



King's Bounty™

THE LEGEND



NOBILIS

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INSTALLING THE GAME

Installation starts automatically once you insert the DVD disk with “King’s Bounty™: The Legend” into the DVD drive of your PC. Click Install on the popped-up autorun screen. The installation wizard will lead through the installation process. If the Autorun notification function is off, run the autorun.exe file on the installation disk. Follow the setup wizard guidelines. As soon as the game is successfully installed, you can run it by clicking the game’s shortcut on the desktop. You can also find a group of shortcuts to the game folders in the Start menu.

Recommendations:

- The game requires a version of DirectX not later than October 2007 for correct operation of the game. A March 2008 version of DirectX is included in the game DVD. During the installation, DirectX(R) will check your PC for the version of the installed DirectX(R) and update it automatically, if an older version is found.
 - Use latest sound and video drivers for correct operation of the game.
- The manual for the game requires Acrobat Reader for opening, which is also included in the game DVD.

SYSTEM REQUIREMENTS

Minimal system requirements:

OS: MS Windows 2000/XP;
DirectX 9.0c;
CPU: 2,6 GHz;
RAM 1 GB;
Graphics: nVidia GeForce 6800 with 128 MB RAM;
Sound: DirectX-compatible sound card;
DVD-ROM drive;
5,5 GB available at hard drive;
Keyboard;
Mouse

Recommended system requirements:

OS: MS Windows 2000/XP;
DirectX 9.0c;
CPU 3 GHz;
RAM 2 GB;
Graphics: nVidia GeForce 7950GT with 512 MB RAM;
Sound: DirectX-compatible sound card;
DVD-ROM drive;
5,5 GB available at hard drive;
Keyboard;
Mouse

Book 1. ROYAL SERVICE

CHARACTER SELECTION

Before you set out to explore the expanses of Endoria and take up duties as a royal knight, you have to choose a character, which will be your embodiment in the game. You may choose one of three hero classes, each one of which differs by appearance, biography, parameters and development scheme, which also influence the manner of game for the chosen character.



Warrior is a warlord, who commands a big army and summons the Spirits of Rage. His skills increase creatures' combat parameters, teach them new techniques and allow hiring more warriors. Among the warrior's skills there are also skills, which are in charge of using the Rage Box.

When gaining a new level, the warrior gets Might Runes and increased Attack, Defence or Rage. Warrior gets the biggest increases of Leadership and Rage, but suffers from the lack of Mana. He develops his Might Skills faster than other classes. Unlike other classes, warrior has two slots for weapons and two for regalia.

Paladin is a warrior-mage, who is trained to kill Undead creatures and Demons effectively both with weapons and with divine magic. Paladin skills help him get more experience and gold in combat, as well as find out more information about the enemy. He can convince enemies to switch to his side and maintain two troops on reserve.

When receiving a new level, paladin gets Mind Runes and increases his combat and magic characteristics equally. He gets average increases of Leadership, Mana and Rage, and develops Mind Skills. Paladin can wear additional regalia and artefacts.

Mage relies not upon the strength of troops or creatures from the Rage Box, but on the power of his spells. Mage's skills allow him to improve spells and increase their power, to restore Mana quickly even in combat and hire more mage creatures. An experienced mage can cast spells more frequently during combat.

When gaining a new level, mage gets Magic Runes, increases his Intellect and Mana reserves. His Mana increases fast, however the increases of Leadership and Rage are the lowest. Mage develops Magic Skills and can wear two additional artefacts.



TRAINING CENTRE

The game begins at the Training Centre of the Knights Temple. In the centre of the hall you will meet a knight in armour, above whom there is a special sign, indicating that this character is ready to give you a quest. Talk to him.

The Mentor will offer you to pass the Trial, consisting of three training tests, which will help a novice to get a feel of the game and receive some useful bonuses. However, you can refuse the training mission. Anyway, the Mentor will give you reference letters and send you to the royal castle, to apply for a service.



ENTERING A SERVICE

In the castle you will be presented with a title of nobility and the post of the royal Treasure Searcher! From now on, you are the knight of the king and have to carry out His Majesty's errands to move forward according to the game story. Take note, in your Quest log story quests are marked with a crown sign. If you complete especially important quests, the king will bestow upon you not only money and experience but a new title as well. The title gives the character increased Leadership and access to new, more powerful troops.

The first errand of the king - you have to find stolen plugens, and punish the gang of robbers, who attacked the collector of these plugens. Coming out of the castle, you'll find yourself on the main square in the capital of Darion. Endless expanses of Endoria are stretched out around you. Every location is a piece of the game world, created by artists. However, thanks to the system of random generation of items, the filling of the world in every new game will be unique.



START OF THE GAME

And now some information about the sites and places of interest, which are worth visiting first. Of course it's the royal castle, where you can hire troops and receive quests from King Mark. Near the castle there is the Knights Temple, where you can hire priests, buy spells and even take part in a knights' tournament and win a main prize. With the help of the fountain in the centre of the square you can recover your reserves of Mana. Another important object is the dirigible. Having concluded a treaty with dwarves and elves, you can move by dirigible between the capitals of the three countries instantly.

On the north coast there is a port, where you can buy a ship for sea voyages. Some privy places can be reached only by sea; moreover, a lot of chests full of treasures are floating in the water. In the village which is near the capital you can receive some simple quests. Characters and buildings on the adventure map are the main source for quests and troop hires.



Book 2. HERO DEVELOPMENT

PARAMETERS

And now let's look closer at the hero. Open the character's window. First let's pay attention to the character's parameters, which are situated in the left part of the window.

Title is given by the king when you complete key quests. Together with the title, the player gets a big increase of Leadership and access to stronger troops in the capital.

