them.

The flying units themselves can only be attacked by archers, wizards or flying hunters.

In order to select the flying unit, click its hex while holding down the



BATTLE FORECAST

If the cursor is placed above the attackable enemy unit, a tip will appear under the cursor with the battle forecast. The forecast displays the potential losses for both sides.

The battle forecast is only shown if the cursor is placed above a unit that can be attacked.



RETREATING / DEFEATED UNIT

The unit will retreat if it has suffered considerable losses during a fight. If the unit has suffered severe losses, it is assigned a “broken” status, and a broken shield effect will appear above the unit. The unit’s properties then lower considerably, making it quite vulnerable.

The unit will also become “broken” if it has nowhere to retreat.

If a unit that is already “broken” tries to retreat and all the ways to retreat are blocked, the unit will surrender. A white flag appears above it and the unit is destroyed.



RESTING AND RECRUITING

A unit which has suffered losses in a battle can be healed.

To do so, select it and click the “Halt” button.



If there is no enemy nearby, all of the wounded in the unit will recover. With more enemies nearby, fewer wounded warriors will return to the ranks.

If the unit is near a friendly town and there is no enemy nearby, you will be able to hire new recruits to replace the slain warriors, provided you have enough money.



Note that new recruits will decrease the total experience level of the unit.



CAPTURING TOWNS

The mechanics of capturing a town are similar to those of a common fight. However, one should remember that any settlement gives its protectors a defense bonus. Even weak goblins can become a serious threat if they stand behind the walls.

If you have managed to kill the defending enemy unit or have made it retreat, you can capture the town. To do so, let any ground-based unit enter the town.

A town is captured only if your unit stops in it.



In a war, an army almost always gets plentiful loot from the fortresses it captures.

Troops in reserve can also be deployed near the captured towns, if allowed by the mission constraints.

Flying units cannot capture towns.



SEGMENTED MOVEMENT AND CONTROL ZONES

Each unit controls a zone around it. Therefore, it is normally impossible to pass an enemy without stopping near him.

This can be done, for example, by scouts with a special perk known as “segmented movement.

Such units can also spend their movement points gradually rather than all at once. This means that a unit can walk up to an enemy, attack him, and return.



IMPETUOUS TEMPER

Certain units, such as human knights, are characterized as being too impetuous. This means that after having completed their move, knights will rush to attack any enemy within their reach without waiting for an order.

MAGIC

When selecting a wizard, a list of available spells will appear on the left, above the “Selected Unit Panel.”

The wizard can cast his spells at any distance. It is essential, however, that the target is not covered by the “fog of war.”

The wizard can attack or cast a spell during a turn.

The wizard can cast only one spell per turn.





Each spell can be used a limited number of times (the relevant number is displayed on the icon).

After a mission, the expended spells are automatically restored.

There can be the following categories of spells:

- » Attack spells
- » Healing spells (healing a unit without spending a turn to rest)
- » Spells improving friendly units' properties
- » Spells impairing enemies' properties
- » Summon spells (summoning various creatures)
- » Area spells (those covering a 7-hex area)

Detailed spell properties are shown by right-clicking the spell icon.



ARMY MANAGEMENT

During a mission, you can acquire new troops and transfer artifacts (see details on artifacts below).

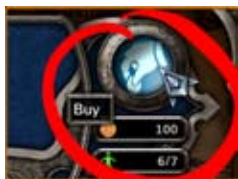
1. Filter Panel
2. Units for Purchase
3. Army Units and Reserve Units
4. Selected Unit Information

If there are many units in your army, the filter panel will help you sort them by their branch.

Each mission allows for a limited number of units.

If you get more troops than is allowed by the mission, some will have to be left in the reserve.

Switch to the army control panel and select the unit you would like to purchase. If you have enough money to purchase it, click the “Buy” button. The unit will appear in your reserve.



To put units from the reserve onto the map, close the management screen, switch to the relevant reserve panel, select a unit and click any of the yellow hexes.

In the course of the mission, your troops can only be deployed near towns belonging to your army.



ARTIFACTS

In the course of the mission, your troops can find artifacts.

Some of these magic items influence the unit's properties, whereas others give them access to certain spells.

A unit can carry only one artifact. A hero can carry three.



Unused artifacts are placed on the left part of the army management screen.

Artifacts can be transferred between units. A fee is charged for a transfer during a mission. In between the missions, artifacts are transferred free of charge.

Right-clicking an artifact will reveal its properties and description.

RAISING LEVELS AND SELECTING NEW PERKS


As your units fight and complete special missions, they accumulate experience. This experience is used to raise their level.

