FANTASY WARS

I. 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.

Table of Contents

I. System Requirements

Minimum

System :	Windows XP, Vista
Processor :	1.5 GHz
Ram :	512 MB
Graphics card:	nVidia GF FX 5700 or ATI Radeon 9600 128 MB
Sound card:	DirectX-compatible
Hard drive:	3 GB of free space
DirectX 9.0c (4.09.0000.0904)	

Recommended

System :	Windows XP, Vista
Processor :	2.4 GHz
Ram :	1 Go
Carte graphique :	nVidia GF 6800 or ATI Radeon R850XT 256MB
Sound card:	DirectX-compatible
Hard drive:	3 GB of free space
DirectX 9.0c (4.09.0000.0904)	

We recommend that you update your graphics card driver.
There is no guarantee that the game will function properly on notebook PCs.

II. Installing and Uninstalling the Game

Installing Fantasy Wars

Insert the DVD-ROM with the game into your DVD-ROM drive. The game installation and launch menu appears automatically. Left-click the INSTALL item. Follow the instructions to complete the program installation process.
If the DVD-ROM autorun function has been disabled on your computer and the installation menu has not appeared on your display,
1) Double-click the "My computer" icon on the desktop,
2) Then double-click the DVD-ROM icon,
3) Find the game "setup" file on disc and launch it to begin the installation process. Follow the instructions to complete the program installation process.

Uninstalling Fantasy Wars

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

III. Introduction

Fantasy Wars is a classic turn-based hexagonal wargame set in a fantasy world. The game combines advanced 3D technologies with a tried and tested strategy gameplay.

You will find yourself in a world where Human kingdoms, Orc barrens, underground fortresses of Dwarves, and magic Elven forests exist side by side. This world is afire with a devastating war.

You will have a chance to walk in the shoes of the great chief of Orcs and Goblins, you will fight in Human cities and command elite Elven warriors as mercenary army captain. You will siege unassailable fortresses and protect civilian settlements, cover retreating units and take part in rescue operations, raid the enemy's rear and battle at several fronts simultaneously.

Entering the decisive battle against the enemy, you will use daring flanking movements, reckless assaults, and cunning ambushes. The victory in engagements will depend mostly on skilful interaction between military branches and competent use of the terrain, not as much on the number and experience of warriors.

IV. Starting the Game

• Main Menu

Campaign – here you can start a new campaign or load a saved campaign game

Single Mission – here you can start a new single mission or load a saved game.

Multiplayer – here you can create an online game, join an online game, or start a "HOT SEAT" game (several players on one computer).

Tutorial – tutorial missions. Here you will be taught the basics of the game.

Options – here you can configure graphics, sound, game options, and view the hot keys. For a detailed description of settings see **Appendix 2**

Credits – "Fantasy Wars" creators.

Exit – exit to the operating system.

• Campaign

After clicking the "Campaign" button the campaign menu appears where you can:

– Continue the most recent saved game ;

– Launch a new campaign, or ;

– Load any saved game.

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

Pour démarrer une nouvelle partie, cliquez sur "Nouvelle campagne".

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

Select one of the available campaigns in the menu that appears. Two campaigns are initially available: the Humans Campaign and the Orcs Campaign. You need to complete these two campaigns to unlock the third – the Alliance Campaign.

The campaign description appears at the bottom of the screen. Click "Start" to launch the selected campaign.

The third campaign can be unlocked after completing both the Humans and the Orcs Campaigns.

• Briefing and Start

After viewing the introductory video the mission selection menu appears.

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

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

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

You can select the difficulty level before each mission.

VI. Game

• Game Interface

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

Only one ground-based unit can occupy a hex at a time (or one ground-based and one flying unit).

Message Windows

Messages appear in the upper part of the screen.

They contain important information about the mission progress and various tips.

End Turn

The "End Turn" button is in the top right corner. You can use this button to end your turn, at any moment.

Army Panel – Units List

This panel displays the list of your army units.

Here you can select different units and trace the orders that have been carried out by a unit.

The ability to carry out an order is shown by markers on the unit's icon: green indicates that the unit can move, red, the ability to attack. Grayed markers mean that the action is not available during the current turn.

