

CONTENTS

CHAPTER 1: THE ADVENTURE CONTINUES	
THE KINGDOM IN PERIL	2
SYSTEM REQUIREMENTS	2
CHOOSING YOUR CHARACTER	3
CHAPTER 2: NEW FEATURES	
CHOOSING YOUR CHARACTER	4
CHAPTER 3: CHARACTER DEVELOPMENT	
ATTRIBUTES	4
AWARDS	6
EQUIPMENT	7
SKILLS	9
QUEST JOURNAL	12
VALKYRIES	13
SPELL BOOK	14
MAGIC SCHOOLS	16
CHAPTER 4: THE COMBAT SYSTEM	
THE BATTLEFIELD	17
TROOPS	18
CREATURES AND RACES	21
RAGE SKILLS	24
SONGS	26
INTERACTIVE OBJECTS	28
CHAPTER 5: THE WORLD OF ENDORIA	
ADVENTURE MAP	29
CASTLES	30
BUILDINGS	31
NON-PLAYER CHARACTERS	31
PORTALS	32
TREASURES	32
OBJECTS	33
CHAPTER 6: WONDERS OF THE WORLD	
ENEMY HEROES	34
LIVING OBJECTS	35
BOSSSES	35
CHAPTER 7: INSTRUCTIONS FOR ADVENTURERS	
SETTINGS	36
HOTKEYS	39
CHAPTER 8: CREDITS	
	40

THE ADVENTURE CONTINUES

THE KINGDOM IN PERIL

KING'S BOUNTY: WARRIORS OF THE NORTH IS A CONTINUATION OF THE POPULAR ADVENTURE SERIES.

THE ACTION OF THE GAME TAKES PLACE IN THE FAMILIAR WORLD ENDORIA. THE PLAYER WILL VISIT DARION, THE UNDERGROUND LANDS OF THE DWARVES, AND EVEN THE LANDS OF THE VIKINGS, WHERE EVEN THE LEGENDARY BILL GILBERT NEVER VENTURED.

THE MIGHTY OLAF, SON OF THE KING OF NORDIG, HAS DEVOTED HIMSELF TO DESTROYING THE UNDEAD ARMIES WHICH HAVE FLOODED THE NORTHERN LANDS. IT IS HIS QUEST TO FREE HIS FROZEN COUNTRY OF NECROMANCERS, AND HE WILL TAKE HIS BATTLE THROUGH THE DWARVEN CAVES AND EVEN INTO THE VERY HEART OF ENDORIA - THE KINGDOM OF DARION. ON HIS ROAD TO GLORY, OLAF WILL MEET TREACHEROUS ENEMIES AND NEW FRIENDS, AND TAKE PART IN PIERCE BATTLES AND EXCITING ADVENTURES.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

OPERATING SYSTEM: MS WINDOWS XP / VISTA / WIN 7
PROCESSOR: 2,6GHz
MEMORY: 1GB
VIDEO CARD: NVIDIA GeForce 6600 WITH 128 MB OR EQUIVALENT ATI
SOUND CARD: DIRECTX-COMPATIBLE SOUNDCARD
HARD DISC: 5,5 GB FREE HARD DISK SPACE
CD ROM: PC DVD-ROM

RECOMMENDED SYSTEM REQUIREMENTS

OPERATING SYSTEM: MS WINDOWS XP / VISTA / WIN 7
PROCESSOR: 3 GHz
MEMORY: 2 GB
VIDEO CARD: NVIDIA GeForce 7950GT WITH 512 MB OR EQUIVALENT ATI
SOUND CARD: DIRECTX-COMPATIBLE SOUNDCARD
HARD DISC: 5,5 GB FREE HARD DISK SPACE
CD ROM: PC DVD-ROM

CHOOSING YOUR CHARACTER

YOUR FIRST CHOICE IS THE PROFESSION OF THE HERO - WHAT KIND OF HERO WILL OLAF BE?

PLEASE NOTE THAT IT IS A LITTLE EASIER TO PLAY AS A VIKING. THE SKALD CLASS IS MORE DIFFICULT, AND THE SOOTHSAYER IS PERHAPS MOST DIFFICULT. PLAYERS WHO HAVE NEVER BEFORE PLAYED A KING'S BOUNTY GAME SHOULD PROBABLY CHOOSE VIKING.



VIKINGS TRUST NOT IN THE NUMBER OF TROOPS, BUT IN THEIR STRENGTH, AND MOST OF ALL IN THEIR RAGE ABILITIES AND THE AID OF THE VALKYRIES. THE VIKING IS A MASTER OF COMBAT, AND HIS ATTACK AND DEFENSE INCREASE MORE QUICKLY THAN THE SKALD AND SOOTHSAYER. THE RAGE AND SKILL OF THE VIKING ENABLE HIM AND HIS TROOPS TO DEAL GREAT DAMAGE TO THE ENEMY AT THE MINIMUM LOSS OF HIS OWN FORCES, DESPITE THE FACT THAT HIS TROOPS ARE NOT AS NUMEROUS AS THOSE OF THE SKALD. THIS CLASS BOASTS TWO UNIQUE SKILLS: STEADFAST NORSE AND ABSOLUTE RAGE.



THE SKALD IS FIRST AND FOREMOST AN EXPERIENCED MILITARY LEADER, AND IS VERY EFFECTIVE IN COMMANDING VAST ARMIES. WHERE THE VIKING EXCELS IN MIGHT AND RAGE, THE SKALD RELIES ON NUMBERS AND THE GREAT FIGHTING SPIRIT OF HIS TROOPS. THE SKALD HAS THE UNIQUE ABILITY TO INSPIRE HIS TROOPS BEFORE BATTLE BY RECITING EDDA, LEGENDARY SONGS OF THE VIKING SAGAS. AFTER THE BATTLE, HIS FALLEN SOLDIERS MAY BE RETURNED TO LIFE BY THE BLESSING OF THE NORTHERN GODS, BY VIRTUE OF HIS UNIQUE ABILITY, WARRIORS OF VALHALLA. THE SKALD GAINS LEADERSHIP FASTER THAN THE OTHER CLASSES, AND IN BATTLE, HE USES MAGIC TO BENEFIT HIS TROOPS AND HEAL AND RESURRECT FALLEN WARRIORS. THE SKALD CAN LEARN MIND SKILLS WITHOUT GREAT DIFFICULTY.



SOOTHSAYERS PREFER THE WISDOM AND KNOWLEDGE TO BRUTE FORCE, AND ARE TRUE EXPERTS IN RUNIC MAGIC. SOOTHSAYERS CANNOT COMMAND VAST ARMIES, BUT MAKE UP FOR THIS LACK WITH ENHANCED SKILLS IN MAGIC. ONLY SOOTHSAYERS CAN MASTER THE SKILLS HIGHER MAGIC AND ALCHEMY. THE VARIETY OF SPELLS AND SKILLS AT THEIR DISPOSAL ALLOWS THE SOOTHSAYER TO CHOOSE THE MOST APPROPRIATE

TACTICS FOR EACH BATTLE, WHETHER THIS INVOLVES SENDING AN ARMY OF SUMMONED CREATURES INTO BATTLE, STRENGTHENING HIS OWN FORCES AND TO WEAKENING THE ENEMY, OR DESTROYING THE ENEMY WITH POWERFUL OFFENSIVE MAGIC.

AFTER SELECTING A CHARACTER CLASS, YOU CAN SPECIFY A NICKNAME FOR THE HERO, AND CHOOSE HIS COAT OF ARMS FROM THE AVAILABLE LIST, AS WELL AS SET THE GAME'S LEVEL OF DIFFICULTY.

NEW FEATURES

THE GAME'S NEW FEATURES

- A WHOLE NEW RACE - THE VIKINGS OF THE NORTH - PLUS NEW NEUTRAL CREATURES.
- A NEW HERO - THE VIKING OLAF.
- VALKYRIES! FIVE BEAUTIFUL FEMALE WARRIORS WHO SERVE AS COMPANIONS AND CAN BE CALLED INTO BATTLE BY RAGE.
- A REVISED SKILL TREE, WITH NEW UNIQUE TALENTS.
- NEW AWARDS GIVE BONUSES FOR OUTSTANDING ACHIEVEMENTS.
- ADVANCED COMBAT SPELLS AND AN ENTIRELY NEW MAGIC SCHOOL - RUNE MAGIC.
- MODIFIED COMBAT SYSTEM BASED ON THE USE OF RUNES.
- THE SKALD CLASS CAN INSPIRE HIS TROOPS WITH LEGENDARY SONGS KNOWN AS EDDA.
- CRAFT NEW OBJECTS
- FULL USE OF STEAM SERVICES, INCLUDING STEAM CLOUD AND LEADERBOARDS.
- NEW MEDALS
- AN ALL - NEW ACHIEVEMENT SYSTEM

CHARACTER DEVELOPMENT

ATTRIBUTES

CHARACTER DEVELOPMENT RELIES UPON SEVERAL ATTRIBUTES. PRESS 'H' TO OPEN THE HERO WINDOW AND CONSIDER THE ATTRIBUTES LOCATED ON THE LEFT SIDE.



EXPERIENCE IS WON IN BATTLE, AND GRANTED FOR PERFORMING TASKS. AFTER ACCUMULATING THE REQUIRED AMOUNT OF EXPERIENCE, THE HERO GAINS A LEVEL.

LEADERSHIP DETERMINES HOW MUCH AND WHAT KIND OF CREATURES THE HERO CAN COMMAND. EACH CREATURE HAS ITS OWN LEADERSHIP REQUIREMENTS.

LEADERSHIP CAN BE INCREASED BY OBTAINING LEVELS, FINDING SPECIAL FLAGS ON THE MAP, OR EQUIPPING CERTAIN ITEMS.

THE HERO'S ATTACK INCREASES THE DAMAGE DEALT BY CREATURES IN THE HERO'S ARMY. IF THE HERO'S ATTACK IS GREATER THAN THE TARGET'S DEFENSE, THEN DAMAGE IS INCREASED.

THE HERO'S DEFENSE REDUCES THE DAMAGE INCURRED BY HIS TROOPS. IF THE HERO'S DEFENSE IS GREATER THAN THE ATTACK OF THE ENEMY, THEN THE DAMAGE SUFFERED IS REDUCED.

INTELLECT AFFECTS MAGIC DAMAGE DEALT, THE DURATION OF SPELLS, AND SPELL POWER (WHICH IS ESPECIALLY IMPORTANT FOR THE SOOTHYSAYER).

MANA EXPENDED IN THE CASTING OF SPELLS. IT IS NATURALLY RECOVERED IN THE TIME BETWEEN BATTLES, AND UNDER CERTAIN CONDITIONS IT CAN EVEN BE RECOVERED DURING BATTLE.

RAGE MOUNTS DURING COMBAT, AND CAN BE EXPENDED IN THE USE

of the combat skills of Olaf and his Valkyries. In addition, the higher the level of Rage, the more probable your troops will score critical hits.

All these parameters, except experience, are increased when Olaf gains a level, and can also increase when visiting special places on the Adventure Map, or wearing certain items.

AWARDS

For successfully completing certain actions, you will earn awards which give bonuses to the hero. Some of these awards are specific to a certain class.

GRAND STRATEGIAN. A reward for conducting combat without losses. Warriors show more respect for such able commanders, which increases the Leadership of the hero.

HEADHUNTER. A reward for defeating other heroes. This increases the Rage at the beginning of battle against enemy heroes.

DRAGON SLAYER. This award is given for defeating dragons. It increases the hero's Attack in future battles against dragons.

TREASURE HUNTER. This award is given for discovering numerous treasure chests. It increases the experience received in battle.

VAMPIRE HUNTER. An award for the Vikings. The destruction of vampires gives an Attack bonus.

BATTLE ALCHEMY. This award is granted to those who often set their enemies ablaze, poison, and freeze them. It carries increased damage from burning, poisoning and freezing.

TRAPPER. This award is granted for killing enemy units with traps. He who possesses this award places a few traps at random on the battlefield, and trap damage is increased.

GUARDIAN. Upon using defensive spells in the first round of combat, the hero receives this award which increases the resistance of his troops to any type of damage.

BLIND RAGE. For frequent use of Rage skills, the hero awarded this honor, which increases the chance of critical strike of all the troops in his army.