Experience is given in combat and for completed quests. Having accumulated the needed amount of experience, the hero gets a new level.



Leadership determines how many creatures the character can hire or join. Every creature has its own Leadership requirements. You can increase your Leadership when getting a new level by finding flags on the adventure map or with the help of items.



The hero's Attack is added to the attack of creatures in his army.



The hero's Defence is added to the defence of creatures in his army.



Intellect influences the amount of damage inflicted by magic and the duration and power of the spells. It is an important parameter for a mage.



Mana is used for casting spells, it is recovered after combat, but there are ways of getting Mana during combat.



Rage grows during combat and is used to summon the Spirits of Rage. Besides, the higher the level of Rage, the more frequent and stronger the Critical Attacks launched by your warriors.

The player can increase all these parameters, except title and experience, when getting a new level by visiting special places on the adventure map or with the help of items.



EQUIPMENT

In the centre of the character's window there is his "backpack," in which there are items and the "character doll", in whose slots items can be put. There are about two hundred items in the game, which can be found while travelling, bought in shops or received as a reward for completing quests. Every such item has its own characteristics and changes the parameters of the hero or his troops when put on. The items that can be put on are called equipment and are divided into types, each having a corresponding slot where items are put: Helmets, Weapons, Shields, Armours, Belts, Footwear, Regalia and Artefacts. Unnecessary items can be dropped or sold in some castle with the help of an item menu.

Some items can be used in order to activate some of their additional properties or to get something out of the item. Such items have an additional option - "Use" in the drop-down menu. Besides, there are items that can be upgraded. Their properties list what the items can be turned into. To upgrade an item, you have to choose "Upgrade" from its menu. After that a combat on a special arena against the Keepers will start. Having won this combat, you'll upgrade the item. For more details on upgrading items, see the "Living items" section.













Moreover, you can gather a full set – some items, being put on together, can give an additional bonus.

SKILLS




In the right part of the character's window are his Skills. When gaining a new level, the character receives Talent Runes, which can be spent on learning and improving Skills. Besides, Runes can be found on the adventure map or received as a reward.

The hero's skills are divided into three groups: Might, Mind and Magic; 12 in each group, 36 Skills in total. There are also three types of Runes. For developing Might Skills you have to spend more Might Runes and so on. Thus, different character classes develop the skills of their class faster and easier.

MIGHT SKILLS

-  **Training.** Swordsmen, Bowmen and Knights get additional attacks.
-  **Preparation to combat.** All troops in the hero's army receive less damage from Physical Attacks during the first turn.
-  **Bowmen Commander.** This skill decreases Leadership requirements when hiring archers: Elves, Humans and Undead creatures.
-  **Tactics.** Knowledge of Tactics allows the hero to arrange troops on the battleground before combat.
-  **Rage Control.** Increases the amount of Rage that the hero can accumulate.
-  **Master of Spirits.** Increases the experience received by the Spirits of Rage during combat.
-  **Frenzy.** While eliminating an enemy troop, the player's troops are invigorated and receive an increasing Attack bonus.
-  **Onslaught.** During the first turn, the hero's troops receive an Initiative bonus.
-  **Night Operations.** During combat at night or in the undergrounds, all troops in the hero's army receive an Attack bonus and a Defence bonus.
-  **Dark Commander.** Undead creatures begin to fight more effectively, receiving Attack and Initiative bonuses.
-  **Anger.** The hero receives more Rage when troops exchange strikes. "Warrior" class skill.
-  **Iron fist.** Decreases Leadership requirements when the hero hires Swordsmen, Knights and Horsemen. "Warrior" class skill.

MIND SKILLS

-  **Scouting.** Allows hero to get more information about enemy troops.
-  **Trade.** This skill enables the hero to sell items at a higher price.
-  **Trophies.** This skill increases the amount of gold received by the hero after combat.



Glory. The hero gets a one-time increase of Leadership.



Learning. The hero learns faster, getting additional experience in combat.



Reserve. Allows the hero to keep a reserve troop, which doesn't participate in combat.



Diplomacy. The hero can lure a part of the enemy's army to his side, if Leadership allows.



Tolerance. Humans are ready to stand the presence of Undead creatures and Demons in the army without a decrease of Morale.



Light Keeper. The hero receives additional gold and experience in combat for killing Demons and Undead creatures.



Inquisition. Allows the hero to upgrade Priests to Inquisitors.



Holy Anger. Attack of creatures, which attack Undead creatures and Demons, is increased. "Paladin" class skill.



Runic Stone. Each placed Mind Rune gives the hero additional Might and Magic Runes. "Paladin" class skill.

MAGIC SKILLS



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



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



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



Wisdom. Increases the amount of the hero's Mana and the number of scrolls that can fit in the Spell Book.



Meditation. Speeds up the hero's restoration of Mana on the adventure map.



Concentration. Allows the hero to restore Mana during combat.



Destroyer. The hero inflicts more damage with combat spells.



Healer. Allows the hero to use divine spells more effectively.



Necromancy. After combat the player can raise a part of his killed troops as Undead creatures.



Archimage. Reduces Leadership requirements when the hero hires Priests, Druids and Archimages.

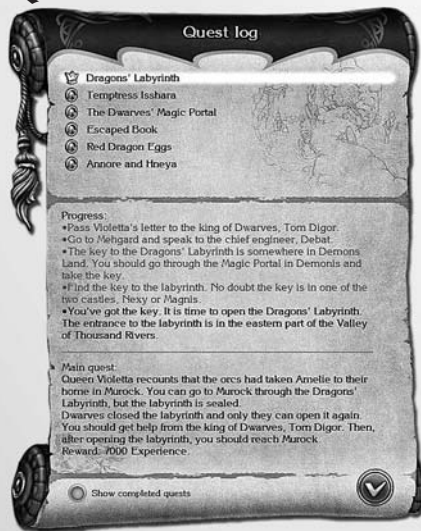


Higher Magic. Allow the hero to use his Spell Book twice during a turn. "Mage" class skill.