Reserve List

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

During the mission, they can be deployed near friendly towns (if the mission constraints permit).
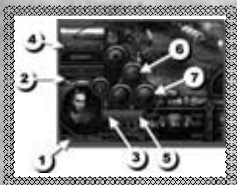
You can return to the game by switching to the Unit List or clicking the "Complete Deployment" button.

"Forward", "Backward", and "Skip" Arrows

You can cycle through the units on the map using these arrows. The arrows allow you to move back and forwards in the list of units, or skip a unit.

Selected Unit Panel

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

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

Panel for Unit under the Cursor

Similar information for the unit under the cursor is displayed in the bottom right panel. It is worth checking this panel before attacking an enemy. There are additional control buttons under the Army Panel.

Grid

This button allows you to toggle the grid on and off. The grid will help you when thinking over your position.

Banners

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

Banners can be shown for all the units, for only the units under the cursor or be switched off completely.

Camera Presets

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

Clicking it once will zoom the camera in completely on the current focus point, clicking it a second time sets medium zoom, and clicking it a third time zooms the camera completely out.

Tactical Map

This button toggles an outline map of your mission.

The map displays all the

towns, quest locations, and visible units.
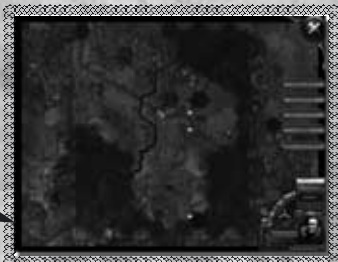
Quest List

This button displays the mission list. Here you can find out about each quest and its status (in progress / accomplished / failed).

Quests can be either obligatory or optional. In order to focus the camera on a quest object click the magnifying glass icon.

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

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

The higher the victory rating you achieve, the bigger the bonus you receive upon completion of the mission.

Army Management

The "Army Management" button opens the Army Management screen.

To the left of this button, you can see the money available for the mission and the constraints on the number of units.

• Controls
Troop Deployment
In order to place a selected unit on the map, just left-click one of the hexes highlighted yellow.

If you change your mind or put the unit on a wrong location, you can return the unit to the reserve by clicking it again and then place it again on the map. In order to place a flying unit on the same hex as a ground-based unit, hold down the "SHIFT" key.

**The hexes available for deploying troops are highlighted yellow.**

After deploying the troops, click the "Finish Deployment" button to launch a mission.

All orders are given by left-clicking. Right-clicking an object reveals relevant information.

Unit Properties
Right-clicking a unit (or its icon) will open the properties screen. Here you can see the unit's properties:

1 Current experience level ;
2 Hit points ;
3 Artifacts (or lack of) ;
4 Protection ;
5 Type of movement and speed ;
6 Range of sight ;
7 All available types of attack (see the appendix) ;
8 Special abilities ;
9 Tips on the unit's purpose
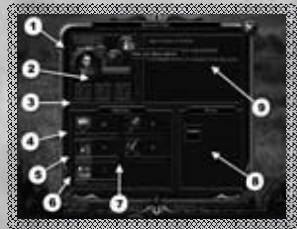
Clicking the "Unit Description" button will reveal background information about the unit.

Renaming units
Most units can be renamed. To do so, click the "Rename" button in the "Unit Properties" window.

9

The names of main characters cannot be changed.

Fog of War
The dark part of the map is the "fog of war." It hides enemy units. Each of your army's units placed on the map disperses the "fog of war" up a certain distance.

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

Special abilities can influence the unit's range of vision and its chance of spotting hidden opponents. Any hex on the map that is "uncovered" at the beginning of the turn, or during the turn, remains uncovered till the end of the turn.

Movement
Select a unit (click the unit's icon in the list of armies or on the battlefield). If the unit can move, all the hexes it can move to are highlighted green.
Left-click a green hex to make the unit move there.
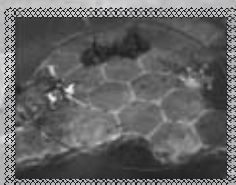
The ability to carry out an order is shown by markers on the unit's icon:

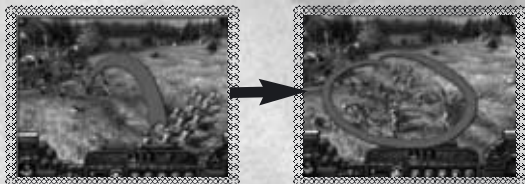⬤ **Green indicates that the unit can move;**

⬤ **Red indicates that the unit can attack.**
Grayed markers indicate that the action is not available during the current turn.