IRON KNIGHT. An award for Vikings. For regular use of such spells as 'Berserker', 'Ghost Blade', 'Battle Cry' and 'Dragon Arrows', the hero receives this award, which raises his maximum Rage.

FAT CAT. This award is granted to a thrifty hero. If the hero saves enough money, he receives a bonus to the amount of gold received in combat.

GIFTED WARRIOR. This reward is granted for the destruction of enemy units using Rage skills. It gives a bonus to the advancement of Rage skills.

CRYSTAL COLLECTOR. For dedicated collection of magic crystals, the hero receives a bonus to Intellect.

FAVORITE OF THE VALKYRIES. The award is given for the frequent use of the unique abilities of the Valkyries. It enables them to recharge their powers more quickly.

VALHALLA'S MESSENGER. An award for the Vikings. For destroying hostile armies, the Viking hero increases the damage dealt by Jarls, Berserkers, Slingers and Valkyries.

PURIFIER. An award for Skalds. For the destruction of undead armies, the hero receives this award, and a bonus to Defense for destruction of undead armies.

GUARDIAN OF MIDGARD. An award for Skalds. The more often the Skald sings his epic songs, the longer their powers last.

ILLITERACY EXTERMINATOR. An award for Soothsayers. In destroying armies of bloodthirsty orcs, the hero makes the world a more civilized place. This award increases the Intellect of the hero.

ACOLYTE OF ODIN. An award for Soothsayers. The more troops are destroyed by spells, the more quickly mana is restored between battles.

RUNE MASTER. An award for Soothsayers. The more often the hero's troops use runes (assigned by the hero, not Valkyries!), the more bonus runes they receive.

HOLY WARRIOR. An award for Skalds. Skalds who often use the spells 'Negation', 'Timelessness', 'Gift', and 'Justice' in the first rounds of combat receive a bonus to Initiative, Attack, and Defense of their Vikings, Jarls, and Berserkers.

EQUIPMENT

In the center of the hero screen, below the main portrait, is the hero's "backpack", and surrounding the main portrait are slots into which equipment can be placed. The hero will come across many useful items in his adventures, purchased from shops or received as rewards for the performance of quests. Each object has its own characteristics, and when equipped may change the attributes of the hero or his troops. Such equipment is divided into several types, and each type of equipment can only be worn in certain slots. The types include helmets, weapons,

SHIELDS, GLOVES, ARMOR, BELTS, FOOTWEAR, JEWELS AND ARTIFACTS. EQUIPMENT WHICH YOUR CHARACTER NO LONGER REQUIRES CAN BE SOLD IN CASTLES OR DESTROYED IN RETURN FOR CRYSTALS AND MAGIC RUNES, PROVIDED YOUR CHARACTER HAS LEARNED THE "NEATNESS" SKILL.

SOME ITEMS CAN BE USED TO ACTIVATE SOME OF THEIR ADDITIONAL PROPERTIES OR REMOVE SOMETHING FROM THE OBJECT. SUCH ITEMS HAVE AN ADDITIONAL OPTION, "USE", IN THE ITEM'S DROP-DOWN MENU.

IN ADDITION, CERTAIN OBJECTS NOTE IN THEIR DESCRIPTION THAT THEY CAN BE UPGRADED. TO UPGRADE AN OBJECT, SELECT "UPGRADE" FROM THE ITEM'S DROP-DOWN MENU. AFTER YOU COMMIT TO FIGHTING THE KEEPERS OF THE OBJECT, YOU WILL BE TRANSPORTED TO A SPECIAL ARENA TO BATTLE AGAINST THE OBJECT'S KEEPERS. AFTER WINNING THIS BATTLE, THE ITEM WILL BE UPGRADED. YOU CAN READ MORE ABOUT IMPROVING ITEMS IN THE "LIVING OBJECTS" SECTION, BELOW.

SOME ITEMS ARE MORE VALUABLE IF YOU DISASSEMBLE THEM AND EXTRACT THE CRYSTALS AND MAGIC RUNES THEY HOLD. BEFORE SELLING AN ITEM, CONSIDER WHETHER IT WOULD BE MORE PROFITABLE TO DESTROY IT AND GATHER ITS CRYSTALS OR RUNES.

ALSO, SOME ITEMS ARE A PART OF A SET. IF YOU COLLECT ALL THE OBJECTS IN A SET, YOU WILL RECEIVE AN ADDITIONAL BONUS - SOMETHING EVEN GREATER THAN THE COMBINATION OF ITEMS CONSIDERED INDEPENDENTLY. FROM THE ITEM'S INFORMATION WINDOW, YOU CAN SEE WHETHER IT IS PART OF A SET, AND IF YOU HAVE ANY OTHER ITEMS IN ITS SET.

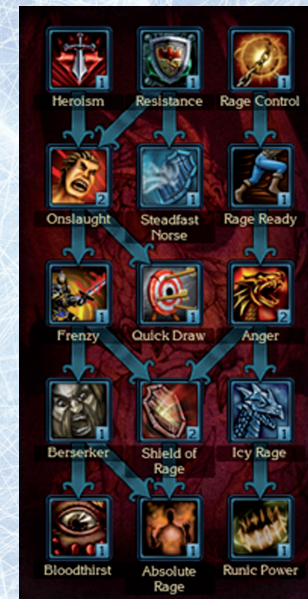
IF YOU POSSESS THE "ARTIFACTOR" SKILL, AND A SPECIAL RECIPE, YOU CAN CREATE NEW ITEMS.

FINALLY - AND PERHAPS MOST IMPORTANTLY. SOME TYPES OF ITEMS YOU CAN DONATE TO YOUR VALKYRIE WARRIORS, TO IMPROVE THEIR CAPABILITIES. EACH VALKYRIE PREFERS A DIFFERENT TYPE OF OBJECTS: CHRISTA PREFERS REGALIA; GUORIDA LOVES BOOTS, BELTS, AND GLOVES; NILDA ENJOYS WEAPONS; REGINA COLLECTS SHIELDS AND ARMOR; AND MISTA IMPROVES WHEN SHE IS GIVEN ARTIFACTS. TO RAISE A VALKYRIE TO THE SECOND LEVEL REQUIRES ONE ITEM. TO REACH THE THIRD LEVEL REQUIRES TWO MORE. FOR THE FOURTH LEVEL, THEY NEED FOUR OF THEIR FAVORITE OBJECTS.

Skills

THE HERO'S SKILLS ARE SHOWN ON THE RIGHT SIDE OF THE CHARACTER WINDOW. WHENEVER THE HERO GAINS A LEVEL, HE RECEIVES TALENT RUNE WHICH CAN BE SPENT ON THE STUDY AND IMPROVEMENT OF SKILLS. IN ADDITION, RUNES CAN BE FOUND OR RECEIVED AS A REWARD FOR COMPLETING QUESTS.

THE HERO'S POTENTIAL SKILLS ARE DIVIDED INTO THREE GROUPS: MIGHT, MIND AND MAGIC. THERE ARE 15 SKILLS IN EACH GROUP. EACH SKILL GROUP HAS A CORRESPONDING TALENT RUNE, WHICH IS MORE DOMINANT IN THAT GROUP. FOR EXAMPLE, RUNES OF MIGHT ARE PRIMARILY USED FOR THE DEVELOPMENT OF MIGHT SKILLS. THE DIFFERENT CHARACTER CLASSES MORE QUICKLY AND EASILY DEVELOP SKILLS SUITED TO HIS CLASS.



MIGHT SKILLS

HEROISM. THE HERO'S ATTACK IS INCREASED, AS HIS TROOPS BOLDLY AND COURAGEOUSLY RUSH INTO BATTLE.

RESISTANCE. THE HERO'S DEFENSE INCREASES, MAKING HIS TROOPS MORE RESISTANT TO ENEMY ATTACKS.

RAGE CONTROL. INCREASES THE AMOUNT OF RAGE THAT THE HERO CAN ACCUMULATE, INCREASES THE ATTACK POWER OF ALL VIKINGS, AND INCREASES THE AMOUNT OF ADRENALINE WHICH CAN BE ACCUMULATED BY ORCS.

ONSLAUGHT. ON THEIR FIRST MOVE, ALLIED TROOPS RECEIVE A BONUS TO THEIR INITIATIVE. THE HERO'S MAXIMUM RAGE INCREASES, AND ORCS RECEIVE EXTRA ADRENALINE.

STEADFAST NORSE. SPECIAL SKILL OF THE VIKING CLASS. INTENSE NORTHERN TRAINING REDUCES THE DAMAGE DONE

BY SPELLS, AND REDUCES THE DURATION OF ADVERSE EFFECTS.

RAGE READY. REDUCES THE REST INTERVAL BETWEEN THE USE OF RAGE SKILLS, AND CAN CHARGE AN ORE TROOP WITH ADRENALINE AT THE BEGINNING OF BATTLE.

FRENZY. ANY ALLIED TROOP WHICH DESTROYS AN ENEMY UNIT BECOMES

INSPIRED AND RECEIVES AN ATTACK BONUS.

QUICK DRAW. INCREASES THE ATTACK AND INITIATIVE OF RANGED ALLIES.

ANGER. THE RAGE OF THE HERO INCREASES WHEN HIS TROOPS EXCHANGE BLOWS.

BERSERKER. BEFORE BATTLE, THE HERO INSPIRES HIS TROOPS INTO A FIT OF RAGE, WHICH ENABLES THEM TO INFLICT DOUBLE DAMAGE TO THEIR FOES.

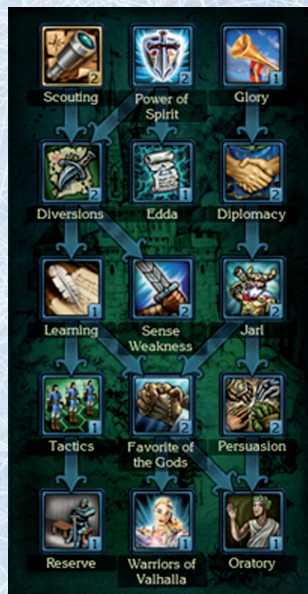
SHIELD OF RAGE. BY SHEER FORCE OF RAGE, THE HERO'S SOLDIERS CAN SHAKE OFF NEGATIVE EFFECTS AT THE BEGINNING OF EACH ROUND.

ICY RAGE. ENABLES RAGE SKILLS TO INFLICT CRITICAL DAMAGE, AND FREEZE THEIR TARGETS.

ABSOLUTE RAGE. SPECIAL SKILL OF THE VIKING CLASS. INCREASES THE DAMAGE INFLICTED BY CRITICAL HITS, AND THE PROBABILITY OF DEALING A CRITICAL HIT DURING COUNTER-ATTACKS. AFTER RECEIVING DAMAGE, TROOPS INCREASE THEIR ATTACK POWER.

BLOODLUST. AFTER SCORING A KILL, ALLIED TROOPS HAVE A 50% PROBABILITY OF RECEIVING AN EXTRA TURN.

RUNE POWER. INCREASES THE DAMAGE DONE BY RAGE SKILLS, AND PROVIDES AN OPPORTUNITY TO USE RAGE SKILLS TWICE PER ROUND.



MIND SKILLS

SCOUTING. ALLOWS YOU TO SEE WHAT KINDS OF TROOPS COMPOSE AN ENEMY ARMY, WHEN YOU ENCOUNTER AN ENEMY ON THE ADVENTURE MAP. ALSO INCREASES INTELLECT.

POWER OF SPIRIT. A HIGH LEVEL OF SPIRIT RAISES THE ATTACK AND DEFENSE OF THE HERO'S TROOPS.

JARL. INCREASES THE MORALE AND THE HERO'S LEADERSHIP OVER TROOPS WHO RELISH A LIFE OF FREEDOM: SLINGERS, VIKINGS, SKALDS, AND PIRATES.

DIVERSIONS. SABOTAGE OPERATIONS CAN INCAPACITATE ENEMY TROOPS FOR THE FIRST ROUND OF BATTLE.

EDDA. SPECIAL SKILL OF THE SKALD CLASS. WITH THEIR KNOWLEDGE OF ANCIENT SONGS KNOWN AS EDDA, SKALDS CAN INSPIRE THEIR TROOPS TO HEROIC FEATS BEFORE BATTLE.

DIPLOMACY. IF THE HERO AND HIS OPPONENT HAVE THE SAME KINDS OF TROOPS, THE HERO CAN ENTICE SOME OF THE TROOPS OF THE ENEMY ONTO HIS SIDE, OR TO PERSUADE THEM TO DESERT THE ARMY OF THE ENEMY. HAS NO EFFECT ON THE UNDEAD.