Alchemy. Decreases the cost of learning spells from scrolls and their improvement. "Mage" class skill.

QUEST LOG



In the most difficult missions there can be more than ten stages, which you have to fulfil on completely different territories. Moreover, there can even be several different rewards, which will be given depending on your deeds and decisions!

Completed or failed quests are also “cancelled,” and for convenience they can be hidden, so that only current quests and their stages are displayed in the quest log.

“King's Bounty: The Legend” is an adventure game with RPG elements. And this means that, besides improving the characters' RPG characteristics, you can communicate with dwellers of the game world and receive quests from them. The character receives gold, experience, some valuable items or scrolls with spells as a reward for completing quests.

Every received quest is entered into the “Quest Log.” The entry is supplied with a description and is marked by a sign, which indicates if it's a main or a secondary mission; the reward is indicated in the quest log as well. As you fulfil a quest, you'll open its new stages and the completed stages will be marked.

RAGE BOX

Having completed King Mark's third assignment, your character receives a Box, in which there are four Spirits of Rage. Spirits are mighty creatures from other worlds, which were trapped by the Box's magic, and now can serve its master, which is you, under the certain conditions.

You can talk to each of the Spirits at any moment by clicking on his portrait in the Hero window. During the conversation you can find out more about this creature and try to persuade it to obey your orders. To get the possibility of using a Rage Spirit in combat, you have to complete its quest.

When Spirits participate in combat, they accumulate experience and get new levels. When a Spirit receives a new level, one of its skills can be improved or a new, unknown skill can be opened.



Zerock, Stone Spirit of Rage. In his world, Zerock was a weapon created for eliminating mages. Having been created from splinters of the Black Star and invulnerable to any magic, he is the best mage killer. The Stone Spirit will obey you if you kill a small troop of mages for him.



Sleem, Swamp Spirit of Rage. The race of giant pangolin scraggs, to which Sleem belongs, inhabited Endoria long ago, but was eliminated by Titans, who sent the Great Winter. Crown prince of the Great Swamps, Sleem will agree to call you his friend, if you feed him with poisonous creatures.



Lina, Ice Spirit of Rage. A combat sorceress from a techno-magic world, who lost her body in a cruel battle, Lina is full of desire to regain her normal appearance. She is ready to get hired, if you help her recharge her magic devices, whose energy has almost completely run out during centuries of incarceration.



Reaper, Death Spirit of Rage. The terrifying and mighty Guard of the Temple of Time, Reaper is looking for the lost Symbol of the Guard. Help him, and the Death Spirit will begin to serve you. The power over time and space, life and death, given to all the guards of the Temple, makes Reaper quite a useful helper.

SPELL BOOK

It is not surprising that in this fairy-fantasy game, magic is one of the most important game components. Your hero has a Spell Book, in which he keeps scrolls and spells, which are used in combat.

Scrolls can be bought in shops, found on the adventure map or received as a reward. Initially, you get all the spells in the form of scrolls. To use them, you have to open your Spell Book and choose the needed scroll. After being used, the scroll disappears. Notice that the Spell Book can contain a limited number of scrolls. If you manage to put more scrolls in your Spell Book than it is able to hold (for example, as a result of finding scrolls on the adventure map), you won't be able to buy scrolls in a shop until you make room in the book by dropping or using the extra scrolls in combat.

You can learn spells from scrolls, and if you do it, spells will remain in your Spell Book forever, without occupying free space. To do it, you have to learn the skill of the corresponding Magic School and collect the required number of Magic crystals needed to learn the spell. The more powerful the spell, the more Crystals are required.

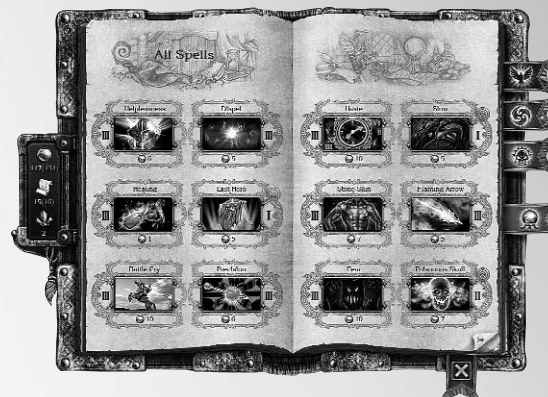
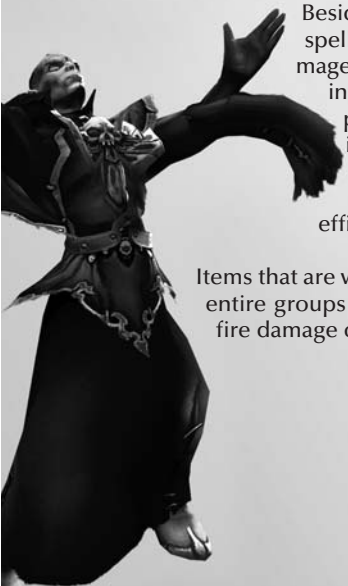
The learned spells don't use up scrolls, they spend Mana when employed. Moreover, a learned spell can be improved. To do it, you need to have an improved skill of the Magic School and again Magic Crystals. The spells can be improved up to level III, and with each level their power and Mana requirements grow. Being improved some spells can change their properties significantly and even gain new properties.