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

Move and attack orders can both be given with a left-click.

Ranged Attack

Archers and other units capable of ranged attacks can attack enemies from a distance. It means that the enemy will suffer losses but will not be able to retaliate against the attacker.

Enemies that can be attacked by the selected unit are highlighted red.

Covered Attack

Archers standing on a hex adjacent to a friendly unit can provide cover. If the covered unit is attacked, the archers will shoot at the attacker. Flying hunters are also able to support friendly units.

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

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

Aviation

Flying units can move considerably faster than ground-based ones. However, they are not strong enough at initial levels to destroy the enemy on their own. Flying hunters can attack flying or ground units; bombers can normally attack only ground units. (They may attack flying units, if they have an appropriate ability). Notice that bombers and flying hunters can attack only those ground targets that are directly BELOW them. The flying units themselves can be only attacked by archers, wizards or flying hunters.

In order to select a flying unit, hold down the "SHIFT" key and click the hex where the unit is located.

Battle Forecast

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

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

Retreating / Defeated Unit

A unit that has suffered considerable losses during a fight retreats. If the unit has suffered severe losses, its status is "broken" (a broken shields effect appears above the unit). The unit's stats are considerably weakened and it becomes quite vulnerable.

If a unit has nowhere to retreat, it also becomes "broken". If a unit that is already "broken" tries to retreat a second time, but finds all of its escape routes blocked, it surrenders. A white flag appears above the unit and it is destroyed.

Resting and Recruiting
A unit that has suffered losses in a battle can be healed.
To heal a unit, select it and click the "Halt" button.

If there are no enemies nearby, all the wounded in the unit will recover. The more enemies nearby, the fewer wounded warriors will return to the ranks.

If the unit is near a friendly town and there are no enemies nearby, you will be able to hire new recruits to replace killed warriors. That is, if you have enough money to pay for them.

Notice that recruits will decrease the overall experience level of the unit.

Capturing Towns

Capturing towns is much like normal battles, but remember that all settlements offer defense bonuses. Even weak goblins can be serious opposition when nestled behind strong walls.

If you manage to destroy a unit defending a settlement, or force it to retreat, you can capture the town. To do so just order any ground unit to enter the town.

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

In war, an army almost always gets plentiful loot from the settlements it captures. You can also deploy troops from your reserve near captured towns. (If the mission constraints allow).

Flying units cannot capture towns.

Segmented Movement and Control Zones
Each unit controls the zone of hexes around it. It is normally impossible therefore to move through the hexes adjacent to an enemy without stopping.

However some abilities allow a unit to pass through such zones freely, for example the "Ignore Enemy

Control Zones" ability or the "Segmented Movement" ability. Units with the "Segmented Movement" ability may spend their movement points gradually rather than all at once. They can therefore, approach an enemy, attack and withdraw, all in one turn.
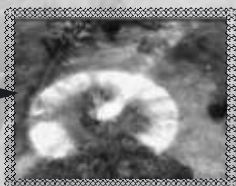

Impetuous Temper
Certain units (including human knights) are a little too impetuous. Once they have completed their move, these units will rush to attack any enemy within their reach without waiting for an order.

Magic
When selecting a wizard, a list of available spells appears on the left above the "Selected Unit Panel."

The wizard can cast his spells over any distance. It is essential, however, that the target is not covered by the "fog of war." The wizard can attack or cast a spell during a turn. The wizard can cast only one spell per turn. Each spell can be used only a limited number of times (the number is displayed on the icon). Used spells are automatically replenished after each mission.

Quand une mission est terminée, les sorts retrouvent leur nombre maximum.

There are different types of spells:
– Attack spells ;
– Healing spells (healing a unit without spending a turn resting) ;
– Spells improving friendly units' properties ;
– Spells impairing enemies' properties ;
– Summon spells (summoning various creatures) ;
– Area spells (covering a 7-hex area)

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

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

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

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

Each mission has a limit on the number of units that can be deployed.

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

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

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

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

Artifacts

During a mission, your troops may find artifacts. These magic items influence the unit's properties, and some of them make certain spells available.

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

Unused artifacts are placed on the left part of the Army Management screen. Artifacts can be transferred between units. A fee is charged for a transfer during a mission. Between missions, artifacts are transferred free of charge.