LEARNING. A PASSION FOR KNOWLEDGE ALLOWS THE HERO TO LEARN FASTER AND RECEIVE MORE EXPERIENCE IN BATTLE. INTELLECT IS ALSO INCREASED.

SENSE WEAKNESS. KNOWLEDGE OF VULNERABILITIES MAKES IT EASIER TO PERFORM CRITICAL HITS - AND LESS LIKELY TO INCUR THEM.

GLORY. EVERYONE WANTS TO FIGHT UNDER THE BANNER OF A FAMOUS HERO. THIS INCREASES THE HERO'S LEADERSHIP

TACTICS. KNOWLEDGE OF TACTICS ALLOWS THE HERO TO ARRANGE TROOPS ON THE BATTLEGROUND BEFORE COMBAT.

FAVORITE OF THE GODS. THE GODS PROTECT THE TROOPS OF THE NORTHERN HERO, AND METE THEIR DESTRUCTION UPON THOSE WHO WOULD CHALLENGE HIM.

PERSUASION. REDUCES THE MORALE PENALTY OF INTOLERANT TROOPS.

RESERVE. THE ABILITY TO PLAN IN ADVANCE ALLOWS THE HERO TO BRING RESERVE TROOPS INTO BATTLE.

WARRIORS OF VALHALLA. SPECIAL SKILL OF THE SKALD CLASS. AFTER BATTLE, FALLEN TROOPS ARE REVIVED BY THE GODS.

ORATORY. FAITH IN THEIR COMMANDER RAISES THE MORALE OF THE HERO'S SOLDIERS.

MAGIC SKILLS

WISDOM. INCREASES THE HERO'S MAXIMUM MANA, AS WELL AS THE NUMBER OF SCROLLS THAT HIS SPELL BOOK CAN HOLD.

LINGUISTICS. LEARNING THE LANGUAGES OF DIFFERENT PEOPLES AND RACES ALLOWS THE HERO TO DEVELOP HIS INTELLECT.

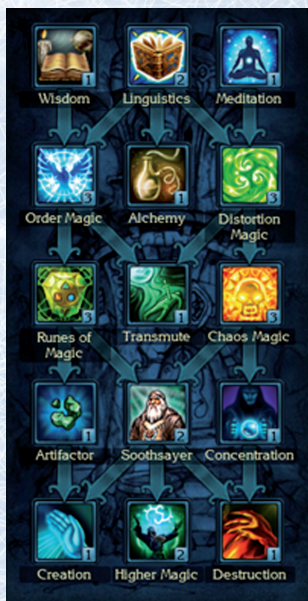
MEDITATION. INCREASES THE HERO'S MAXIMUM MANA, AND ENABLES HIM TO RECOVER MANA MORE QUICKLY.

ORDER MAGIC. ALLOWS THE HERO TO LEARN ORDER MAGIC SPELLS FROM SCROLLS.

ALCHEMY. SPECIAL SKILL OF THE SOOTHSAYER CLASS. REDUCES THE NUMBER OF MAGIC CRYSTALS REQUIRED WHEN TRANSCRIBING SCROLLS AND IMPROVING SPELLS.

DISTORTION MAGIC. ALLOWS THE HERO TO LEARN DISTORTION MAGIC SPELLS FROM SCROLLS.

RUNE MAGIC. ALLOWS THE HERO TO LEARN DISTORTION MAGIC SPELLS FROM SCROLLS. ALSO PROVIDES ADDITIONAL VIKING RINES.



TRANSMUTE. This skill enables allows the Soothsayer to convert the death cry of a fallen allied troop into mana.

CHAOS MAGIC. Allows the hero to learn Chaos Magic spells from scrolls.

ARTIFACTOR. Allows the hero to create magical artifacts, and to extract more magic crystals, and even talent runes, for their destruction. Also helps better manage mechanisms, and increases maximum mana.

SOOTHSAYER. After his dedication, a Soothsayer fully reveals his magic potential. Increases intellect, mana, and the magic resistance of his troops.

CONCENTRATION. Allows the hero to restore mana during battle.

CREATION. The soothsayer, specializing in non-offensive spells, increases the efficiency and duration of his spells. This also the soothsayer's skill in summoning creatures to join his army.

HIGHER MAGIC. Special skill of the Soothsayer class. The secrets of Higher Magic allow the magician to use weaker spells without exhausting his power, and use the Spell Book more than once per round.

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

QUEST JOURNAL

KING'S BOUNTY: WARRIORS OF THE NORTH is an adventure game with role-playing elements. This means that over the course of the game you can not only improve the character's skills and level of power, but also to communicate with the inhabitants of the game world and receive quests. For the successful fulfillment of a quest, your character receives a reward in the form of gold, experience, a valuable item, or even spells and scrolls.

Each mission you receive is recorded in the "Quest Journal". Included is a description of the task, and each is marked with a special sign indicating whether it is a central mission or a secondary quest. The reward is also shown. As you progress in the quest, some tasks will be marked completed, and new tasks may appear. The more complex missions can involve over a dozen steps performed across quite different areas, and it is even possible to earn a number of rewards depending on how you pursue the quest!

Completed and failed quests are also marked. These can be hidden so that the journal shows only the currently active quests. Please note that buildings and characters from which you can receive an assignment are specially marked, as are locations where you are to fulfill a quest's task.

In addition to usual tasks, bounties may be issued for the destruction of enemy heroes. Such targets are marked by an icon in the form of crossed swords, and the portrait of the hero shows a bounty sign. Such bounties can be quite lucrative, and it is a simple matter to complete such assignments, for it is unnecessary to return to the place where the quest was assigned: your reward comes immediately after destroying the enemy hero.

VALKYRIES



The Valkyries are beautiful celestial warriors. During his travels, Olaf will enlist the support of five of these charming allies, each possessing unique skills.

The fighting skills of these celestial warriors improve as they gain experience in battles, whenever Olaf uses his "Rage of the Valkyries" amulet.

In addition to participating in battle, Valkyries play an important role in the development of the character. They play the role of companions, much like the wives in "King's Bounty: The Legend" and armor-bearers in "King's Bounty: Armored

PRINCESS". VALKYRIES GIVE SUBSTANTIAL BONUSES TO OLAF'S ATTRIBUTES. THE HERO CAN TRAVEL TOGETHER WITH ALL FIVE WARRIORS, BUT YOU CAN ALWAYS CHOOSE WHO WILL BE THE SENIOR VALKYRIE, WHOSE BONUSES WILL THEN OPERATE AT 100%, WHILE HIS OTHER COMPANIONS WILL AID OLAF WITH 25% OF THEIR POWER.

THE VALUE OF EACH VALKYRIE BONUS ALSO DEPENDS UPON THE LEVEL OF THE WARRIOR. YOU CAN INCREASE THE VALKYRIE'S LEVEL BY SACRIFICING TO THEM VARIOUS ITEMS OF SPECIFIC KINDS. EACH VALKYRIE PREFERS A DIFFERENT TYPE OF OBJECT: CHRISTA PREFERS REGALIA; GUORIDA LOVES BOOTS, BELTS, AND GLOVES; NILDA ENJOYS WEAPONS; REGINA COLLECTS SHIELDS AND ARMOR; AND MISTA IMPROVES WHEN SHE IS GIVEN ARTIFACTS.

TO RAISE A VALKYRIE TO THE SECOND LEVEL REQUIRES ONE ITEM. TO REACH THE THIRD LEVEL REQUIRES TWO MORE. FOR THE FOURTH LEVEL, THEY NEED FOUR OF THEIR FAVORITE OBJECTS. THE FIFTH LEVEL CAN ONLY BE ACHIEVED AFTER COMPLETING A SPECIAL QUEST UNIQUE TO EACH COMPANION.

Spell Book

NOT SURPRISINGLY, IN THE FAIRY-TALE FANTASY, MAGIC IS ONE OF THE MOST IMPORTANT ASPECTS OF THE GAME.



YOUR CHARACTER POSSESSES A MAGIC BOOK, IN WHICH HE KEEPS THE SCROLLS AND SPELLS.

SCROLLS CAN BE PURCHASED IN STORES OR WON AS REWARDS FOR COMPLETING QUESTS. INITIALLY, ALL THE SPELLS YOU RECEIVE ARE IN THE FORM OF SCROLLS. TO USE THEM, OPEN YOUR SPELL BOOK AND SELECT THE YOU WISH TO USE. AFTER USE A SCROLL DISAPPEARS. PLEASE NOTE THAT THE SPELL BOOK IS DESIGNED TO HANDLE ONLY SO MANY SCROLLS. IF YOU MANAGED TO GAIN MORE SCROLLS MORE THAN IT CAN HOLD, THEN YOU WILL NEED TO USE SOME OF THEM (OR SELL THEM OR SIMPLY THROW THEM AWAY) BEFORE YOU CAN PURCHASE MORE SCROLLS.

SPELLS CAN BE LEARNED FROM YOUR SPELL BOOK, AND IN THIS CASE THEY WILL REMAIN IN YOUR SPELL BOOK, WITHOUT TAKING UP ANY SPACE. TO LEARN A SPELL, YOU MUST FIRST LEARN THE APPROPRIATE MAGIC SCHOOL AND THEN GATHER THE DESIRED SCROLLS. THEN, YOU CAN LEARN THE SPELL THROUGH THE USE OF MAGIC CRYSTALS. THE STRONGER THE SPELL, THE MORE CRYSTALS ARE REQUIRED.

LEARNED SPELLS DO NOT EXPEND ON USE, BUT RATHER EXPEND MANA. IN ADDITION, THE SPELL CAN BE IMPROVE. TO IMPROVE A SPELL YOU HAVE LEARNED REQUIRES ADVANCED SKILL IN THE RELEVANT MAGIC SCHOOL, AND AGAIN MAGIC CRYSTALS. SPELLS CAN BE UPGRADED TO LEVEL III, WITH EACH LEVEL INCREASING THE SPELL'S STRENGTH AS WELL AS THE AMOUNT OF MANA REQUIRED FOR ITS USE. SOME SPELLS ARE SIGNIFICANTLY CHANGE THEIR PROPERTIES WHEN THEY INCREASE IN POWER.

Strengthening Spells

IN ADDITION TO IMPROVING INDIVIDUAL SPELLS TO LEVEL II OR III, THE SPELL'S POWER IS INFLUENCED BY THE INTELLECT OF THE HERO, AND CERTAIN EQUIPPED ITEMS CAN INCREASE THE POWER OF SPELLS AS WELL. FOR OFFENSIVE SPELLS, DAMAGE IS INCREASED BY 10% FOR EACH POINT OF INTELLECT. FOR EVERY 10 POINTS OF INTELLECT, THE DURATION OF THE SPELL IS INCREASED FOR ONE ROUND.

THE "DESTRUCTION" SKILL INCREASES THE DAMAGE INFLICTED BY SPELLS, AND THE "CREATION" SKILL INCREASES THE POWER OF DIVINE SPELLS AND THEIR DURATION. ITEMS MAY AMPLIFY THE EFFECTS OF CERTAIN SPELLS, OR EVEN WHOLE GROUPS OF SPELLS, SUCH AS INCREASING THE AMOUNT OF FIRE DAMAGE INFLICTED.

☞ MAGIC SCHOOLS ☞

THE GAME HAS FOUR COMBAT MAGIC SCHOOLS: ORDER, DISTORTION, CHAOS, AND RUINE MAGIC. EACH SCHOOL HAS ABOUT 20 DIFFERENT SPELLS.

ORDER MAGIC IS OF HIGHER, DIVINE ORIGIN, AND AFFECTS THE BODY AND THE MIND. IT ENABLES YOU TO HEAL, PROTECT, AND EMPOWER YOUR TROOPS WITH MYSTICAL ABILITIES. HOWEVER THE GODS ARE ALSO QUITE CAPABLE OF PUNISHING AND DESTROYING THOSE WHO STAND AGAINST THE RIGHTEOUS WAY, SO THIS SCHOOL ALSO CONTAINS POWERFUL ATTACK SPELLS.