AMPLIFICATION OF SPELLS

Besides increasing with each level, the strength of spells is also influenced by the hero's Intellect, his mage skills and the items he is wearing. The damage inflicted by combat spells is increased by 10% for 1 point of Intellect. Every 10 points of Intellect increase the duration of spells by one turn.

The skill "Destroyer" increases the spells damage, and the skill "Healer" increases the efficiency and duration of divine and healing spells.

Items that are worn can increase both separate spells as well as entire groups of spells. For example, all the spells that inflict fire damage or all those that change creatures speed.



MAGIC SCHOOLS

There are three Magic Schools in the game: Order, Distortion and Chaos. In each School there are about 20 spells.

Order Magic – this is a magic of higher, divine origin, which has influence over body and mind. It allows healing, protecting and providing troops with mystical skills. However, gods can punish and destroy too, so in this school there are powerful combat spells as well.

Distortion Magic - spells of this school change the usual state of objects and have an influence on creatures' perception by distorting and changing their surrounding world so that it becomes unrecognisable to them. These are auxiliary, strengthening and weakening spells, and also magic of illusions and influence on mind.

Chaos Magic - almost all the spells of this school are aimed at weakening, destroying and exterminating all living and non-living creatures in various ways. It's a good choice for a real battle mage, who wants to send enemy troops fleeing and wipe unassailable fortresses off the map.

HOW TO USE MAGIC

You can use spells only in combat. Usually you can use your Spell Book one time per turn, but the special skill "Higher Magic" allows the mage to do it twice. Of course to call the needed spell, you must have enough Mana or the scroll with that spell.

Spells can have different effects: inflict damage on the enemy, increase or decrease creatures' characteristics, subdue the enemy's troops, summon magic creatures on the battlefield and much more. In different game situations, various spells may be effective or on the contrary entirely useless, so you should think twice before using them.

Book 3. COMBAT SYSTEM

When you collide with the enemy the action moves to an arena, on which player's troops and enemy troops fight in a single-step mode. Troops act by turn in the order of their initiative: they move, inflict damage and use their abilities. When all troops end their moves, a new turn begins.

Heroes-commanders don't participate in combat; they give bonuses to the parameters of their troops and support them with magic. One time per turn when one of your troops makes its move, you can use the Spell Book and the Rage Box. Combat is over when one of the sides loses all its troops. You can run away from the battlefield before the end of combat, but in case of defeat or escape, you get neither experience nor money and you lose all your troops. However, the game is not finished in that case; in a flash you will find yourself in the capital of Darion and you can continue the game.

ARENAS

Combat takes place on special arenas of different shape, size and tactic features. The type of arena that will appear depends on the place where combat starts - whether it will be a forest glade, castle walls or a ship's deck. Especially amazing in shape and design arenas await you inside the items, which you should suppress.

Obstacles of different height, shapes and sizes appearing on the arenas have an influence on combat tactic as well. Low obstacles prevent walking creatures from moving forward, and high ones are insuperable even for flying creatures.

You have to take into account the arena's type and illumination. Undead creatures and creatures, which have "Night Sight" ability, will fight better in the dark. Some creatures' combat characteristics are influenced by the arena's type. Demons defend themselves better on lava arenas, but feel irresolute on snowy ones. Undead creatures have their Morale increased, when combat takes place in cemeteries.



INTERACTIVE OBJECTS

Besides static obstacles, interactive objects can appear on the battlefield, with which you can interact and which can have an influence on the fighting troops. The type of such objects depends on the arena.



Chest. Ordinary chest, which can be picked up by any troop, friend or foe, which is standing near it.

Barrier. Wooden shield, which serves as an obstacle for foot troops until it is destroyed. It appears on castle arenas.

Mine, Powder Keg. When destroyed, these objects explode inflicting damage on all creatures around. They appear on the seaside and in dwarves' mines.

Coffin. If a coffin is destroyed, skeletons come out of it and fight on the side of the hero whose troop destroyed it.

Holy Statue. In its area of effect, the statue helps one random troop by casting the spell "Bless" or "God Armour" or by healing it. These statues can be found in temples and elves' forests.

Cursed Cross. The cross attacks a random troop in its area of effect by using the spell "Poisonous Skull" or casting "Weakness" or "Slow" on it.

Vespiary. A swarm of furious wasps attacks a random troop in its area of effect, inflicting physical damage.

Altar of Lightning. It attacks with magic strikes all troops, friend or foe, caught in its area of effect.

Volcano. Casts the "Fire Ball" or "Fire Rain" spell on a random troop or group of troops, which are around.

Ice Statue. This statue chooses a random target inside its area of effect. If it is a dwarf, the statue hastens or blesses him. All other creatures will be attacked with the spell "Geyser" or "Ice Snake."

Such an interactive object can be destroyed or used both by the hero's troops and by enemy troops. That is why sometimes it can be more useful to destroy such an object, so that the enemy wouldn't use it. A clever use of an arena's obstacles and of interactive objects makes it possible to defeat an opponent, which in other conditions couldn't be defeated.

TROOPS

The main combat unit is a troop of creatures, also called a "stack." Such a troop can have from one to several thousands of creatures. The troop will fight as long as at least one warrior stays alive. The health and damage of the troop are multiplied by the amount of creatures in the troop. All creatures have parameters, which determine their combat efficiency. Moreover, creatures can possess their own unique features and skills.



Morale. Describes the troop's moral condition. A high morale spirit increases the warrior's Attack and Defence, and allows him to perform Critical Attacks more frequently. When Morale is low, the parameters are decreased and the troop does not perform Critical Attacks at all.