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

Raising Levels and Selecting New Perks

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

A normal unit can be upgraded to level 5.

Gold chevrons appear above a unit that has accumulated sufficient experience to raise its level. The unit's combat characteristics improve automatically. The "Select New Perks" button becomes available. By selecting different abilities you can further improve your unit's skills and fine tune it to accomplish certain combat missions. By clicking the "Select Perk" button (which appears on the selected unit panel in the Unit Properties or Army Management screen) you

switch to the "Select New Perks" screen.

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

The properties of the chosen perk or spell appear on the left of the screen while the right contains a description.

Confirm your selection by clicking the "Accept" button.

In the Unit Properties screen a player may see a detailed description and the properties of perks. Right-click a perk icon to view them.

Heroes

Besides common units your army has heroes who are much stronger than usual warriors.

Heroes can be upgraded to level 10.

A hero is always alone but his abilities allow him to influence nearby units.

A hero lost in a battle is considered to be severely wounded. He will not be able to take part in combat till the end of the mission, but can participate in dialogs. Remember though that losing your army's commander (key hero) means that you have failed the mission.

Death of your army's commander (key hero) means that you have failed the mission.

Results Screen, Victory, and Victory Ratings

After a successfully completing a mission you the results screen appears displaying your statistics.

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

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

• Intermission Interface

Selecting a Mission

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

Army Control

After selecting a new mission you will be able to learn about its quests and prepare the army for the coming battles. If you have too many unnecessary units, you can disband them, recovering half of their cost.

All a unit's wounded and killed recover automatically between missions - without any loss of experience.

If a unit has accumulated sufficient experience to increase in level but no new ability was selected during the mission, the unit can be given a new ability in the Army Management screen before the next mission begins.

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

Unit Improvement

When preparing for the new mission, you can (if you have enough money, of course) improve your units by changing their class. For example you can turn peasants into militia, or militia into pikemen.

A unit will retain all its previously selected abilities after changing class.

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

VI. Appendix 1

• For Experienced Players

For those who want to know the details of the game mechanics

Unit Features

Mobility

– **Move Points** – the number of move points.

– **Movement Type** – a feature that determines how well a unit moves through different types of terrain.

Movement Types

– **Wheeled** – moves slowly everywhere except on roads and open terrain. ;

– **Mounted** – moves slowly everywhere except on roads and open terrain. ;
– **Foot** – acceptable rate of movement through the woods, hills, and rocks. ;
– **All Terrain** – terrain has almost no effect on movement. ;
– **Big Foot** – terrain has almost no effect on movement. ;
– **Flight** – terrain has no effect whatsoever on flying units..

Military Efficiency
– **Defence Skill** – a value for the unit's protection.
– **Attack** – the unit's ability to inflict damage on an enemy in battle. Any unit usually has 1 or 2 attack types available.

Attack Characteristics:
– **Attack Skill** – a value for the unit's attack force.
– **Attack Type** – a feature of the attack that determines the conditions under which attacks are possible.

Attack Types
– **Melee and Air-Melee** – a melee attack, the basic attack type at a distance of 1.
– **Skirmish** – an attack at a distance of 1, against which melee units do not retaliate.
– **Missile** – an attack at a distance of up to 2, offering the ability to support, and the ability to attack a flying unit. Melee units do not retaliate against it.
– **Charge** – an additional attack at a distance of 1 available for cavalry; it is only applied during an attack.
– **Stone Shell, Bolt Shell** – an attack at a distance of 3, which cannot, however, be used against flying units; it is only applied during the attack. Melee units do not retaliate against it.
– **Bombardment** – a bomber's attack against a ground-based unit below it at a distance of 0. Melee units do not retaliate against it.

General Features
– **Experience / Level.** Experience is accumulated during combat actions. Units go up one level for every 100 points of experience they gain. With each new level a unit gets a +1 bonus to such characteristics as **Attack Skill** and **Defence Skill**. Also, with each new level you can select a new ability for the unit.
– **HP (Hit points).** A unit's health is measured in hit points. The military effectiveness of most units is affected by their current health. Also their hit points are divided into "killed" and "wounded" ranges which are important when units are healing. Heroes and units consisting of a single figure do not have similar hit point ranges and their military effectiveness is not affected by their current hit points.
– **Unit Class** – a discrete parameter defining combat rules and terrain bonuses.