DISTORTION MAGIC IS THE SOURCE OF SPELLS WHICH ALTER THE NATURAL STATE OF OBJECTS AND THE WAY THEY ARE PERCEIVED, DISTORTING BOTH THEIR INNER NATURE AND THEIR OUTWARD APPEARANCE. THIS SCHOOL INCLUDES STRENGTHENING AND WEAKENING SPELLS, AND MAGICAL ILLUSIONS WHICH EFFECT THE MIND.

CHAOS MAGIC WEAKENS AND DESTROYS CREATURES BOTH LIVING AND DEAD. THIS IS THE PREFERRED SCHOOL FOR BATTLE MAGES WHO INTEND TO PUT WHOLE ARMIES TO FLIGHT, AND RAZED THE FORTRESSES OF THEIR ENEMIES.

RUINE MAGIC IS A NEW SCHOOL OF MAGIC BEST KNOWN BY VIKINGS WARRIORS. THE PEOPLE OF THE NORTH HAVE FOR CENTURIES STUDIED THE MYSTERIES OF NATURE, AND HAVE FINALLY LEARNED TO TAP INTO THE AWESOME FORCES OF COLD. THESE SPELLS INCLUDE POWERFUL OFFENSIVE AND DEFENSIVE MAGIC, AND CAN USE VIKING RUINES IN ADDITION TO MANA, THUS INCREASING THE POWER OF THE SPELLS.

USING MAGIC

SPELLS FROM THESE MAGIC ORDERS CAN ONLY BE USED IN BATTLE. USUALLY THE SPELL BOOK CAN BE USED ONCE PER ROUND, BUT THE "HIGHER MAGIC" SKILL ALLOWS THE MAGIC-USER TO CAST TWO SPELLS PER ROUND. TO CALL A SPELL, THE MAGICIAN REQUIRES SUFFICIENT MANA, UNLESS OF COURSE A SCROLL IS TO BE USED INSTEAD.

SPELLS CAN HAVE DIFFERENT EFFECTS: CAUSING DAMAGE TO THE ENEMY, OR RAISING OR LOWERING THE ATTRIBUTES OF TROOPS. THEY CAN SUBDUCE THE ENEMY, OR CALL TO THE BATTLEFIELD MAGICAL CREATURES - AND MUCH, MUCH MORE. THE POWER OF A SPELL GREATLY DEPENDS ON THE SPECIFIC SITUATION, SO THEY ARE BEST USED WITH CARE AND THOUGHT.

WANDERER MAGIC

THIS PECULIAR SCHOOL OF MAGIC INVOLVES SPELLS WHICH ARE USED ONLY DURING TRAVEL THROUGH THE GAME WORLD. THESE SPELLS INCREASE

A CERTAIN ATTRIBUTES OR CALL SOLDIERS TO THE HERO'S ARMY. WANDERER SPELLS CAN ONLY BE USED IN THE FORM OF SCROLLS, AND CANNOT LEARNED OR IMPROVE. CURRENTLY ACTIVE WANDERER SPELLS ARE DISPLAYED IN THE UPPER RIGHT CORNER OF THE SCREEN.

THE COMBAT SYSTEM

WHEN HOSTILE ARMIES MEET, THE SCENE OF ACTION MOVES TO A TACTICAL ARENA, ACROSS WHICH THE UNITS OF EACH ARMY MOVE IN TURN. THE ORDER OF TURNS IS DETERMINED BY THE TROOPS' INITIATIVE, AND DURING THEIR TURN, A TROOP MAY MOVE AROUND THE BATTLEFIELD, EXCHANGE BLOWS, AND USE THEIR SKILLS. WHEN ALL TROOPS HAVE COMPLETED THEIR MOVES, THE COMBAT ROUND ENDS AND A NEW ONE BEGINS.

THE COMMANDERS OF THE TROOPS DO NOT DIRECTLY PARTICIPATE IN COMBAT, BUT THEY MAY APPLY CERTAIN BONUSES TO THEIR TROOPS, AND INFLUENCE THE COURSE OF THE BATTLE BY CASTING MAGIC SPELLS, AND OLAF'S CAN ALSO USE VARIOUS VALKYRIE SKILLS AS WELL. ONCE PER ROUND, DURING THE TURN OF A FRIENDLY UNIT, THE HERO CAN USE THE BOOK OF MAGIC AND THE ABILITIES OF THE VALKYRIES. THE BATTLE ENDS WHEN ONE SIDE LOSES ALL OF ITS TROOPS.

A PLAYER CAN WITHDRAW FROM BATTLE BEFORE ITS COMPLETION, BUT IN DEFEAT OR ESCAPE, THE HERO RECEIVES NO EXPERIENCE OR TROPHIES, AND LOSES ALL HIS TROOPS. BUT THE GAME DOES NOT END THERE, FOR YOU WILL FIND YOURSELF IN A FRIENDLY CAPITAL, FROM WHICH POINT THE GAME CONTINUES - AND YOU MIGHT EXPECT SOME COMPENSATION FROM YOUR ALLIES. HOWEVER, IN SOME CASES WHEN ESCAPE IS IMPOSSIBLE, DEFEAT WILL LEAD TO THE LOSS OF THE GAME. FOR EXAMPLE, YOU CANNOT FLEE WHILE FIGHTING INSIDE OBJECTS OR AGAINST BOSSES, AS WELL AS CERTAIN OTHER BATTLES.

☞ THE BATTLEFIELD ☞

BATTLES TAKE PLACE IN SPECIAL ARENAS, WHICH ALL VARY IN SHAPE, SIZE AND TACTICAL INTEREST. WHAT SORT OF ARENA YOU ENTER WILL DEPEND ON WHERE THE FIGHT TAKES PLACE. IF YOU MEET THE ENEMY UPON A FOREST ROAD, THE FIGHT WILL TAKE PLACE ON A NARROW



FOREST PATH. WHEN ATTACKING AN ENEMY CASTLE, BE PREPARED FOR THE FACT THAT THE CASTLE'S DEFENDERS MAY BE WELL-POSITIONED AT THE TOP OF SIEGE TOWERS. WHEN BOARDING ENEMY SHIPS, THE BATTLE TAKES PLACE ON THE DECK OF A SHIP. BATTLES WAGED INSIDE OBJECTS ARE WAGED IN AN INCREDIBLE AND STRANGE ARENA.

TACTICS ARE DETERMINED BY THE SHAPE AND DIMENSIONS OF THE BATTLEFIELD, AS WELL AS ANY OBSTACLES THAT APPEAR IN THE ARENA. THESE CAN BE LOW OBSTACLES WHICH HINDER THE MOVEMENT OF FOOT SOLDIERS, BUT ARE EASILY OVERCOME BY FLYING CREATURES. - AND THERE MAY BE OTHER HIGHER OBSTACLES WHICH BLOCK THE PASSAGE OF ALL BEINGS.

ANOTHER IMPORTANT FACTOR IN THE BATTLEFIELD IS THE TYPE OF ENVIRONMENT AND THE TIME OF DAY. THOSE WITH NIGHT VISION AND UNDEAD CREATURES BETTER FIGHT IN THE DARK, AT NIGHT, OR IN UNDERGROUND CAVES. THE TYPE OF THE BATTLEFIELD AFFECTS THE COMBAT CHARACTERISTICS OF OTHER CREATURES AS WELL. DEMONS ARE BETTER PROTECTED IN THEIR NATIVE LAVA ARENAS, WHILE IN THE SNOW THEIR PROTECTION IS QUITE COMPROMISED. THE MORALE OF UNDEAD TROOPS INCREASES IN CEMETERIES.

☞ TROOPS ☞

THE BASIC COMBAT UNIT APPEARS ON THE SCREEN AS A SINGLE SOLDIER, BUT

IS IN FACT A STACK OF ANY NUMBER OF CREATURES, FROM A SINGLE ONE UP TO SEVERAL THOUSAND CREATURES. THESE TROOPS WILL CONTINUE TO FIGHT SO LONG AS EVEN ONE SOLDIER REMAINS ALIVE. THE HEALTH AND DAMAGE OF THE TROOP ARE CONSIDERED CUMULATIVELY: THE AMOUNT OF DAMAGE INFLICTED BY A TROOP IS EQUAL TO THE AMOUNT OF DAMAGE WHICH A SINGLE SOLDIER IS CAPABLE OF, MULTIPLIED BY THE NUMBER OF SOLDIERS IN THE TROOP.

ALL CREATURES HAVE ATTRIBUTES WHICH DETERMINE THEIR COMBAT EFFECTIVENESS, AND MANY CREATURES HAVE THEIR OWN UNIQUE CHARACTERISTICS AND ABILITIES.



RACE INDICATES WHETHER THE UNIT BELONGS TO ONE OF THE SIX MAJOR RACES IN ENDORIA, OR IS OF NEUTRAL RACE. RELATIONSHIPS EXIST BETWEEN THE RACES, WHICH INFLUENCE THE MORALE BEINGS WHO ARE IN THE HERO'S ARMY. IN ADDITION, EFFECTS AND OBJECTS MAY HAVE SPECIAL EFFECTS UPON CREATURES OF CERTAIN RACES.

LEADERSHIP INDICATES HOW MUCH OF THE HERO'S LEADERSHIP IS REQUIRED TO COMMAND ONE SUCH CREATURE.

MORALE DISPLAYS THE TROOP'S MORALE - THAT IS, ITS CURRENT HAPPINESS AND BATTLE SPIRIT. A HIGH MORALE INCREASES THE TROOP'S ATTACK AND DEFENSE, AND INCREASES ITS CHANCE OF SCORING A CRITICAL HIT. A TROOP SUFFERING FROM LOW MORALE IS NOT SO CAPABLE IN COMBAT, AND IT IS

unlikely to land critical hits.

Attack indicates the power of the attacks inflicted by the troop. If the attack of the troop is greater than the defense of its target, the damage it inflicts increases.

Defense marks the troop's degree of protection from enemy attacks. If the enemy's attack is less than the defender's defense, the damage of the attack is reduced.

Initiative indicates how quickly the troop can engage in battle. The higher the initiative, the sooner the troop can strike, outstripping the attacks of enemy troops.

Speed shows the maximum number of action points the troop is capable of using in a single round. These points are replenished each round. They are expended when the troop moves (traversing one cell expends one action point), and they are expended when performing other actions. Attacking an enemy or using a skill generally expends all of the troop's remaining action points.

Crit, or **Critical Hit**, indicates the probability that the troop will inflict a blow which deals 150% of the normal damage which the unit is capable of.

Damage shows the amount and type of damage the troop inflicts. Damage may for example be physical, poisonous, fire, or magic. Each creature may have resistance to certain types of damage. A resistance greater than zero means that the creature will receive less damage from this type of attack. If the troop's resistance is below zero, then attacks of that type will inflict greater damage.

Health shows the vitality of the unit. When the current health reaches zero, one being in the troop falls in battle.

Effects show the effects currently applied to the troop in battle. These effects alter the combat capabilities of the troop in various ways. These effects are shown by icons below the character's portrait. The number beside the icon indicates the number of rounds that the effect will last. You can hover your mouse over the icon to see a description of the effect. Effects highlighted in green are the positive, and those highlighted in red are negative effects.

Talents are skills that can be used during the battle. Simply press the desired talent button to activate the talent. These typically spend all the troop's current points of action. Each troop can have up to three talents, and they are often unique.

Certain Talents may only be used once per battle, while others can be used repeatedly. Typically it takes time to recharge a talent before it is reused, but such talents will again be available for use when the specified number of rounds has passed. All talents are fully charged at the beginning of the next battle.

Features are the creature's passive properties that apply continuously or which are triggered automatically when certain conditions are met.

CREATURES AND RACES

The game has about one hundred different creatures of the various races: Vikings, Humans, Dwarves, Elves, Orcs, Undead, and Demons. There is also a large group of neutral creatures that are not affiliated with any race.

Vikings



Vikings are a new race introduced by the Warriors of the North.

These brave souls hail from the harsh Northlands, and many of them have an innate resistance to cold, and receive a bonus to protection when battling in snowy arenas. Most Vikings are great warriors, but among them can be found skilled magicians known as soothsayers. Runic knowledge is a unique feature of the Viking race. They are known to fiercely despise the undead who have invaded their lands.

The armies of Vikings include slingers, Vikings, Skalds, Berserkers, Axe Throwers, Warrior Maidens, Soothsayers, and Jarls.