A normal unit can be upgraded up to level 5.

An icon of a golden chevron appears above the unit that has accumulated sufficient experience. The unit's combat characteristics grow automatically. The "Select New Perks" button also becomes available.


By selecting different perks, you can further improve the skills of a unit, fine-tuning it to make it more suitable to completing certain combat missions.



By clicking the “Select Perk” button  (which appears on the selected unit panel in the unit properties or army management screen), you switch to the “Select New Perks” screen.

Three new perks will be offered (including new spells for wizards).

The properties of the chosen perk or spell will appear on the left side of the screen, while the right side will contain its description.

Confirm your selection by clicking the “Accept” button. 

The unit properties screen provides a detailed description of the perks and their properties. Right-click the perk icon to view it.

HEROES

While your army is largely made up of common units, you also have access to heroes, who are much stronger than typical warriors.

Heroes can be upgraded up to level 10.



A hero is always a solo unit, but their abilities allow them to influence nearby units.

A hero lost in a battle is considered to be severely wounded. They will not be able to take part in combat until the end of the mission, but can still participate in dialogue. Remember though that losing your army’s commander (i.e. a key hero) means that you have failed the mission.

Death of your army’s commander (i.e. a key hero) means that you have failed the mission.



RESULTS SCREEN, VICTORY, AND VICTORY RATINGS

After the successful completion of a mission, you will see a results screen featuring your statistics.

Your victory rating (gold, silver, or bronze) influences the number of bonuses you are awarded.

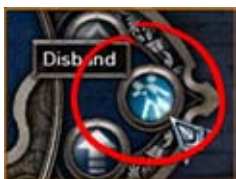
If you are not happy with the result, you can replay the mission.

Intermission Interface



SELECTING A MISSION

Here, you can select a new mission and see the statistics of previously completed missions.



ARMY CONTROL

After selecting a new mission, you will be able to learn about its quests and prepare your army appropriately for the coming battles.

If you have too many unnecessary units, you can disband them, recovering half their cost.

All those wounded and killed will be automatically restored between missions without any loss of experience.

If any unit has accumulated sufficient experience for a new perk but one was not selected during the mission, it can be done in the army management screen.

Once you've prepared for the mission, click the "Continue" button to launch it.



UNIT IMPROVEMENT

When preparing for a new mission, you can improve your units by changing their class, provided you have sufficient funds. For example, you can turn peasants into militia, or militia into pikemen.

The unit will retain all the previously selected perks,
even after its class has been changed.

Detailed upgrade trees for humans and orcs can be found in Appendix 4.



- New features -

- » The experience level of a unit is shown on its banner.
- » The amount of turns left until the summoned magic units self-destruct is shown on the units' banners.
- » In the game settings, you can turn on the display of the units' proposed route and an indication of the enemies a unit can attack from the chosen hex. Move the cursor over hexes in the unit's movement area, and the unit's route as well as enemies you can attack from the chosen point will be displayed on the landscape. You can also toggle this hint by holding down the Ctrl button.
- » In the game settings, you can choose to display the enemy's movement area. Hover the cursor over an enemy unit, and its possible movement area will be highlighted on the landscape. You can also toggle this hint by holding down the Ctrl button.
- » In additional graphic settings, you can switch on full-screen anti-aliasing. Warning: this feature can seriously affect game performance.
- » Healing and beneficial spells can be applied on a unit not only by clicking a "magical cursor" on that unit on the landscape, but also by clicking on its icon in the list of armies.
- » To play over the Internet, add Elven Legacy to the list of allowed applications in your firewall (e.g. built-in Windows firewall).
- » You can unlock bonus levels by winning certain missions with a gold victory. As a reward for completing each bonus level, you will receive a unique artifact.
- » Note that the difficulty level now also influences the level of the AI (artificial intelligence).

- Appendix 1 -

for Experienced Players

Only for those who wants to know the details of the game mechanics

Unit features

MOBILITY:

Move Points – The number of move points.

Movement Type – Characteristic which determines how well a unit moves through different types of terrain.

MOVEMENT TYPES:

Wheeled – Moves slowly everywhere except on roads and open terrain.

Mounted – Moves slowly everywhere except on roads and open terrain.

Foot – Acceptable rate of movement through woods, hills, and rocks.

All Terrain – The terrain has almost no effect on movement.

Big Foot – The terrain has almost no effect on movement.

Flight – The terrain has no effect whatsoever on flying units.

MILITARY EFFICIENCY:

Defense Skill – The numerical value of protection.

Attack – The unit's ability to inflict damage on the enemy in a battle. Units usually have 1 or 2 attack types available.