Unit Classes

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

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

– **LI (light infantry)** – use a melee attack.

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

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

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

– **WM (war machines)** – they are capable of a long-ranged attack, against which nobody ever retaliates. They have a bonus against defence units.

– **AF (air fighters)** – flying "melee" units. They can attack air units.

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

Terrain Bonuses in Defence
The results of a fight can differ because of terrain.
This bonus is applied to the attack and defence features of a unit when it is standing on a given terrain type.

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

Terrain Bonuses in Attack
This bonus is applied to attack and defence features of a unit, when it attacks an

enemy standing on a given terrain type.

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

The terrain bonus is always calculated based on the hex where the defender is located.

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

An Excerpt from the Unit Class Table

Movement Mechanics

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

Important Rules of Movement

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

– If a unit lacks the **Move Points** to move to the next hex, it can still make this move spending all its remaining **Move Points**.

– Control Zones – if a ground unit enters a hex adjacent to a hex containing an enemy ground unit, movement stops. E.g. a unit surrounded by enemies on five sides is only able to move 1 hex.

The Movement Cost Table

Shows how terrain affects units' speed.

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

Armour and Armour Piercing

A unit may have a perk called **Armour**. It means that enemy attacks inflict less damage.

A unit may have a perk called **Armour Piercing**. It means that the unit ignores the enemy's **Armour**-related bonuses.

Armour Piercing only affects one of the unit's attack types, e.g. the charge.

Willpower

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

– **Cause Fear** – a unit attacked by an enemy that has this ability must retreat.

– **Fearless** – such unit ignores the enemy's ability **Cause Fear**.

Loss Calculation

The losses for each retaliated attack are calculated using the following formula: Expected losses (in HP (hit points)):

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

Where:

Attack Skill – a value for the unit's attack force ;

– the relation of the current hit points to the initial hit points. This is a measure of the decrease in a unit's military efficiency due to incurred losses. For heroes and other single-figure units this parameter is replaced by "1" ;

$$\frac{HP_i}{HP_0}$$

Defence Skill – value for the targeted unit's protection ;

K – a basic coefficient used to balance the formula.

Note: the formula uses Defence Skill and Attack Skill after adjustments for terrain and abilities. These can be are summarised:

Skill = Skill$_0$ + TerrainBonus + Perk & AuraBonus + LevelBonus

VII. Appendix 2

• **Settings**

Graphics

– **General Quality Presets** – click the "Low", "Medium" or "High" buttons to select the graphics quality.

– **Resolution** – sets the screen resolution.

– **Gamma Correction** – sets the gamma correction.

– **View Distance** – the maximum distance from which game terrain is visible.

– **Model Detail** – adjusts the quality of detail of the game models.

– **Grass Quality** – changes the grass image quality and distance

– **Shadowmap Size**– adjusts the quality of shadows

– **Texture Quality** – the higher the value, the clearer the texture on the game items will be.

– **Shader Quality** – this parameter greatly influences the graphics quality.

– **Default** – clicking the "Default" button reset all the settings to their standard values.

Son

– **Voice Volume** – sets the volume of speech in dialogues.

– **Sound FX volume** – sets the volume of terrain sounds, combat sounds, and special effects.

– **Music Volume** – sets the volume of the background music.

– **Default** – clicking the "Default" button resets all the settings to their standard values.

Game

– **Show Quest Marks** – when toggled on, quest items are marked with special symbols shaped as arrows. Golden arrows show obligatory quests, green ones show additional quests.

– **Scale Unit Figures** – determines whether units will increase in size as the camera zooms out. The "Changing" option is selected by default.

– **Mouse sensitivity** – adjusts the speed at which the mouse cursor moves.

– **Invert the mouse vertical movement** – inverts mouse movement along the Y axis.

– **Invert the mouse horizontal movement** – inverts mouse movement along the X axis .

– **Player's Units Speed** – adjusts the animation speed for your units' movement .

– **Enemy Units Speed** – adjusts the animation speed for the enemy units' movement.

– **Fight Animation Speed** – clicking the "Default" button will reset all the settings to their standard values.

– **Default** – clicking the "Default" button will reset all the settings to their standard values.

During a mission graphics options cannot be changed.

Hot Keys

Enter
 accept and apply ;
 next message in a dialog ;
 end turn.