Attack. Indicates the efficiency of inflicted damage. If the aggressor's attack exceeds the target's defence, the target gets more damage.

Race. Indicates the belonging of the creature to one of six races or to neutral creatures. Races treat each other differently, and the creatures, which are in the player's army, have an influence on other warriors' Morale. Besides, there are effects and items, which have a special influence on the creatures of a specific race.

Leadership. Indicates how much Leadership the player should have to command one such creature.

Defence. Describes defence effectiveness against enemy attacks. If the target's defence exceeds the aggressor's attack, then taking damage will be decreased.

Initiative. Indicates decision-making speed. The higher the Initiative, the earlier the creature plays a turn, outstripping creatures with less Initiative.

Speed. Indicates the maximum amount of Action Points that a troop can have.

Action Points. The troop gets Action Points at the beginning of the turn according to its speed. They are spent on moving the troop and making it perform various actions. Moving the troop by one cell takes away one Action Point, whereas the use of special Abilities or Attack takes away all Action Points.

Health. Determines the creature's vitality. When the current health becomes zero, one creature in the troop dies.

Damage. The amount of damage which a creature can inflict during attack.

Types of Damage. One of attack properties is the type of damage it can cause. Damage can be physical, poisonous, fire and magic. Every creature possesses resistance to these types of damage. If the resistance is zero, the troop takes this kind of damage without changes. If resistance is above zero, then the troop takes less damage of this type. If resistance is below zero, the attack with this type of damage will cause more damage.

Effects. During combat, various effects can be cast on the troop, changing its properties and having different influences on it. Such effects are displayed as an icon on the list. The amount of turns that the effect will last is shown next to the icon. By placing the cursor on this icon, you can see the description of the effect. Positive effects are marked with green and negative ones with red.

Features. These are the passive properties of the creature, which work constantly or become active automatically under certain conditions.

Talents. Creatures can have up to three Talents. These are the skills, which can be used in combat at will, using the buttons of skills activation. The use of these skills spends all Action Points, except for some talents, which usually increase the creature's speed.



Talents can have a number of charges, which are spent when they are used. When the charges are over, the troop cannot use the skill in this combat anymore. There are also Talents, which can be recharged. Such skill is blocked after being used, but will be available again when the indicated number of turns passes. All Talents will be recharged for the next combat.

CREATURES AND RACES

In the game there are more than 90 different creatures, which belong to different races. There are a total of six races in the game: humans, dwarves, elves, orcs, undead and demons. There is also a large group of neutral creatures, which do not belong to any race.

HUMANS

Inhabitants of the kingdom of Darion, humans live in alliance with elves and dwarves. They dislike orcs, demons and Undead creatures. Humans are universal warriors, being equally good in both defence and attack. Many of them wear armours and know effective attacks. Moreover, priests and archimages actively use magic.

Human troops: Peasants, Robbers, Marauders, Bowmen, Swordsmen, Guardsmen, Priests, Inquisitors, Horsemen, Knights and Archimages.



ELVES

The residents of the Ellinia forests treat demons and the undead loathingly and have a dislike for dwarves and orcs. Forest creatures constitute the striking force of the elves' army. The elves themselves don't like to fight, having weak health and defence. However, they are quick and rely on the magic of nature, supplementing and strengthening each other.

Elves' troops: Sprites, Lake Fairies, Dryads, Elves, Hunters, Druids, Werewolf Elves, Unicorns, Black Unicorns, Ents and Ancient Ents.



DWARVES

They are representatives of the dwarves and giants race, which lives in the mountains of Kordar. They treat demons loathingly and are afraid of Undead creatures. The mechanical devices created by dwarves are quite effective in combat. Dwarves are very slow, but they compensate for the low speed and initiative with great health and the strength of their strikes.

Dwarves' troops: Miners, Dwarves, Alchemists, Cannoneers and Giants.



UNDEAD

Undead creatures treat all the races indifferently. They are all immune to poison and vulnerable to holy attacks. At night and when combat takes place in a cemetery, the combat characteristics of Undead creatures are significantly increased. The strength of the Undead army lies in the absence of life in their bodies and in their skill of reinforcing their troops by draining the vital forces of the enemy.

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



DEMONS

Demons are alien to this world. They are powerful mages and dangerous warriors. They have great endurance and can stage destructive attacks. Being born in the fire world, they are protected from fire damage, but are afraid of cold, that's why they feel very unsure in winter conditions. The demons' magic is directed only at one thing: to bring confusion in the ranks of the enemy army and destroy it!

Demons' troops: Imps, Scoffer Imps, Cerberuses, Demonesses, Demons, Archdemons.



ORCS

Fierce nomad-warriors, orcs dislike Undead creatures. They rely on brute force, their high vitality and numerical strength. With the assistance of the sinister magic of their shamans, orcs fiercely rush in the attack.

Orcs' troops: Goblins, Furious Goblins, Orcs, Veteran Orcs, Orcs with Catapults, Ogres, Shamans.



NEUTRALS

To neutrals belong those, who don't distinguish enemies or allies among other races. Neutral creatures appreciate their freedom and independence, and are ready to fight for it. However, there are those among them who are ready to sell their freedom to whoever will pay more and feed better.

Neutral armies: Pirates, Sea Dogs, Barbarians, Berserks, Devilfishes, Thorns-Hunters, Thorns-Warriors, Royal Thorns, Fire Dragonflies, Lake Dragonflies, Venomous Spiders, Cave Spiders, Fire Spiders, Swamp Snakes, Red Snakes, Royal Snakes, Wolves, Hyenas, Bears, Polar Bears, Ancient Bears, Griffins, Beholders, Evil Beholders, Cyclops, Emerald Dragons, Red Dragons, Black Dragons.