ATTACK CHARACTERISTICS:

Attack Skill – The numerical value of the attack force.

Attack Type – Characteristic which determines the nature of the unit's attack.

ATTACK TYPES:

Melee and Air Melee – A melee attack, the basic attack type at a distance of 1.

Skirmish – An attack at a distance of 1, against which melee units do not retaliate.

Missile – An attack at a distance of up to 2, offering the ability to support and the ability to attack a flying unit; melee units do not retaliate against it.

Charge – An additional attack at a distance of 1, available for cavalry; it is only applied during the attack.

Stone Shell, Bolt Shell – An attack at a distance of 3, which cannot be used against flying units; it is only applied during the attack; melee units do not retaliate against it.

Bombardment – A bomber's attack against a ground-based unit underneath it at a distance of 0; melee units do not retaliate against it.

GENERAL FEATURES:

Experience / Level – Experience is accumulated in the course of combat actions. The level increases with every additional 100 points of experience. With each new level, a unit gets a +1 bonus to such features as Attack Skill and Defense Skill. Also, with each new level, you can select a perk (ability) for the unit.

HP (Hit points) – A unit's health is defined in hit points. The current health value influences common units' military efficiency. The health value has no effect on the military efficiency of heroes and units consisting of one figure. The common units' hit points are also subdivided into "killed" and "wounded." This subdivision is important when "healing" the units.

Unit Class – A discrete parameter defining the combat rules and terrain bonuses.

UNIT CLASSES:

HC (heavy cavalry) – Melee units. They are capable of a charge attack.

HI (heavy infantry) and HR (ranger heroes) – Use a melee attack.

LI (light infantry) – Use a melee attack.

LC (light cavalry) – Mounted scouts. Melee units do not retaliate against their attacks, but other scouts can retaliate.

Ar (archers) and HM (mage heroes) – Use a ranged attack but do not get involved in melee attacks, and thus melee units do not retaliate against them.

Sk (skirmishers) – All-terrain foot scouts. They avoid melee attacks but other scouts retaliate against them.

Appendix 1 - for Experienced Players

WM (war machines) – They are capable of a long-range attack against which nobody can retaliate. They have a bonus against defense units.

AF (air fighters) – Flying “melee” units. They can attack aerial units.

AB (air bombers) – They do not take part in melee combat and no one can retaliate against them. They cannot attack flying units.

TERRAIN BONUSES IN DEFENSE

Results of a fight can differ because of terrain.

This bonus is applied to attack and defensive features of a unit when it stands on a given terrain type.

	plain	forest	swamp	desert	rough	hill	river	village	town	castle
HI	0	0	-8	-2	0	+2	-8	+2	+4	+6
LI	0	+4	-4	0	+4	+4	-4	+2	+4	+6
Ar	0	0	-8	0	0	+2	-8	+2	+4	+6
HC	0	-4	-10	-2	-4	+2	-8	0	+2	+4
LC	0	-4	-10	0	-4	+2	-8	0	+2	+4
AF	0	0	0	0	0	0	0	0	0	0
AB	0	0	0	0	0	0	0	0	0	0
Sk	0	+4	-4	0	+4	+4	-4	+2	+4	+6
WM	0	-4	-10	0	-4	+2	-8	+2	+4	+6
HR	0	0	-8	0	0	+2	-8	+2	+4	+6
HM	0	0	-8	0	0	+2	-8	+2	+4	+6

TERRAIN BONUSES IN ATTACK

This bonus is applied to the attack and defensive features of a unit when it attacks an enemy standing on a given terrain type.

	plain	forest	swamp	desert	rough	hill	river	village	town	castle
HI	0	0	-4	-2	0	0	-4	0	0	0
LI	0	+4	0	0	+4	+2	0	0	0	0
Ar	0	0	-4	0	0	0	-4	0	0	0
HC	0	-4	-6	-2	-4	-2	-4	-2	-2	-2
LC	0	-4	-6	0	-4	-2	-4	-2	-2	-2
AF	0	0	0	0	0	0	0	0	0	0
AB	0	0	0	0	0	0	0	0	0	0
Sk	0	+4	0	0	+4	+2	0	0	0	0
WM	0	-4	-6	0	-4	0	-4	0	0	0
HR	0	0	-4	0	0	0	-4	0	0	0
HM	0	0	-4	0	0	0	-4	0	0	0

The terrain bonus is always calculated based on the hexes where the defender is situated.

In a ranged attack, the terrain bonus for archers is defined by the hex they are standing on. The unit under attack uses the bonuses of its own hex.