Space
 skip a movie ;
 close message box with response "Ok" ;
 next message in a dialog.

Esc
 back to previous window ;
 cancel ;
 skip a movie ;
 skip a dialog ;
 ingame menu ;
 close the message box.

F5 - quicksave
F6 - save game menu
F9 - quickload
F10 - load game menu

Tab
switch focus between units
. - next unit
, - previous unit

/ - skip unit
Shift – hold down to select a flying unit with the mouse
Q - quest log
Backspace - cancel the last unit movement (if possible)
X - rest
C - recruit
M - map of a mission
I - unit info
B - army shop
H - enable hex grid
N - switch banner modes
R - switch between tabs "Unit List" and "Reserve List"

F - focus the camera on the selected unit
V - switch standard cameras
Ctrl + ~ – opens the multiplayer chat window
Cursor arrows, W, A, S, D - move the camera
" + " - zoom in the camera
" - " - zoom out the camera
PgUp - increase the camera angle
PgDown - decrease the camera angle
Ins - rotate camera left
Del - rotate camera right
PrintScreen - screenshot capture

VIII. Appendix 3

• **Multiplayer**
To begin a multiplayer game click the "Multiplayer" button in the Main Menu. You can then choose between two multiplayer modes: **LAN**, **Internet** or **Hotseat**.

LAN or Internet
Local network or internet multiplayer game (up to four players).
Create Host – creates a network host server.
The player who creates the host can choose the map for the game. By default the name of the host is the name used in the player's profile but it can be changed.

Maps have a max number of players indicated by the number on the map's icon.

After connection to the host server, players choose the faction they want to fight for by clicking on the faction's icon. The selected faction will be highlighted.

Here you can also select the time limit for turns. By default, no limit is set.

Once a player has chosen a faction it becomes unavailable to other players.

Any faction in a multiplayer game can be managed by AI. To assign AI to a faction, click the small "Computer" button near the faction's icon.

When all factions are set, players must validate their choices by clicking "Ready". Once all players have confirmed, the host player can click "Start" to launch the game.

All players receive a message announcing the current player at the start of an opponent's turn. It can be closed by clicking "OK" and the movement of enemy units is then displayed on the map (if they aren't covered by the fog of war).

Join – by clicking this button you can join a LAN or Internet game. On the "Server List" you can see the names of all found LAN games.

To join an un-listed server, you need to enter its IP address in the address line and click the "Next" button.

Multiplayer chat

During a network game it is possible to send messages to other players using the multiplayer chat window. All sent messages are shown in the top left of the screen. To write a message, open the chat window by pressing **"Ctrl + ~"**.

When you have written your message, chose to send it to all players or only the selected player. Press "Enter" or click "Ok" to send the message.

When the chat window is open, you can read the log of all messages.

Saving a multiplayer game

During a multiplayer game the host player can save the game (other players cannot).

Loading a multiplayer game

A host server will be automatically created when a saved multiplayer game is loaded. The host and all players need to reselect their faction. Note: players need not choose the same faction as they were playing before and any faction can be assigned to the AI.

If a player leaves the game, all others players will be informed by a message. The remaining players can continue playing - the AI will manage the army of a disconnected player.

If the host leaves the game, it will end.

Hotseat

Several players on one computer

First choose the map for the game as explained for a LAN or Internet game.

Players then choose the faction they will play.

Once all players have chosen their factions, click the "Start" button to start the game.

As in network play, any fraction can be assigned to the AI in Hotseat mode.