The **swift lunge** of a **Red Snake** hits the target over one cell and stuns it.



Black Dragon can let out a fire jet during the flight, inflicting fire damage to everyone, who is under it.



A stone **Cyclop** is able to throw the enemy back with a powerful blow, receiving no retaliation.

SPIRITS OF RAGE

As with the Spell Book, you can use the Rage Box once every turn, employing one of the available attacks of its captives, the Spirits of Rage. Each of the Spirits can learn and develop four different skills. To use the Spirit's skill, you have to spend some points of Rage, which is some kind of Mana equivalent. Rage increases during combat, when troops exchange strikes, and the more creatures are killed during an attack, the more the Rage increase will be. For the elimination of a whole troop double Rage is given.

The stronger the Spirit's skill is, the more Rage it requires and the longer the Spirit will rest after using it. While the Spirit of Rage rests, it becomes unavailable for summoning; the most powerful attacks can put the Spirit to "sleep" for 6-8 turns.



STONE SPIRIT, ZEROCK

Smashing Sword. A sword falls from the sky onto the target, inflicting big physical damage. The skill is available immediately after you bend the Spirit to your will.

Rockfall. Casts a shower of stone blades onto a small area.

Stone Wall. Erects a stone wall that spans over three cells on the battlefield and stands until it is destroyed or until its life time expires.

Underground Blades. Huge blades come out from under the ground, inflicting damage to all enemies on the battlefield.

SWAMP SPIRIT, SLEEM

Poisonous Spit. Inflicts poison damage on the target, poisoning it for three turns. The poisoned troop inflicts less damage and suffers poisonous damage each turn. The skill is available immediately after you bend the Spirit to your will.

Evil Shoal. Summons five predatory swamp fishes, which inflict damage to all targets in their way.

Glot's Armour. Surrounds a friendly troop with a magic field, which takes all damage upon itself until it is destroyed or until its lifetime expires.

Cloud of Poison. Summons a cloud of poison to the battlefield, which follows enemy targets and inflicts poison damage to those who are under it.

ICE SPIRIT, LINA

Chargers. Sets up several clots of energy on the battlefield. Any troop that steps on one receives Action Points, while the hero receives Mana or Rage. The skill is available after the Spirit's submission.

Ice Orb. Summons an ice ball, a powerful combat unit, to the battlefield.

Ice Thorns. Surrounds a 3-cell area with fragile ice crystals, which form an obstacle.

Gizmo. Summons the Gizmo satellite, which moves independently on the battlefield. It heals friendly troops and attacks enemy targets.

DEATH SPIRIT, REAPER

Soul Draining. Drains the soul from living creatures, killing a part of the troop. The skill is available immediately after the Spirit's submission.

Rage Taking. Inflicts small damage on all enemy targets within a selected area and drains their Rage, passing it to the hero.

Time Back. Moves the troop back in time, returning it to the position and state, in which this troop was at the start of the previous turn.

Black Hole. Creates a black hole that attracts the souls of all enemies, which sustain major astral damage. The higher a troop's level, the greater the amount of damage it suffers.

Book 4. ADVENTURE MAP

On the adventure map all the events happen in real-time. Our character travels around the world, enemy troops patrol protected territories and day turns into night in real-time. The change of the daytime is not only a decorative feature, many creatures fight much better at night-time than in the daytime. With the help of the key “Space” you can turn on game pause, and the time will stop. In this mode you can study the surroundings, work with your Spell Book, Quest Log and hero’s window.

The character can move in locations and between them by land on the horse or by water, if he buys a boat. For travelling between the continents you must use special transport - dirigible, submarine, train or passenger ship. Moreover, you can get to some special places and even other worlds with the help of magic portals.

While travelling you'll meet a multitude of objects and creatures, with whom you can interact. These are different buildings, characters, treasures, etc.



CASTLES

Castles are a special type of buildings on the adventure map. In contrast to usual buildings, castles are marked with a special symbol on a global map and have a unique interface.

A castle has a rather large shop of items, troops, spells. It can have several rulers, with whom you can talk and from whom you can get quests. Besides, a castle is the only place where the player can sell the items he has and leave the troops in a special garrison for some time. The garrison is designed for two troops. At the same time the amount of creatures in these troops is not limited. The troops left in the garrison will be there until the player takes them back.

BUILDINGS

Besides castles, there are usual buildings on the map – shops and creatures' dwellings, in which you can hire troops. In such buildings live characters with which you can communicate, get quests and trade. The traders' goods list is quite extensive; they sell not only troops but also spells and items.

NON-PLAYER CHARACTERS



Non-player characters are the characters with whom the player can interact, but who don't take direct part in the main hero's adventures. These are castle rulers, traders in shops or just characters standing on the adventure map with whom you can talk. By talking to them you can learn some valuable information or get a quest. Non-player characters are the main sources of secondary quests. Fulfilling their errands, you can get access to new shops or more valuable troops and items. However, an opposite situation is possible where, after fulfilling an errand, you'll be deprived of trading with some characters.

PORTALS

Portals are special passages, which allow moving between locations or between rooms within a location. They can look differently, depending on their purpose - a portal can lead to a neighbouring location, be an entrance to an underground or just move the player to another world, as is the case, for example, with the Books of Death or the Fire Gate. All such passages are marked with special symbols on the adventure map. The symbol "stairs" means that such a passage leads to lower or upper levels of the map.



TREASURES



While travelling, you can find different resources and treasures, thrown about discrete places on the adventure map. You can find gold, magic crystals, talent runes and scrolls with spells. Banners deserve a special mention. By gathering them, you will forever increase your hero's Leadership. Inside Chests you can find gold, an item, a scroll with a spell, a magic crystal, or talent runes. The more expensive the chest looks, the higher the possibility of finding something valuable in it.