An Excerpt from the Unit Class Table

MOVEMENT MECHANICS

A unit's mobility is determined by two factors: the number of Move Points and the Movement Type (i.e. the number of points required to cross one hex with a given type of terrain).

IMPORTANT RULES OF MOVEMENT:

- » Having moved once, a unit loses its ability to move any further during the turn, regardless of the distance covered.

Appendix 1 - for Experienced Players

- » If a unit lacks **Move Points** to move to the next hex, it can still make this move by spending all its remaining **Move Points**.
- » **Control Zones** – If a ground-based unit gets on a hex adjacent to that of the enemy ground-based unit, movement stops. E.g. a unit surrounded by enemies on five sides is only able to move 1 hex.

THE MOVEMENT COST TABLE

This shows how terrain affects units' speed.

	plain	forest	swamp	desert	rough	hill	mountain	river	road
Wheeled	100%	20%	20%	50%	25%	50%	–	20%	140%
Mounted	100%	25%	20%	67%	50%	67%	–	25%	140%
Foot	100%	67%	25%	67%	67%	67%	–	25%	140%
Big Foot	100%	100%	50%	100%	100%	100%	–	50%	140%
All Terrain	100%	100%	50%	100%	100%	100%	–	33%	140%
Flight	100%	100%	100%	100%	100%	100%	100%	100%	–

ARMOR AND ARMOR PIERCING

A unit can have a perk called **Armor**. It means that the enemy's attack will inflict less damage on it.

A unit can have a perk called **Armor Piercing**. It means that this unit ignores the enemy's **Armor**-related bonus.

Armor Piercing can only relate to one of the unit's attack types, e.g. the charge.

WILLPOWER

Whether a unit will retreat or be defeated after a fight depends upon the general **Willpower** parameter. This parameter is influenced by special perks. For example:

- » **Cause Fear** – A unit attacked by an enemy that has this ability must retreat.
- » **Fearless** – Such a unit ignores the enemy's ability to Cause Fear.

LOSS CALCULATION:

The losses for each retaliated attack are calculated using the following formulae:

Expected losses (in HP (hit points)):

$$M = \frac{\textit{AttackSkill}}{\textit{DefenceSkill}} \times \frac{HP_i}{HP_0} \times K$$

Where:

Attack Skill – Attack parameters;

$\frac{HP_i}{HP_0}$ – The relation of the current hit points to the initial ones that characterizes the decrease in a unit's military efficiency with the losses incurred. For heroes and other "single-figure" units, this parameter is replaced by "1".

Defense Skill – Defense characteristics of the target being attacked.

K – Coefficient for the basic balancing.

Note: The formula uses the characteristics adjusted for the bonuses defined by the terrain and the unit's abilities. These bonuses are summed up:

$$\textit{Skill} = \textit{Skill}_0 + \sum \textit{TerrainBonus} + \sum \textit{Perk \& AuraBonus} + \sum \textit{LevelBonus}$$

- Appendix 2 - Settings



GRAPHICS

Graphics Quality Presets – Clicking the “Low,” “Medium,” and “High” buttons adjusts the graphical quality.

Resolution – Adjusts the screen resolution.

Gamma Correction – Adjusts the gamma correction parameter.

View Distance – Adjusts the maximum distance from which the game terrain will be visible.

Model Detail– Adjusts the detail of the game models.

Grass Quality – Changes the grass’ image quality and distance from which it can be clearly seen. The higher the value, the better the terrain looks.

Shadowmap Size – Adjusts the shadow image quality. The higher the value, the clearer and the more accurate the shadow will be.

Textures Quality – Adjusts the quality of textures. The higher the value, the clearer the texture on the game items will be.

Shader Quality – This parameter greatly influences the graphical quality. The minimum values make it possible to get better performance on weaker computers but impairs the game’s appearance.

Default – Clicking the “Default” button will reset all settings to their standard values.



SOUND

Voice Volume – Sets the volume of speech in dialogue.

SoundsFX Volume – Sets the volume of terrain sounds, combat sounds, and special effects.

Music Volume – Sets the volume of the background music.

Default – Clicking the “Default” button will reset all the settings to their standard values.



GAME

Show Quest Marks – When toggled on, special arrow symbols are displayed above quest items. Golden arrows show mandatory quests, whereas green ones show optional quests. This option is toggled on by default.

Figures Scale – Determines whether units will change into large figures as the camera zooms out. The “Changing” option is selected by default.

Mouse Sensitivity – Adjusts the speed at which the mouse cursor is moved.

Invert Vertical Mouse Movement – Inverts the mouse movement along the X axis (when the mouse is moved down the cursor will move up). This option is toggled off by default.