Humans



These people who are not hardened by the northern climes represent one of the biggest races of Endoria. Humans live happily beside elves and dwarves, and are enemies of the undead and demons. They are versatile, balanced warriors, and equally good in both defense and offense. Many of them are trained in effective armor and fighting techniques, and the priests of their temples do battle with the undead and demons like no others. The magic

OF THE HUMANS IS AVAILABLE TO SERVANTS OF THE GODS AND ADEPTS OF THEIR MAGIC ACADEMY.

THEIR FORCES INCLUDE: PEASANTS, BANDITS, MARAUDERS, ARCHERS, SWORDSMEN, GUARDSMEN, PRIESTS, INQUISITORS, HORSEMEN, KNIGHTS, PALADINS, AND ARCHMAGES.

DWARVES

BOTH GIANTS AND DWARVES FALL INTO THIS RACIAL CLASS. THEY DISLIKE ELVES AND DEMONS, AND ARE SWORN ENEMIES OF THE UNDEAD. DWARVES FEAR MAGIC, PREFERRING TO DEVELOP THEIR POWERS THROUGH SCIENCE AND MECHANICS. THEIR MECHANICAL DEVICES, CREATED BY THEIR LEGENDARY ENGINEERS, AND THEIR ALCHEMICAL POTIONS ARE QUITE EFFECTIVE IN BATTLE - EVERY BIT AS POWERFUL AS THE SPELLS OF OTHER RACES. AS WARRIORS, DWARVES ARE RATHER SLOW, BUT THEIR LOW SPEED AND INITIATIVE IS COMPENSATED FOR BY THEIR GREAT

HEALTH AND STRENGTH.

THEIR FORCES INCLUDE: MINERS, FOREMEN, DWARVES, ALCHEMISTS, CANNONEERS, MOUNTAIN GIANTS, REPAIR DROIDS AND GUARD DROIDS.

ELVES

ELVES HISTORICALLY DISLIKE THE DWARVES, FEUD WITH DEMONS AND HATE THE UNDEAD AND ORES. ELVES, TOGETHER WITH THE LIKE-MINDED CREATURES OF THE FOREST, MAKE FOR A TRULY IMPRESSIVE ARMY. HOWEVER, ELVES DO NOT LIKE TO FIGHT, HAVING BOTH LOW HEALTH AND LOW DEFENSE. NEVERTHELESS, THEY ARE VERY SWIFT AND RELY UPON THE MAGIC OF NATURE - WHICH HAS PROVEN A DEADLY COMBINATION. ELVEN ARMIES ARE DIVIDED INTO WARRIORS WHO TAKE THE FRONT LINES, MAGICIANS AND OTHER SUPPORTING UNITS - AND ARCHERS WHO ARE TRULY WITHOUT EQUAL!

THE ELVEN ARMY CONSISTS OF: FOREST AND LAKE FAIRIES, DRYADS, ELVES, RANGERS, DRUIDS, WEREWOLVES, UNICORNS, BLACK UNICORNS, ENTS, AND ANCIENT ENTS.



ORES

THE WARRIOR TRIBES OF ORES AND GOBLINS HAVE A STRONG AVERSION TO THE UNDEAD, AND FEAR DEMONS. THEY RELY ON THEIR BRUTE STRENGTH, THEIR UNRIVALLED ENDURANCE, AND THE GREAT SIZE OF THEIR ARMIES.

WITH THE SUPPORT OF THEIR SINISTER MAGIC, ORE SHAMANS FIERCELY JOIN THE BATTLE, CRUSHING THEIR ENEMIES.

THEIR TROOPS INCLUDE: GOBLINS, FURIOUS GOBLINS, ORES, ORE VETERANS, CATAPULTS, OGRES, AND SHAMANS.

UNDEAD

THE DEAD ARE INDIFFERENT TO ALL RACES, WHILE ALL THE OTHER RACES EITHER FEAR OR DESPISE THEM. THEY ARE RESISTANT TO POISON AND VULNERABLE TO HOLY ATTACKS, AND AT NIGHT AND IN CEMETERIES, THE FIGHTING CAPABILITY OF THE UNDEAD GREATLY INCREASES. THE POWER OF THE UNDEAD ARMY RESTS IN THE ABSENCE OF LIFE IN THEIR DEAD BODIES, AND IN THEIR ABILITY TO REPLENISH THEIR RANKS BY SAPPING THE LIFE ENERGY OF THEIR ENEMIES.

THE UNDEAD ARMY INCLUDES: SKELETONS, SKELETON ARCHERS, UNDEAD SPIDERS, ZOMBIES, DECAYING ZOMBIES, GHOSTS, CURSED GHOSTS, VAMPIRES, ANCIENT VAMPIRES, BLACK KNIGHTS, NECROMANCERS, AND BONE DRAGONS.

DEMONS

DEMONS ARE IS EVIL AND POWERFUL CREATURES FROM ANOTHER WORLD. THEY ARE POWERFUL MAGICIANS AND DANGEROUS WARRIORS, AND THEY ARE MIGHTY WARRIORS OF DEVASTATING POWER. BORN AS THEY ARE IN THE FIRES OF HADES, THEY ARE PROTECTED FROM FIRE DAMAGE, BUT FEAR COLD, AND BECOME QUITE UNCERTAIN IN WINTERY CLIMES. THE MAGIC OF DEMONS IS FOCUSED UPON ONE THING ONLY: TO SOW CONFUSION INTO THE RANKS OF THE ENEMY AND CRUSH HIM!



DEMON TROOPS INCLUDE: IMPS, SCOFFER IMPS, CERBERUSES, DEMONESSES, DEMONS, EXECUTIONERS, AND ARCHDEMONS.

NEUTRAL CREATURES



NEUTRAL CREATURES ARE THOSE WHO COUNT NONE OF THE OTHER RACES EITHER ENEMIES OR ALLIES. NEUTRAL TROOPS VALUE FREEDOM AND INDEPENDENCE, AND ARE WILLING TO FIGHT FOR IT. HOWEVER, YOU MAY FIND AMONG THEM THOSE WHO ARE WILLING TO SELL THEIR FREEDOM TO ONE WHO OFFERS SUFFICIENT GOLD AND BOARD.

NEUTRAL UNITS INCLUDE: PIRATES, SEA DOGS, ASSASSINS, DEVILFISH, THORNS, THORN WARRIORS, ROYAL THORNS, FIRE DRAGONFLIES, LAKE DRAGONFLIES, VENOMOUS SPIDERS, CAVE SPIDERS, FIRE SPIDERS, ICE SPIDERS, MARSH SNAKE, RED SNAKES, ROYAL SNAKES, WOLVES, HYENAS, BEARS, POLAR BEARS, ANCIENT BEARS, GRIFFINS, ROYAL GRIFFINS, BEHOLDERS, EVIL BEHOLDERS, CYCLOPES, DEMONOLOGISTS, TROLLS, EMERALD DRAGONS, RED DRAGONS, BLACK DRAGONS, AND ICE DRAGONS.

RAGE SKILLS

AS WITH THE BOOK OF MAGIC, ONCE PER ROUND YOU MAY CALL UPON THE AID OF OLAF OR HIS VALKYRIES. TO USE THEIR SKILLS REQUIRES RAGE, WHICH IS SOMEWHAT SIMILAR TO MANA. RAGE IS GAINED DURING COMBAT, WHENEVER TROOPS EXCHANGE BLOWS. THE MORE CREATURES ARE KILLED IN AN ATTACK, THE GREATER THE INCREASE OF RAGE. DOUBLE RAGE IS EARNED WHENEVER A TROOP IS DESTROYED OUTRIGHT.

THE MORE POWERFUL THE ABILITY OF OLAF OR HIS VALKYRIES, THE MORE RAGE IT WILL REQUIRE, AND THE LONGER PERIOD OF TIME IS NECESSARY FOR IT TO RECHARGE. WITH THE SKILL "RUNIC POWER", THE HERO CAN USE RAGE SKILLS UP TO TWO TIMES PER ROUND.

DURING THE GAME, THE HERO GAINS EXPERIENCE IN BATTLE AND INCREASES IN LEVEL. WHEN GAINING A LEVEL, OLAF CAN LEARN NEW RAGE SKILLS OR ENHANCE THE ONES HE HAS ALREADY LEARNED. YOU CAN LEARN UP TO NINE UNIQUE RAGE SKILLS IN TOTAL.



VIKING VORTEX. OLAF BURSTS INTO A CROWD OF ENEMIES, DAMAGING ALL NEARBY ENEMIES WITH PHYSICAL DAMAGE, AND PUSHING BACK CREATURES UNDER LEVEL 4.

ICE BLADES. CREATES A GREAT ICY WHIRLWIND, WHICH LEAVES IN ITS WAKE A WALL OF ICE. THE ICE WALL REFLECTS PART OF ANY MELEE DAMAGE INFLICTED UPON IT.

LORD OF THE NORTH. A TORRENT OF ICY HAIL POURS DOWN FROM THE SKY, CAUSING ICE DAMAGE. ANY THE EMPTY CELLS IT IMPACTS HAVE A CHANCE OF GROWING ICY SPIKES.

GUDRIDA'S RAGE. THE VALKYRIE'S FLAMING SWORDS HAIL DOWN UPON THE ARENA. ALL UNITS WITHIN THE AREA OF EFFECT SUFFER FIRE DAMAGE, AND ARE SET ABLAZE.

MISTA'S LIGHTNING. FOG AND THUNDER JOIN TO CREATE A GREAT FIREBALL THAT HOVERS OVER THE BATTLEFIELD FOR THREE TURNS. LIGHTNING STRIKES AND PURSUES ENEMIES, KILLING A PART OF EACH TROOP STRUCK. THE EFFECT ALSO HAS A CHANCE TO SHOCK THE TARGET.

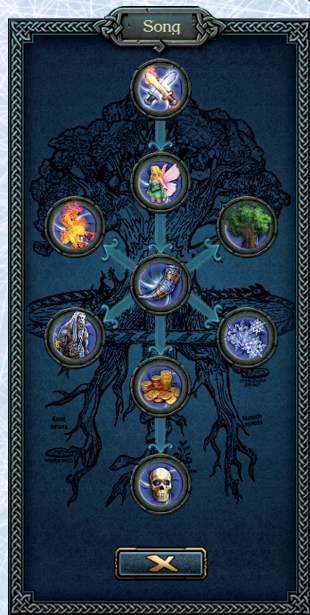
CHRISTA'S GIFT. POUR A HANDFUL OF ENCHANTED COINS IN A SELECTED CELL. NEARBY ENEMY TROOPS FEEL AN IRRESISTIBLE URGE TO TAKE THE TREASURE FOR THEMSELVES. IF AN ENEMY PICKS UP THE GOLD, HE IS TOSSED INTO THE AIR, THEN FALLS SOMEWHERE NEARBY RECEIVING SOME DAMAGE FROM THE FALL. IF AN ALLY COLLECTS THE GOLD, THE HERO RECEIVES THE MONEY, AND THE TRAP DOES NOT SPRING.

REGINA'S MESSENGER. IN THE SELECTED CELL A METEORITE FALLS, CAUSING PHYSICAL DAMAGE TO ANY NEARBY TROOPS. FROM THE METEORITE STEPS FORTH A LAVA GOLEM, WHOSE HEALTH AND OTHER CHARACTERISTICS DEPEND ON THE LEVEL OF THE RAGE SKILL.

HILDA'S ARROWS. THE VALKYRIE CREATES MAGICAL JETS OF ENERGY, INFLECTING ASTRAL AND MAGICAL DAMAGE UPON THREE RANDOM OPPONENTS. IF THE ATTACK DESTROYS AN ENEMY TROOP, THE REMAINS OF THE TROOP IS CONVERTED INTO MAGICAL ENERGY.

LOKI'S AID. SENDS FORTH A WAVE OF FIRE THAT SPREADS IN A SINGLE DIRECTION, CAUSING FIRE DAMAGE. IN SOME CELLS THERE MAY APPEAR FIGURES FILLED WITH BOILING LAVA.