Treasure hunting is one of the most important elements of the game. The treasure is some valuable thing hidden under the ground. When your character is near a buried treasure, a special perceptible special effect appears, marking the place where you should dig. Press the button with the "shovel" icon and you'll see a buried chest appear from under the ground. Now its valuable content belongs to you! Besides usual treasures, which are widespread in the lands of Endoria, there are special treasures; to find them you should have a treasure map. If you have no such map, you can't dig out the treasure, even if you know the exact place where it is buried.



OBJECTS

Besides buildings and portals, you can find a lot of interactive objects on the adventure map. By using these objects you can get additional resources and an increase of the character's parameters. Such objects are marked as "visited" after using, and you can't use them again, with the exception of the rechargeable fountains of Mana and Rage.

Altar of Combat. Increases the hero's Attack or Defence by 1.

Altar of Knowledge. Increases Intellect by 1 or the Mana maximum by 4.

Ancient Altar. Gives experience to the hero.

Training Target. Increases the hero's Attack by 1.

Training Dummy. Increases the hero's Defence by 1.

Magic Absorber. Increases the hero's Intellect by 1.

Shrine of Knowledge. Increases the Mana maximum by 5.

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

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

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

Well of Wishes. Gives a random bonus from the list for one magic crystal: item, gold, 2-3 scrolls with a spell, 2-3 Talent Runes or experience.

Wells of Mana and Rage. Restore Mana or, respectively, Rage to the maximum. The wells are recharged in time, approximately after 7-10 combats.

Sarcophagi. Inside a sarcophagus you can find gold, increase of Leadership, a random item, a scroll with a spell or a few Undead creatures, ready to join your army. The more expensive a sarcophagus looks, the more valuable the find in it.

Graves. Having rummaged in a grave, you can find some gold or several Undead creatures, which are willing to join your army.

Remains. Among decomposed remains you can find gold, a scroll with a spell, a magic crystal, a random item or several skeletons for your army.

Caches. Hiding in a tree stump, caches can contain gold, items, scrolls with spells and magic crystals.

Moreover, there are many quest interactive objects with which interaction is connected to the completion of certain quests. These can be various locked doors, some appliances and mechanisms, statues and mystical symbols, ancient pictures, etc.



Book 5. WORLD OF WONDERS

In “King’s Bounty: The Legend” there are some elements and features, which are worthy of special attention. These are the commanders of enemy troops, unique super-monsters, “living” items, which have soul and character, and the possibility to start a family.

ENEMY HEROES



Sometimes, when travelling around the world, you can come across enemy heroes. These are unique characters, each of which has their own story and reasons for hating the player, whom they will certainly try to attack. Visually they can be identified by the unique model and luminescence around. And in the hint to the

hero's troop there will be his portrait and parameters.

In combat the hostile hero gives bonuses to his troops, increasing their parameters, and uses spells, supporting the army by magic.

The troop, headed by the hero, is significantly stronger than a common troop, and the reward for defeating him will be higher.

WIVES AND CHILDREN

An important and interesting feature of the game is a possibility to acquire a family – a wife and children! The wife gives different useful bonuses to the hero and his army, and allows putting on more equipment, adding four additional slots for items, and different wives have different slots at that.

You can always talk to your wife, clicking on her portrait. During the conversation, you can turn the wife out or start a conversation about children. If your wife agrees to have a baby, you'll soon have a child. He or she occupies one of the wife's slots forever and gives quite good additions to your hero's parameters. One wife can have up to four children.

If you want to turn your wife out remember: when leaving, she will take the children, the items that are put on her and one fifth of your gold.

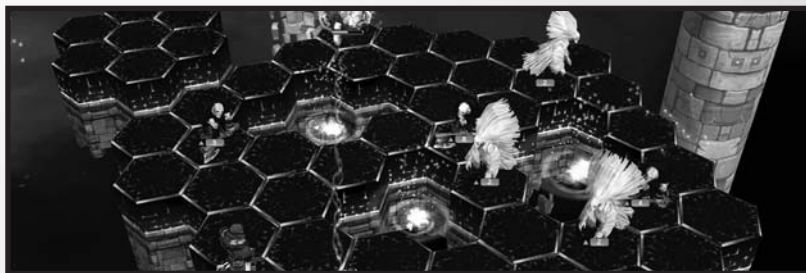
LIVING ITEMS

Another feature of “King’s Bounty: The Legend” are the living items. These are artefacts, which have unique properties and are able to change their characteristics, reacting to the player's actions. They possess Morale, which reflects the item's attitude towards the player.

Each living item has its story and its destination, which they are trying to follow and require the same from the owner. You can get to know the preferences of the item in its description. If the player's actions run counter to the item's destination, its Morale decreases. When the player performs actions that the item likes, the artefact's Morale increases. If the living item is able to improve its properties, then this will happen automatically when it gets maximum Morale, with no need to improve the item by force. When it falls to zero, the item's Morale is critical. The item comes out of your control and stops giving bonuses. To regain control over the item, you have to raise its Morale or suppress the rebelling item.

The suppression as well as the upgrade of an item happens after defeating its Keepers. To summon the Keepers to combat, you should select “Suppress” (or “Upgrade”, if the item can be upgraded) in the item's menu. After confirming your wish to fight, you will move to a special arena inside the item.