Invert Horizontal Mouse Movement – Inverts the mouse movement along the Y axis (swaps the mouse movement from left to right). This option is toggled off by default.

Player's Units Speed – Adjusts the animation speed for your units' movement. It does not affect the movement sound. This option is toggled off by default.

Enemy Units Speed – Adjusts the animation speed for the enemy units' movement. It does not affect the movement sound. This option is toggled off by default.

Fight Animation Speed – Adjusts the combat animation speed. It does not affect the combat sounds. This option is toggled off by default.

Default – Clicking the “Default” button will reset all the settings to their standard values.

During a mission, graphical options cannot be changed.

HOT KEYS

Enter –

- » Accept and apply,
- » next message in a dialogue,
- » end of turn.

Esc –

- » back to previous window,
- » cancel,
- » skip a movie,
- » skip dialogue,
- » in-game menu,
- » close the message box.

Space –

- » skip a movie,
- » close the message box with “Ok,”
- » next message in dialogue.

F5 – Quicksave

F6 – Save game menu

F9 – Quickload

F10 – Load game menu

Tab – Switch between units

- » “.” – Next unit
- » “,” – Previous unit
- » “/” – Skip a unit

Shift – While being held, allows for a flying unit to be selected with the mouse

Q – Quest log

Backspace – Cancel the last unit movement (if possible)

X – Rest

C – Recruit

M – Mission map

I – Unit info

B – Army shop

H – Enable hex grid

N – Switch banner modes

R – Switch between tabs “army” / “reserve”

F – Focus the camera on the selected unit

V – Switch standard cameras

“Ctrl + ~” – Opens the multiplayer chat window

Cursor arrows, WASD – Move the camera

+ + – Zoom in the camera

- - – Zoom out the camera

PgUp – Rise the camera’s angle

PgDown – Lower the camera’s angle

Ins – Turn the camera to the left

Del – Turn the camera to the right

PrintScreen – Capture the screenshot

- Appendix 3 -

Multiplayer



To begin a multiplayer game, press the “Multiplayer” button in the Main Menu. Then you can choose between two multiplayer modes: **LAN** or **Hotseat**.

LAN

Local network or Internet multiplayer game (up to four players).



Create Host – Creates the host net server.

The player who creates the host can choose the map for the game. By default, the name of the host matches the name of the player’s profile, though it can be changed.



Maps have a maximum number of players. It is shown by the number on the map’s icon.

Maps have a maximum number of players.

It is shown by the number on the map’s icon.

After connecting to the host server, players can choose the faction they will fight for. It can be done by clicking on the faction’s icon. The chosen faction will be highlighted.

Here, you can also select the turn’s time limit. By default, there is no limit.

If a player has chosen a faction, it will not be selectable by the other players.



Any faction in a multiplayer game can be managed by AI. To assign AI to the faction, press the small button labeled “Computer” near the faction’s icon.

When all factions are set, players must apply their choices by pressing “Ready.” After all players have confirmed, the host can press “Start” to launch the game.

When a turn shifts to another player, the other players will receive a message about it. It can be closed by clicking “OK,” at which point it is possible to see the movement of enemy units on the map, if they aren’t covered by the fog of war.

JOIN – JOIN A LAN GAME.



On the “List of servers,” you can see names of all LAN servers that have been found.

To join an unlisted server, you have to enter its IP address in the address line and press the “Next” button.



MULTIPLAYER CHAT

During a LAN game, it is possible to send messages to other players using the multiplayer chat window. All sent messages are shown in the upper-left corner of the screen.

To write a message, open the chat window by pressing “Ctrl + ~”.

When the message is written, choose to whom it will be sent: to all players or to one in particular. Press “Enter” or click “Ok” to send the message.

When the chat is open, it is possible to read the log of all messages.

SAVING A MULTIPLAYER GAME

During a multiplayer game, only the player who created the game can save it.

LOADING A MULTIPLAYER GAME

A host server will be automatically created during the loading of a saved multiplayer game. All players must again choose a faction. Note that players may choose factions they had not selected prior to saving, and that AI players can be set for any faction.

If one player leaves the game, all others will receive a message about it. The game may still continue, as the AI will manage the army of the departing player.

If the host leaves the game, it will end.

HOTSEAT

Several players on one computer.

First, you have to choose the map for the game. In the Hotseat mode, this is done in the same way as in a LAN game.

Players then choose the factions they will play.

After all players have chosen their factions, click the “Start” button to start the game.

In the Hotseat mode, as in the LAN mode, any faction can be managed by the AI.



HUMANS



ORCS



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