SONGS



THE EDDA ARE THE ANCIENT LEGENDS OF THE VIKING RACE, AND ONLY THE SKALD CLASS POSSESS THE UNIQUE ABILITY TO RECITE THESE HEROIC TALES BEFORE BATTLE, THEREBY INSPIRING THEIR TROOPS TO HEROIC FEATS, AND CALLING DOWN THE BLESSINGS OF THE NORSE GODS. TO LEARN THEM THE SKALD MUST MASTER THE "EDDA" SKILL. WITH EACH SKILL LEVEL, THE SKALD'S PROFICIENCY WITH THESE ANCIENT VIKING SONGS INCREASES. THESE SONGS NOT ONLY GIVE BONUSES TO THE TROOPS, BUT CHANGE THEIR ATTRIBUTES. THUS, THEY ARE A UNIQUE TOOL BY WHICH THE HERO CAN ADJUST HIS STRENGTHS TO HIS CURRENT CHALLENGE, AND TO THE AMPLIFY THE STRENGTHS OF HIS ARMY AND HIS EQUIPMENT WHILE COMPENSATING FOR ANY WEAKNESSES. AFTER LEARNING THE "EDDA" SKILL, THE SKALD CAN USE

THESE SONGS IN EVERY BATTLE. THE EFFECTIVENESS OF A SONG DEPENDS ON THE HERO'S "EDDA" SKILL.

SONG OF MIDGARD

WITH THE SONG OF MIDGARD, THE HERO SINGS AN INSPIRING TALE TO INCREASE THE MORALE OF HIS TROOPS. AT LEAST ONE UNIT WILL INCREASE MORALE, AND OTHERS HAVE A CHANCE TO DO SO AS WELL.

SONG OF JÖTUNHEIM

WITH THE SONG OF JÖTUNHEIM, THE HERO INSPIRES HIS TROOPS WITH THE STRENGTH AND CALMNESS OF JOTUN. THIS INCREASES ATTACK AND DEFENSE, BUT LOWERS INITIATIVE.

SONG OF SVARTALFAHEIM

PERFORMING THE SONG OF SVARTALFAHEIM, THE HERO AWAKENS IN HIS TROOPS THE SPIRIT OF GREED. THE AMOUNT OF GOLD RECEIVED AFTER BATTLE IS INCREASED, AND THE ARMY THROWS ITSELF INTO BATTLE, INCREASING ITS INITIATIVE, BUT DECREASING ITS DEFENSE.

SONG OF NIFLHEIM

PERFORMING THE SONG OF NIFLHEIM, THE HERO DEDICATES TO HIS TROOPS THE SPIRIT OF ETERNAL FROST. SOME PART OF THE DAMAGE THEY DEAL WILL BE IN THE FORM OF COLD DAMAGE, AND WHILE THEIR RESISTANCE TO COLD ALSO INCREASES, THEIR FIRE RESISTANCE FALLS, AS DOES THEIR INITIATIVE.

SONG OF ALFHEIM

WITH THE SONG OF ALFHEIM, THE HERO SUMMONS TO THE BATTLEFIELD A DARK FAIRY OF CHAOS, WHO WILL WATCH OVER HIS TROOPS. AT THE BEGINNING OF EACH ROUND, THE HERO HAS A CHANCE OF RECOVERING 10% OF HIS MANA. IN ADDITION, AT THE BEGINNING OF EACH ROUND, A POSITIVE OR NEGATIVE SPELL WILL BE CAST UPON ONE OF THE UNITS ON THE FIELD.

SONG OF VANAHEIM

WITH THE SONG OF VANAHEIM, THE HERO CALLS FOR UPON THE ANCIENT FORCES OF NATURE. ALLIED TROOPS DEAL A CERTAIN AMOUNT OF PHYSICAL DAMAGE TO THEIR ENEMIES, AND THEIR HEALTH INCREASES. HOWEVER, THEIR RESISTANCES DECREASE.

SONG OF MUSPELL

WITH THE SONG OF MUSPELL, THE HERO BESTOWS UPON HIS TROOPS THE POWER OF THE ELEMENT OF FIRE. ALLIED TROOPS ARE SHROUDED IN AN AURA OF FIRE, AND THUS DEAL A CERTAIN AMOUNT OF FIRE DAMAGE WHENEVER THEY ATTACK. IN ADDITION, WHEN AN ENEMY STRIKES THEM, THERE IS A CHANCE THAT THE ENEMY ATTACKER IS SET ABLAZE, UNLESS THE ATTACKER IS IMMUNE TO FIRE. ALL ALLIED UNITS RECEIVE INCREASED RESISTANCE TO FIRE, BUT THEIR RESISTANCE TO COLD DECREASES, AS DOES THEIR INITIATIVE.

SONG OF HELHEIM

WITH THE SONG OF HELHEIM, THE HERO PREPARES HIS TROOPS FOR A PARTICULARLY FIERCE BATTLE AGAINST THE WALKING DEAD. EACH HIT BY ENEMY UNDEAD PLACES THEM IN HOLY SHACKLES, LOWERING THEIR ATTACK

AND DEFENSE, AND EACH BLOW TO THE ENEMY BRINGS GREATER RAGE AND MANA.

SONG OF ASGARD

WITH THE SONG OF ASGARD, THE HERO INSPIRES HIS TROOPS IN A BATTLE WORTHY OF ODIN HIMSELF. THE RESISTANCES OF ENEMIES IS PARTIALLY IGNORED, BUT THE HERO'S DEFENSE IS LIKEWISE REDUCED. AT THE BEGINNING OF EACH ROUND, AN ALLIED UNIT RECEIVES A BONUS TO SPEED AND INITIATIVE.

INTERACTIVE OBJECTS

THE TACTICAL PROFILE OF A BATTLEFIELD IS LARGELY DETERMINED BY ITS SHAPE AND ANY OBSTACLES THAT MAY BE FOUND THERE. BUT IN ADDITION TO SUCH STATIC OBSTACLES THERE MAY APPEAR CERTAIN INTERACTIVE OBJECTS, WHICH ARE ABLE TO INFLUENCE THE WARRING TROOPS IN VARIOUS WAYS. MANY TYPES OF INTERACTIVE OBJECTS CAN APPEAR ON THE FIELD, DEPENDING ON WHERE THE BATTLE TAKES PLACE. GRAVES MAY BE FOUND IN CEMETERIES, ICE STATUES IN THE SNOWY PLACES, AND SO ON.

Chests hide gold, scrolls, talent runes, or even objects. Anyone can collect the contents of a chest, including the enemy.

Mine or powder keg. These objects can act as obstacles, but it is unwise to stand near them for very long. When destroyed, they explode, dealing damage to all creatures nearby.

Inside **Coffins** can be found a troop of skeletons, which will fight to the end of the battle on the side whichever army destroyed coffin and released them.

Holy Statues aid one troop each turn, within their area of effect, by healing the troop or casting "Blessing" or "Divine Armor."

Cursed Crosses strike any nearby with a random attack, such as "Poison Skull", or weakens any trespassers with "Weakness" or "Slow".

From a **Hornet's Nest**, a swarm of angry wasps spills forth, attacking one random unit within range, dealing physical damage. An **Altar of Lightning** electrocutes all units in range with its magical power.

A **Volcano** casts the spell "Fireball" or "Fire Rain" upon any who are foolish enough to approach.

An **Ice Statue**, constructed in honor of a dwarven god, randomly selects a nearby target. If the statue is a dwarf then that troop receives the statue's blessing. Any troop which does

NOT BELONG TO THE DWARVEN RACE IS BLASTED WITH A "GEYSER" OR CONSUMED BY AN "ICE SNAKE".

YOU MAY DESTROY ANY OF THESE INTERACTIVE OBJECTS, OR USE THEM TO YOUR OWN PURPOSES - AS CAN YOUR ENEMY. SOMETIMES IT IS WISEST TO DESTROY THE OBJECT IF ONLY THAT IT MAY NOT BE USED TO GOOD EFFECT BY THE ENEMY.

THE WORLD OF ENDORIA

THE ADVENTURE MAP

ALL EVENTS OCCUR IN REAL TIME ON THE ADVENTURE MAP. AS OUR HERO TRAVELS THE WORLD, ENEMY TROOPS PATROL AREAS THEY PROTECT, AND TIME PASSES; DAY GIVES WAY TO NIGHT. THE PROGRESS OF THE HOURS IS NOT ONLY A COSMETIC EFFECT; MANY CREATURES FIGHT MUCH BETTER AT NIGHT THAN DURING THE DAY. AT ANY TIME YOU MAY PRESS "SPACE" TO PAUSE THE GAME AND HALT THE FLOW OF TIME. WHILE THE GAME IS PAUSED, YOU CAN SAFELY CONSIDER YOUR ENVIRONMENT, STUDY YOUR SPELL BOOK, CONSULT YOUR QUEST JOURNAL AND THE HERO'S CHARACTER WINDOW.



ENDORIA CONSISTS OF MANY ISLANDS AND SEVERAL CONTINENTS, AMONG WHICH YOU CAN MOVE FREELY, USING THE "FAST TRAVEL" OPTION ON YOUR MAP. WHILE YOU ARE SAILING ON YOUR SHIP, YOU CAN INSTANTLY MOVE BETWEEN THE ISLANDS OF ENDORIA, SO LONG AS YOU HAVE A NAVIGATION MAP OF THE DESIRED ISLAND. THIS FEATURE ALLOWS YOU GREAT FREEDOM OF MOVEMENT, AND MAKES EXPLORATION OF THE WORLD MUCH EASIER.

Though you sailing "instantly" between islands, a certain amount of time passes in the game, as you will see when you reach your destination. You may wish to plan your movements between islands carefully, if you wish to take full advantage of the time of day, which influences the combat capabilities of certain creatures.

As in previous releases in the King's Bounty series, Olaf is able to travel upon a winged horse. The hero gains after meeting with the first Valkyrie. His winged steed can reach the most remote places on the islands of Endoria - places which are impossible to reach by either land or water. However, flight is impossible inside dungeons and castles.

When descending into a dungeons or exploring an enclosed space, Olaf leaves his faithful horse and gets out on foot. When walking, he moves somewhat slower, but this increases the maneuverability of the hero: he can squeeze through even quite narrow passages.

You can leave notes and marks on the map. To do this, simply open the map (by pressing M), and point to the desired location with your mouse. Then simply click the left mouse button. In the text box which appears, you can enter a short description of the mark you're making. These marks can be edited by left-clicking on them, or removed with a right click.

CASTLES

Castles are somewhat like other buildings you will encounter on the map, but unlike conventional buildings, they are marked with a special icon on the global map, and have a unique interface. These structures are quite large, and can be used to store items, troops, and scrolls. In addition, they may hold up to three



rulers, with whom you can speak and acquire quests. Castles are the only places where the hero can sell his items, and the only places where he can garrison units of his army. Each castle's garrison can hold up to three troops, and there is no limit to the number of creatures in each troop. Garrisoned troops will remain there until the player returns.

BUILDINGS

In addition to the castles, you will encounter many normal buildings - shops and homes of various creatures, many of which offer troops which you can recruit. Such buildings are occupied by characters you can talk to, and even receive quests from, or purchase items. Some merchants offer very interesting and rare items, and numerous troops you can hire for your army. Like castles, all buildings are marked on the map with a special symbol.

NON-PLAYER CHARACTERS

You will meet many non-player characters in your journey: castle rulers, merchants in shops, or just characters standing on the adventure map. You can speak to any of them whenever you like, and many offer valuable information, or opportunities

FOR QUESTS.

NON-PLAYER CHARACTERS ARE THE PRINCIPLE SOURCE OF SIDE-QUESTS. AFTER PERFORMING THEIR ASSIGNMENTS THEY MAY OFFER YOU NEW ITEMS FOR PURCHASE, OR TROOPS AND ITEMS. HOWEVER, THE OPPOSITE SITUATION IS ALSO POSSIBLE: IF YOU FAIL A QUEST, YOU MAY ENTIRELY LOSE YOUR OPPORTUNITY TO TRADE WITH CERTAIN CHARACTERS.

PORTALS

THESE PASSAGEWAYS ALLOW YOU TO MOVE BETWEEN LOCATIONS OR BETWEEN ROOMS WITHIN THE SAME LOCATION. THEY OFTEN LOOK DIFFERENT, DEPENDING ON THEIR PURPOSE. SOME LEAD MERELY TO THE NEXT LOCATION, SOME DESCEND INTO A DUNGEON OR EVEN MOVE THE PLAYER INTO ANOTHER WORLD. ALL SUCH TRANSITIONS ARE INDICATED ON THE WORLD MAP WITH SPECIAL SIGNS. A "LADDER" SIGN MEANS THAT THIS TRANSITION LEADS TO AN UPPER OR LOWER LEVELS ON THE MAP.