IX. Appendix

• **Upgrade trees**

ORCS

Pillards gobelins

Trolls sauvages

Trolls de guerre

Archers gobelins

Gobelins yeux-perçants

Coureurs gobelins

Gobelins fielés

Cavaliers gobelins

Assassins gobelins

Chasseurs gobelins

Voleurs gobelins

Tireurs gobelins

Fracasseurs gobelins

Pilleurs orcs

Maraudeurs orcs

Guerriers orcs

Berserkers

Cavaliers orcs

Tyrans orcs

Grands berserkers

Chasseurs orcs

Zeppelin

Dompteur de prédateurs

Lanceur de pierres

Lanceur d'épieux

27

XI. Credits

1C: Ino-Co"
Project Leader / Director
Aleksey "Skelos" Kozyrev
Leading Game Designer
Dmitry "Elm" Gulin
Game Designer
Max "Nutcracker" Bodrikov
Paul "PEK" Kondrashov
**Senior Developer /
Project Architect**
Sergey Semenov
Lead Programmer
Alexander "Tigra" Ivolgin
AI
Alexey "bers" Bersenev
Sergey Semenov
Game Mechanics
Alexey "bers" Bersenev
Eugeny "alphard" Kaptsov
Eugeny "Rever" Rudnev
Nikolai "Cool Ace" Voronetsky
Michail "Miha" Pizic
Sergey "Hyps" Galustyan
Sergey Semenov
User Interface
Alexander "Tigra" Ivolgin
Eugeny "alphard" Kaptsov
Nikolai "Cool Ace" Voronetsky
Tools
Alexander "Tigra" Ivolgin
Eugeny "alphard" Kaptsov
Nikolai "Cool Ace" Voronetsky
Svyatoslav Deineko
Stanislav "Tomat" Klinov
Landscape Generator
Eugeny "Rever" Rudnev
Graphics and FX programming
Alexander "Tigra" Ivolgin
Nikolai "Cool Ace" Voronetsky
Roman "xT_RoMeO" Gipsle
Stanislav "Tomat" Klinov
Animation Programming
Alexander "Tigra" Ivolgin
Alexey "bers" Bersenev
Sound Programming
Stanislav "Tomat" Klinov

Multiplayer
Alexey "bers" Bersenev

Eugeny "alphard" Kaptsov
Sergey Semenov
Map Editor
Alexander "Tigra" Ivolgin
Alexey "bers" Bersenev
2D Artist / Concept Designer
Sergey "SerJJ" Kondratovich
Leading 2D Designer
Marina "Katarina" Gulina
2D Designer
Andrew "Black Rider"
Shershnev
3D Artists / Animators
Ruslan Kokarev
Alexey "Letin" Shumeikin
Anton "Traf" Trofimov
3D Artists
Andrew "Black Rider"
Shershnev
Aleksey "Fireball" Yastrebov
Vladimir "Gash" Gorshkov
Kyr "Apostle" Dunenkoff
Cutscenes
Alexey "Letin" Shumeikin
Anton "Traf" Trofimov
Max "Nutcracker" Bodrikov
Motion Capture
Mocap.ru Studio
Motion Capture Actors
Vladislav "Mechanik" Migalev
Alexander Stepchenko
Timur Artykov
Lubov Gurkina
Anton "Traf" Trofimov
Alexey "Letin" Shumeikin
Max "Nutcracker" Bodrikov
Special Effects
Andrew "Black Rider"
Shershnev
Aleksey "Fireball" Yastrebov
Texture Artists
Alexander "Novik" Novik
Anna "Ann" Gorelova
Ivan "Baho" Andreev
Inga Paukshtite
Story and texts
Aleksey "Skelos" Kozyrev
Dmitry "Elm" Gulin
Max "Nutcracker" Bodrikov
Paul "PEK" Kondrashov

Music
TriHorn Productions (www.tri-horn.ru)
MuzaGames / Artem Kolpakov
Eugene Ukraintsev (final credits theme)
Sound Producer
Gaijin Sound
Elena "Skyla" Kozyreva
Roman "Krom" Kaverga
Translator
Paul "PEK" Kondrashov
Level Designers
Elena "Skyla" Kozyreva
Dmitry "Elm" Gulin
Max "Nutcracker" Bodrikov
Paul "PEK" Kondrashov
PR
Kyr "Apostle" Dunenkoff
Testing
Eugeny "Sokol" Sokolov
Ivan "Odin" Lubkov
User Manual
Max "Nutcracker" Bodrikov

1C COMPANY"
Producer
Aleksey "tool" Patsiorkovsky
Marketing and PR
Nikolay Baryshnikov
Svetlana Gorobets
Anatoly Subbotin
Localization
Oleg Mironov
Translators
Dmitry Blyudov
Roman Patrashov
Dmitry Venyavkin
Maria Yakovleva
Senior Tester
Alexander Shishov
Testers
Dmitry Savin
Alexander Shelaputov
Sergey Kiyatkin
Michail Korolev
Nikolai Nikolaev

Beta Testing
Konstantin "Hoaxer" Simonov
Aleksey "Chem" Gordeev