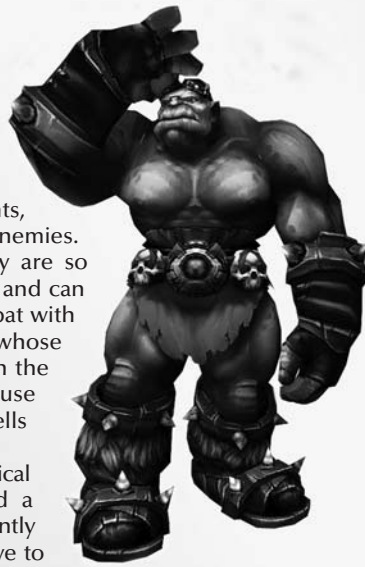
Your main opponents in this combat are the Gremlins, who are also the Keepers. These are malicious creatures, who will try to destroy your army by magic. Common troops also fight on the side of the Gremlins, and Keepers always support their defenders with spells. You have to kill all the Gremlins and their servants to suppress the item.



BOSSSES

In the game you can meet opponents, which significantly differ from all other enemies. These creatures are called “bosses.” They are so huge that they occupy a half of the arena and can defeat a whole army by themselves. Combat with a boss takes place on a special arena, whose features bosses willingly use in combat. In the presence of bosses the Spirits of Rage refuse to leave the Rage Box and most of the spells and skills don't affect these giants.

Every such boss-opponent poses a tactical problem. They have unique abilities and a special manner of combat, which significantly differs from the common one. You will have to fight with three bosses in the game: Giant Turtle, Spiders Queen and Kraken.



SPIDERS QUEEN

Fast and invulnerable to poison, the giant spider prefers not to take part in combat itself but to summon spider-servants to help. Feeling a danger to its life, the spider hides under the ground and instantly appears in another part of the battlefield, attacking the unsuspecting opponent from behind with all its might. The blows of the spider's strong legs hit two targets at once, whereas every one of its bites is lethally poisonous.



GIANT TURTLE

The giant turtle has great health and a strong shell, which provides it with protection from physical attacks. It inflicts major damage with its beak, and warriors that are struck by its limbs are thrown off. However, the turtle is not less dangerous in a distant fight. Falling with its entire body weight on the ground, it causes a real earthquake, hitting all walking creatures. Moreover, the Slow spell allows it to keep enemies away.



KRAKEN

An enormous sea monster from the depths of the ocean, which is awakened by unknown forces, Kraken is able to hit with its tentacles many targets at once. Each one of its tentacles lives its own life, and only when you deprive Kraken of all of its tentacles can you consider it killed. Kraken can summon two troops of Devilfishes to its help, taking them right out of the water and throwing them on the ship deck.

OPTIONS

Having selected "Options" from the main menu, you will open a window, in which you can set all game performance parameters by changing graphic and sound settings.



GENERAL

Radar rotation. On/Off the compass rotation on the radar.

Show introduction video. On/Off the introduction video playback.

GRAPHIC

Screen resolution. Higher image quality is provided on native monitor resolutions. Screen resolution doesn't have much influence on the game speed.

Screen refresh rate. The frequency at which the image on a monitor is renewed.

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

TREASURE SEARCHER

Visibility distance. Changes visibility distance of objects and landscape. The smaller the distance, the higher the performance.

Water quality. Changes the quality of water rendering. High quality decreases performance.

Anisotropic filtering. Increases sharpness of textures in the distance. It has an insignificant influence on performance.

Shadows. Turns On/Off or changes the quality of shadows. The higher the resolution, the smoother and clearer the shadows' outlines. Turning shadows on decreases game performance. Changing the shadows' quality has little influence on game speed.

Textures quality. Landscape. Changes landscape textures detail. It impacts texture quality, loading speed and amount of used video memory. It has a major influence on game performance.

Textures quality. Objects. Changes objects textures detail. It impacts texture quality, loading speed and amount of used video memory.

Textures quality. Creatures. Changes creatures' textures detail. It impacts texture quality, loading speed, amount of used video memory. It has almost no influence on game performance.

Antialiasing. Smoothes objects' edges, minimising the distortion effects known as aliasing. It affects game performance.

Vertical synchronisation. Vertical synchronisation delays the image update until the vertical blanking interval. Recommended for LCD monitors. Almost doesn't influence performance.

SOUND

Music. On/Off music playback.

Sound. On/Off sounds playback.

HOT KEYS

Adventure mode

Esc – Menu
F2/F3 – Save / Load game
F5/F8 – Quick save / Load quick save
Space – Turn on interactive pause
H – Hero's window
B – Spell Book
Q – Quest Log
M – Map
D – Dig for Treasure

Combat mode

Esc – Menu
Home – Default camera
D, Space – Defence
W, Enter – Wait
A – Autocombat On/Off
B – Spell Book
R – Window of Spirits of Rage
↔ – Depose the centre of the camera

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EPILEPSY WARNING

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such persons could risk a seizure while watching televised images or playing videogames. This can occur even if there have been no previous medical problems or history of epilepsy.

The following symptoms are characteristic of epileptic seizures: blurred vision, eye or face twitches, trembling arms or legs, disorientation, confusion or a temporary loss of bearings.

During an epileptic seizure, the loss of consciousness or convulsions can lead to serious accidents in the case of a fall. Stop playing immediately if you recognise any of these symptoms. We strongly recommend that parents watch over their children while they are playing with a videogame, as children and adolescents tend to be more prone to epileptic seizures than adults. If these symptoms appear, STOP PLAYING IMMEDIATELY AND CONSULT YOUR DOCTOR. Parents and tutors should keep an eye on the children and ask them if they are experiencing some or all of the above mentioned symptoms. Children and adolescents are more prone to experience these effects related to the use of videogames than adults.

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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's official web-site:
<http://www.kings-bounty.com>



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