TREASURES

DURING YOUR TRAVELING, YOU WILL GATHER RESOURCES AND TREASURES SCATTERED ACROSS THE ADVENTURE MAP. IN VARIOUS NOOKS AND BURIED UNDERGROUND YOU WILL FIND GOLD, MAGIC CRYSTALS, TALENT RINES, AND SCROLLS. ONE PARTICULARLY SPECIAL ITEM IS THE BANNER, WHICH YOU CAN COLLECT TO INCREASE YOUR LEADERSHIP. IN THE BURIED TREASURE CHESTS YOU MAY FIND GOLD, OBJECTS, SCROLL, OR MAGIC CRYSTALS - EVEN TALENT RINES. TYPICALLY, THE FINER THE CHEST, THE MORE VALUABLE ITS CONTENTS.

ONE IMPORTANT ELEMENT OF THE GAME IS THE SEARCH FOR TREASURE. VERY VALUABLE TREASURES ARE HIDDEN UNDERGROUND. WHEN YOUR CHARACTER IS CLOSE TO ONE OF THESE BURIED TREASURES, YOU WILL SEE A SPECIAL EFFECT - A COLUMN OF LIGHT - MARKING THE PLACE WHERE YOU SHOULD DIG. BY CLICKING ON THE "SHOVEL" (OR PRESSING "D"), YOU

WILL DIG, AND A BURIED CHEST WILL BURST FORTH FROM THE GROUND. - THE CONTENTS ARE NOW YOURS! APART FROM THE NORMAL TREASURES HIDDEN ACROSS THE MANY LANDS OF ENDORIA, THERE ARE SPECIAL TREASURES WHICH YOU CAN ONLY FIND IF YOU POSSESS A TREASURE MAP OR ANOTHER SPECIAL ITEM. IF YOU DO NOT HAVE THE NECESSARY MAP, YOU CANNOT RECOVER THE TREASURE, EVEN IF YOU KNOW ITS LOCATION. PLEASE NOTE THAT ALL THE TREASURES, UNLESS THEY ARE HIDDEN OR BURIED, ARE MARKED WITH A SPECIAL STAR ON THE MINIMAP.

OBJECTS

IN ADDITION TO BUILDINGS AND PORTALS, YOU CAN FIND A VARIETY OF INTERACTIVE OBJECTS ON THE ADVENTURE MAP. INTERACTING WITH THEM CAN PROVIDE ADDITIONAL RESOURCES, AND INCREASED THE HERO'S CAPABILITIES. AFTER USING THESE OBJECTS, THEY ARE MARKED AS VISITED, AND THEY CANNOT BE RE-USED FOR A TIME. SOME SUCH OBJECTS CAN BE USED ONLY ONCE PER GAME, WHILE OTHERS REQUIRE TIME TO RECHARGE, SUCH AS FOUNTAINS OR MANA AND RAGE WELLS.

SOME OBJECTS MAY INCREASE THE BASIC PARAMETERS OF THE HERO (ATTACK, DEFENSE, MANA, AND SO ON), OR GRANT EXPERIENCE, ADDITIONAL MANA OR RAGE - EVEN TALENT RINES OR MAGIC SCROLLS.

EXAMPLES INCLUDE: ALTAR OF KNOWLEDGE, ALTAR OF BATTLE, TRAINING TARGET, SHRINE OF KNOWLEDGE, AND THE FOUNTAIN OF HAPPINESS.

THERE ARE A NUMBER OF OTHER OBJECTS WHICH PROVIDE VARIOUS BONUSES OR ITEMS RANDOMLY. THEY CAN GRANT GOLD, SCROLLS, VALUABLE ITEMS, OR TROOPS WHO WILL JOIN YOU. IT NEVER HURTS TO LOOK!

EXAMPLES INCLUDE: WISHING WELLS, SARCOPHAGI, HIDDEN CACHES.

WONDERS OF THE WORLD

KING'S BOUNTY: WARRIORS OF THE NORTH OFFERS NUMEROUS AMAZING AND INTRIGUING ASPECTS. ENEMY ARMIES CAN BE COMMANDED BY SPECIAL ENEMY HEROES, UNIQUE AND SPECIALLY-SKILLED OPPONENTS, CERTAIN OBJECTS POSSESS SOULS AS REAL AND WILLFUL AS ANY ORDINARY CREATURE, AND THERE ARE SOME BATTLES IN WHICH THE DIVINE ASSISTANCE OF THE VALKYRIES IS ALL THAT STANDS BETWEEN VICTORY AND DOOM.

ENEMY HEROES

IN YOUR EXPLOITS, YOU WILL ENCOUNTER NUMEROUS ENEMY HEROES. THESE UNIQUE CHARACTERS, EACH OF WHICH HAS HIS OWN HISTORY AND MOTIVATIONS, FOR WHICH THEY WILL FIGHT TO THE DEATH. THESE UNITS CAN BE VISUALLY DISTINGUISHED BY THEIR UNIQUE APPEARANCE, AND THE LUMINESCENT AURA THAT FOLLOWS THEM. IN ADDITION, WHEN YOU HOVER THE MOUSE OVER THEIR ARMY, YOU WILL SEE THE HERO'S PORTRAIT AND CAN READ ABOUT HIS SPECIAL CHARACTERISTICS.



IN COMBAT, AN ENEMY HERO HAS MANY OF THE SAME CAPABILITIES THAT OLAF POSSESSES. HE GRANTS BONUSES TO HIS TROOPS, INCREASING THEIR PERFORMANCE, AND USES A SPELL ONCE PER TURN, SUPPORTING HIS ARMY WITH MAGIC, OR DAMAGING HIS ENEMY'S ARMY. AN ENEMY ARMY LED BY SUCH A HERO IS FAR MORE DANGEROUS THAN A USUAL ARMY - BUT THE REWARD FOR DEFEATING HIM IS MUCH HIGHER AS WELL.

AMONG THE INHABITANTS OF ENDORIA, THERE ARE MANY WHO DESIRE THE HEADS OF THEIR SWORN ENEMIES. SUCH CHARACTERS MAY TELL YOU THEIR SAD STORIES, AND BEG YOU TO EXACT REVENGE UPON THE OFFENDING ENEMY HERO. WHEN YOU KILL AN ENEMY HERO FOR TO WHOM YOU HAVE RECEIVED A BOUNTY, YOU WILL IMMEDIATELY WIN A REWARD FOR COMPLETING YOUR TASK.

LIVING OBJECTS

ONE VERY UNIQUE FEATURE OF THE GAME IS LIVING OBJECTS. SUCH ITEMS HAVE UNIQUE PROPERTIES AND CAN CHANGE THEIR CHARACTERISTICS IN RESPONSE TO THE PLAYER'S ACTIONS.

THESE ITEMS ALSO HAVE MORALE, WHICH INDICATES HOW SATISFIED THE OBJECT IS WITH THE PLAYER'S ACTIONS. EVERY LIVING OBJECT HAS ITS OWN HISTORY AND PURPOSE, AND THEY SEEK TO FOLLOW AN OWNER WHO SHARES THE SAME BELIEFS. IF THE BEHAVIOR OF THE PLAYER RUNS COUNTER TO THE IDEAS OF A LIVING OBJECT IN THEIR POSSESSION, ITS MORALE SUFFERS. THE REVERSE IS TRUE AS WELL: AN OBJECT CAN BE PLEASED WITH THE PLAYER'S ACTIONS, AND ITS MORALE INCREASES. WHEN LIVING OBJECTS REACH A MAXIMUM MORALE, THEY AUTOMATICALLY BECOME MORE POWERFUL.

IF THE MORALE OF AN OBJECT FALLS TO A CRITICAL LOW, IT GOES OUT OF CONTROL AND NO LONGER OFFERS ITS BONUSES. TO REGAIN CONTROL OF THE OBJECT, ONE MUST CHALLENGE IT BY DEFEATING ITS GUARDIANS. TO CHALLENGE THE ITEM'S GUARDIANS TO BATTLE, CLICK ON THE ITEM IN THE HERO'S INVENTORY AND CHOOSE THE MENU ITEM "SUPPRESS" OR "UPGRADE". ONCE YOU COMMIT TO THIS CHALLENGE, YOU WILL BE TRANSPORTED TO A SPECIAL ARENA LOCATED INSIDE THE OBJECT ITSELF. THE MOST IMPORTANT AND MOST UNUSUAL OPPONENT IN SUCH BATTLES ARE GREMLINS, THE OBJECT'S KEEPERS. THESE MALEVOLENT CREATURES WILL TRY ANYTHING TO DESTROY YOUR ARMY. GREMLINS POSSESS POWERFUL MAGIC, AND WILL ACTIVELY USE IT TO DESTROY YOUR FORCES, OR SUPPORT THEIR OWN. FIGHTING ALONGSIDE THE GREMLINS ARE REGULAR TROOPS WHOSE TASK IT IS TO PROTECT THE GUARDIANS OF THE OBJECT. YOU MAY WIN A VICTORY AGAINST THE OBJECT'S KEEPERS ONLY BY DESTROYING EVERY SINGLE GREMLIN - AND EACH OF THEIR SERVANTS.

BOSSSES

OVER THE COURSE OF THE GAME YOU WILL ENCOUNTER CERTAIN OPPONENTS WHO ARE VERY DIFFERENT FROM ALL OTHER ENEMIES. THESE CREATURES ARE CALLED "BOSSSES", AND MAY BE SO HUGE AS TO OCCUPY HALF OF THE BATTLEFIELD. SUCH TERRIBLE FOES CAN BY THEMSELVES DEFEAT AN ENTIRE ARMY. IN THE PRESENCE OF SUCH CREATURES THE HERO CANNOT USE RAGE SKILLS.

BOSSSES POSE TRUE TACTICAL PUZZLES, AS THEY HAVE UNIQUE ABILITIES

AND SPECIAL COMBAT SKILLS, QUITE UNLIKE NORMAL ENEMIES. ON HIS VOYAGE, THE HERO MAY MEET FOUR BOSS. WE BRIEFLY TWO OF THEM HERE...

UNDEAD SPIDER

FAST AND IMMUNE TO POISON, THE GIANT SPIDER PREFERS TO NOT TO FIGHT, AND RATHER CALLS UPON OTHER SPIDERS AS SERVANTS. WHENEVER IT SENSES DANGER, THE SPIDER HIDES UNDERGROUND, THEN APPEARING IN ANOTHER PLACE, ATTACKING THE UNSUSPECTING ENEMY'S REAR FLANK WITH FULL FORCE. THE SPIDER'S POWERFUL LEGS CAN STRIKE MULTIPLE ENEMIES, AND EACH BITE DEADLY POISONOUS.

Loki

THIS GIANT VIKING SERVES KING ASVALD, AND PROTECTS THE CENTRAL ISLAND OF THE SOUTHERN KINGDOM OF THE RIFTLAND VIKINGS. NO ONE REMEMBERS WHERE Loki CAME FROM, AND EVEN THE OLD-TIMERS CAN HARDLY GUESS HIS AGE. RUMOR HAS IT THAT HE WAS THE SON OF THE TORAH, THOUGH Loki HAD BEEN SEEN NEAR THE SHRINES OF THE TORAH AS WELL AS THE TEMPLE OF ODIN. ONE THING IS CERTAIN - HE IS A FEARFUL FOE, AND TAKES HIS WORK AS BATTLE MASTER MOST SERIOUSLY.

INSTRUCTIONS FOR ADVENTURERS

SETTINGS

AFTER SELECTING "Options" FROM THE MAIN GAME MENU, YOU WILL SEE A WINDOW WHERE YOU CAN CONFIGURE THE PERFORMANCE OF THE GAME, AND ADJUST THE GRAPHICS AND SOUND SETTINGS.

GENERAL

SHOW INTRODUCTION VIDEO. SHOW OR HIDE THE LOGOS AND GAMES DEVELOPER MOVIES WHEN THE GAME IS BEING LOADED.

INVERT MOUSE ON THE X-AXIS. THIS OPTIONS ENABLES YOU TO REVERSE THE MOTION INDICATION BY HORIZONTAL MOUSE MOVEMENT.

INVERT MOUSE ON THE Y-AXIS. THIS OPTIONS ENABLES YOU TO REVERSE THE MOTION INDICATION BY VERTICAL MOUSE MOVEMENT.

MOUSE SENSITIVITY. THIS INCREASES THE SPEED OF CAMERA MOVEMENTS, AND THE SPEED WITH WHICH THE CURSOR MOVES.



GRAPHICS

RESOLUTION. THE BEST QUALITY VISUAL DISPLAY IS PROVIDED ON THE "NATIVE" RESOLUTION OF YOUR MONITOR. RESOLUTION AFFECTS THE SPEED OF THE GAME SLIGHTLY. SCREEN REFRESH RATE DETERMINES THE REFRESH RATE OF YOUR MONITOR.

COMBAT ANIMATION SPEED. THE SPEED AT WHICH CREATURES MOVE DURING BATTLE. THE CINEMATIC CAMERA SHOWS ATTACKS IN POWERFUL DETAIL.

VIEW DISTANCE DETERMINES THE DISTANCE AT WHICH OBJECTS AND LANDSCAPE ARE VISIBLE. THE SMALLER THE DISTANCE, THE BETTER THE PERFORMANCE.

WATER QUALITY CHANGES THE VISUAL QUALITY OF WATER. HIGH QUALITY LOWERS PERFORMANCE.

ANISOTROPIC FILTERING INCREASES THE SHARPNESS OF THE TEXTURES IN THE DISTANCE. IT HAS A NEGLIGIBLE IMPACT ON PERFORMANCE.

SHADOWS CHANGES THE QUALITY OF THE SHADOWS. THE HIGHER THE RESOLUTION, THE SMOOTHER AND SHARPER ARE THE EDGES OF SHADOWS. TURNING ON SHADOWS SIGNIFICANTLY REDUCES

PERFORMANCE. CHANGES IN THE QUALITY OF SHADOWS HAS LITTLE EFFECT ON THE SPEED OF THE GAME.

SHADOWS ON OBJECTS. ENABLE / DISABLE SELF-SHADOWING.

LANDSCAPE TEXTURE QUALITY CHANGES THE TEXTURE DETAIL OF THE LANDSCAPE. THIS AFFECTS THE TEXTURE QUALITY, THE PROCESSING SPEED, AND THE AMOUNT OF MEMORY REQUIRED. THIS SIGNIFICANTLY AFFECTS PERFORMANCE.

OBJECT TEXTURE QUALITY CHANGES THE TEXTURE DETAIL OF OBJECTS. THIS AFFECTS THE TEXTURE QUALITY, THE PROCESSING SPEED AND THE AMOUNT OF MEMORY REQUIRED.

CREATURE TEXTURE QUALITY CHANGES THE TEXTURE DETAIL OF CREATURES. THIS AFFECTS THE TEXTURE QUALITY, THE PROCESSING SPEED AND THE AMOUNT OF MEMORY REQUIRED. HAS ALMOST NO EFFECT ON PERFORMANCE.

ANTIALIASING SMOOTHS THE EDGES OF OBJECTS, ELIMINATING THE JAGGED "LADDER" EFFECT. AFFECTS THE PERFORMANCE OF THE GAME.

VERTICAL SYNC IS REQUIRED BY LCD DISPLAYS. THIS DETERMINES THE RATE AT WHICH THE SCREEN IS REFRESHED. HAS ALMOST NO EFFECT ON PERFORMANCE.

3D VIEW (REQUIRES SPECIAL BICOLOR (RED/BLUE) GLASSES)

ENABLE. ENABLES / DISABLES 3D VIEW.

DEPTH. ADJUSTS THE EFFECT OF STEREOSCOPIC DEPTH. WE RECOMMEND YOU DECREASE THE DEPTH OF THE EFFECT OR DISABLE 3D VIEW, IF YOUR EYES BECOME FATIGUED.

SOUND

MUSIC. ENABLE / DISABLE MUSIC PLAYBACK.

SOUNDS. ENABLE / DISABLE PLAYING SOUNDS.

HOTKEYS

ADVENTURE MODE	
ESC	MENU
F2 / F3	SAVE AND LOAD GAME
F5 / F8	QUICK-SAVE AND QUICK-LOAD
SPACE	PAUSE THE GAME
H	HERO WINDOW
B	MAGIC BOOK
Q	QUEST JOURNAL
M	MAP
D	DIG FOR TREASURE
F	COMMAND YOUR SPEED TO FLY
COMBAT MODE	
ESC	MENU
HOME	RETURN THE CAMERA TO DEFAULT POSITION
D, SPACE	TAKE DEFENSIVE POSITION
W, ENTER	WAIT
A	TOGGLE AUTO-BATTLE
B	OPEN SPELL BOOK
R	USE THE 'RAGE OF THE VALKYRIES' AMULET
1, 2, 3	SELECT A TROOP'S SPECIAL SKILL
CTRL+1, 2, 3	CHOOSE ATTACK, DEFENSE, OR LUCK RUNE
CTRL / SHIFT	WHEN SELECTING 2ND OR 3RD LEVEL SPELLS, CTRL AND SHIFT LOWER THE LEVEL BY 1 OR 2 LEVELS.
LEFT / RIGHT	MOVE THE CAMERA

CREDITS

KATAURI INTERACTIVE:

MANAGEMENT AND GAME DESIGN

DMITRY GUSAROV

LEAD ARTIST

ALEXANDER YAZYNIN

CHIEF PROGRAMMER

ALEXANDER ZEBERG

ANIMATION AND EFFECTS

RUSLAN CHERNY

GAME DESIGN

IVAN MAGAZINNIKOV

ANNA SELEZNEVA

ANTON MIKHAILOV

INTERFACE DESIGN

EVGENY CHERENKOV

LEVEL DESIGN

DMITRY DEGTJAREV

PROGRAMMERS

VYACHESLAV MATYTSIN

ALEXANDER TRETIAK

ALEXANDER PARSHIN

YEVGENY GONCHARUK

ARTISTS

SERGEI SIMONOV

NINA VATULICH

DMITRY DEGTJAREV

ALEXANDER BELCHENKO

EUGENE CHEPIKOV

ROMAN CHUBOV

VLADIMIR SHELESTOV

Music

LIND EREBROS

TRIHORN PRODUCTIONS

COMPOSERS

MIKHAIL KOSTYLEV

ANDREY GLADKOV

ANASTASIA PANKOVA

SOUND DESIGN

PATRIKKEEV PAVEL

VADIM CHALY

WARRIOR OF THE NORTH TEAM:

YULIA AKSENOVA

VLADIMIR ALEKSANDROV

ANDREW BESSARAB

ALEX VAKHRUSHEV

MAXIM VOLKOV

ANTON GURINOV

KONSTANTIN DROZDOV

ANTON ZINOVIEV

DMITRY ZOSIMOV

ALEXANDER KLIMENKO

ELENA KOZYREVA

SERGEI KONDRATOVICH

PAVEL KONDRASHOV

SVETLANA KROT

ANDREW KULIK

VERONICA LUKINA

GLEB LYUBIMOV

DENIS MALTZEY

ANDREY MINAEV

YURI MIROSHNIKOV

PAVEL OSHARIN

ALENA RUSSEYKHA

ALEXANDER RYZHENKO

ELENA SABLINA

RUSLAN SVOBODIN

MAXIM SEVOSTYANOV

VLADIMIR SKORODUMOV

ANNA SLIZKOVA

ALEXANDER SIDOROV

OLEG SUKHANOV

CATHERINE TERENTEVA

VITALY TIMKIN

ALEX TUZHILIN

ALEXANDER KRISTYAN

VLADIMIR CHUIKOV

ALEX SHUMEYKIN

LOCALIZATION

OLEG MIRONOV

MARKETING & PR

NIKOLAY BARYSHNIKOV

ANATOLY SUBBOTIN

FELIX YAKOVLEV

NIKITA PUTILIN

ANDREY DINEEV

Q&A

Q-LOC

GLOC S.A.

GENERAL MANAGER

ADAM PIESIAK

BUSINESS DEVELOPMENT DIRECTOR

PAWEŁ GRZYWACZEWSKI

BUSINESS DEVELOPMENT MANAGER

MARTA OLEJNICZAK

JUNIOR BUSINESS DEVELOPMENT

MANAGER

JAKUB TRUDZIK

QA PROJECT MANAGER

GRZEGORZ NODALA

DIRECTOR OF QUALITY ASSURANCE

LUKASZ RYMKOWSKI

QA LAB MANAGERS

MACIEJ MAZUREK

LUKASZ OSINSKI

QA TEAM LEADERS

KAMIL KSIĘZAK

PAWEŁ SZERZELCZYK

FUNCTIONAL QA TESTERS

PIOTR BIARDA

BORYS JOZWIAK

ROMAN SKURSKI

ROGER WASZKIEWICZ

MICHAŁ ZYGMUNTOWICZ

LINGUISTIC QA TESTERS

BARTEK ANTECKI

PIOTR MUGERMAN

IT MANAGER

BARTEK ZUKOWSKI

R&D SPECIALIST

JACEK FAJFER

TRANSLATION

BRESLIN STUDIOS

MUSIC BY

LIND EREBROS

DMITRY PETYAKIN

IC PUBLISHING EU

SALES TEAM

DANIELA RAYIN

TOMASZ SCROMSKY

LUKASZ PAROLEK

LOCALIZATION AND PRODUCTION

MANAGER

JAN OLEJNIK

MARKETING & PR, GRAPHICAL

DESIGN

ANDREA PIŚCENA

LUBOSZ BACHURA

MANY THANKS TO ALL WHO SUPPORTED AND BELIEVED IN US!

A DEEP BOW TO THE "FATHER" OF THE SERIES JON VAN CANEGHEM AND THE COMPANY NEW WORLD COMPUTING .

☞ TECHNICAL SUPPORT ☞

IF YOU ENCOUNTER PROBLEMS WHILE INSTALLING OR PLAYING THE GAME, DO THE FOLLOWING BEFORE YOU CONTACT US:

- CHOOSE "RUN" IN THE "START" MENU.
- TYPE «DXDIAG» IN THE DIALOG WINDOW AND PRESS "ENTER" TO RUN MICROSOFT DIRECTX DIAGNOSTIC TOOL.
- PASS ALL TESTS.
- HAVING PASSED THE TESTS, PRESS "SAVE ALL INFORMATION".
- SEND THE TEXT FILE OBTAINED AND A DESCRIPTION OF YOUR PROBLEM TO OUR TECHNICAL SUPPORT.

INFORMATION REQUIRED

- GAME VERSION (INSTALLED UPDATES)
- OPERATING SYSTEM
- PROCESSOR BRAND, TYPE AND CLOCK SPEED
- RAM VOLUME
- SOUND CARD TYPE
- VIDEO ADAPTER MODEL AND PARAMETERS
- CD/DVD-ROM DRIVE TYPE
- MOUSE TYPE AND DRIVER VERSION
- DIRECTX VERSION
- DETAILED DESCRIPTION OF THE PROBLEM THAT YOU FACED

☞ CONTACT ☞

VIA E-MAIL AT: support@icpublishing.eu

PLEASE USE THE E-MAIL ADDRESS PROVIDED. ALL SUPPORT ENQUIRES TO THE COMPANY ADDRESS OR PHONE NUMBER(S) CANNOT BE ANSWERED BY OUR STAFF.

FOR MORE INFORMATION AND UPDATES PLEASE VISIT: www.icpublishing.com

☞ REGISTRATION ☞

JOIN THE IC COMMUNITY BY REGISTERING ON OUR WEBSITE www.icpublishing.com AND RECEIVE ALL THE LATEST NEWS ON IC GAMES, EVENTS, CONTENTS ETC.

© 2012 IC COMPANY. ALL RIGHTS RESERVED.

THE ENGINE COPYRIGHT © 2002-2010 SKYFALLEN ENTERTAINMENT
BINK VIDEO COPYRIGHT © 1997-2010 BY RAD GAME TOOLS, INC. BINK VIDEO PLAYBACK TECHNOLOGY USED UNDER LICENSE. FMOD SOUND SYSTEM COPYRIGHT ©, FIRELIGHT TECHNOLOGIES PTY, LTD. 1999-2010
ZLIB COMPRESSION LIBRARY COPYRIGHT © 1995-2008 JEAN-LOUP GAILLY AND MARK ADLER LUA LANGUAGE COPYRIGHT © 1994-2008 LUA.ORG, PUC-RIO. LIBOGG, LIBTHEORA, LIBVORBIS COPYRIGHT © 2002-2008 XIPH.ORG FOUNDATION.

WWW.KINGSBOUNTYGAME.COM