

Heroine's Quest




The Herald of Ragnarok

Official Game Documentation

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Getting Started

Introduction

At the dawn of time, in the primordial void of Ginnungagap, the Aesir gods fought a lengthy war against the jotunn, or frost giants. Finally Odinn, Lord of the Aesir, struck down mighty Ymir, father of all giants. From his remains the gods carved Midgard, the realm of humankind, and they banished the surviving frost giants to the icy plains of Jotunheim.

But the jotunn have sworn revenge, and wise Odinn knows that their banishment will not last. Prophecy states that they will one day be free, and will wreak devastation upon Midgard, and slaughter the Aesir. This fateful day is called the twilight of the gods: Ragnarok.

Many lifetimes have passed. Now, the forest of Jarnvidr has been struck by a winter harsher than anyone can remember. Trolls and wolves stalk the night, trade caravans disappear in the cold, and former neighbors turn against each other. The people ache for spring, but see no end to the frost and snowstorms. With fearful whispers, they wonder if the jotunn have at last returned, and if the end of the world is at hand...

In desperation, the jarl of Jarnvidr has called for a Heroine, to stand against the forces of frost and put an end to the lasting winter. Her might, sorcery, and cunning may be humanity's last resort. Are you up to the task, or will you die trying?



Installation

- 1) After you have downloaded *Heroine's Quest: The Herald of Ragnarok*, open the 'Heroine's Quest Setup' program.
- 2) Please read the information disclaimer, and click the 'Next' button to continue.
- 3) You will be prompted to select a destination folder for installation of the game. If you do not wish to install the game to the default folder, please select another destination.
- 4) Installation will proceed automatically. A message will notify you if the installation is successful. There will be three options:
 - a. View manual: Opens this manual.
 - b. Visit website: Opens the *Heroine's Quest* webpage.
 - c. Launch the game: Runs the game.
- 5) You can now play the game by executing the 'Heroine's Quest' .exe file, available from the Start Menu or from the shortcut on your desktop or other location.

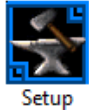
We strongly recommend that you copy the game from your hard drive, rather than playing it from a CD or a USB drive. Depending on your system setup, playing from an external device may cause performance issues with the voice acting.

System Requirements

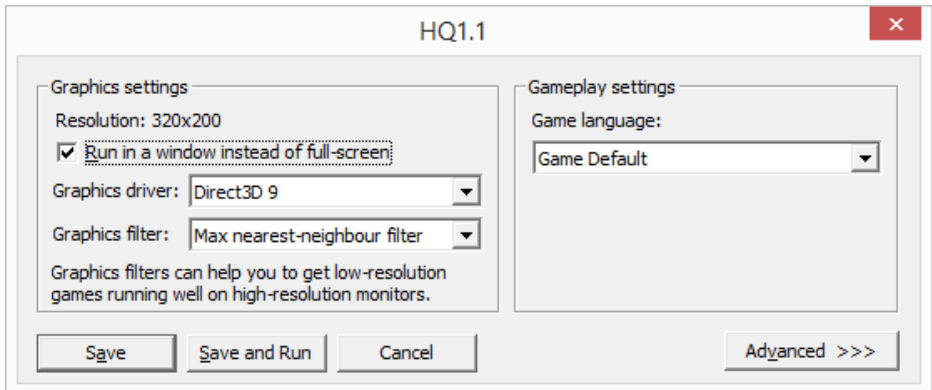
- ❖ Windows ME / 2000 / XP / Vista / 7 / 8
- ❖ Pentium III Processor, above 600MHz
- ❖ SVGA display with 2 Mb video RAM
- ❖ At least 450MB free disk space

Game Setup

To adjust the game settings, double click on the Setup icon in the folder where Heroine's Quest was installed:



The following options are available in the setup:



- ❖ **Graphics Driver:** For modern systems, it is recommended to stick with Direct3D 9. If you are running an older system such as Windows XP, you may need to switch to DirectDraw 5.
- ❖ **Graphics filter:** Selecting a graphics filter will allow the game to be displayed at your chosen resolution. For example, 3x Nearest Neighbor will display the game in a 960x600 resolution, scaled up from the native 320x200 resolution.
- ❖ **Run in window instead of full-screen:** You can play the game in a window if this option is checked. Note that the 'Heroine's Quest fullscreen' icon allows you to play the game in full screen mode without visiting the game setup.
- ❖ **Game language:** Change the game's language (language availability dependent on translations of Heroine's Quest).
- ❖ **Advanced:** Further configuration of the game can be performed here, but we recommend these settings to be left to default.

Running the Game

Double click on the 'Heroine's Quest' .exe icon. This will run the game. If you wish to play fullscreen, double click on the 'Heroine's Quest fullscreen' icon.



Starting a New Game

To start a new game, select 'New Game' from the title screen. You will proceed to the Character Generation described on page 10.

Loading an Existing Game

To load the game, choose 'Load Game'. From the list of saved games, select the game you wish to load, and click on the 'Load' button. Of course, when you first play the game, there won't be any saved games to load.

Other Options

Press the 'Credits' button to view the game credits; select 'Quit' to exit the game. Once you've completed the game at least once, two additional buttons will be visible. Press the 'Records' button to view information on how fast you've completed the game and what your best score is. Press the 'bonus material' button to view development sketches, cut sprites, bloopers, and other fun stuff.

Heroine's Quest DVD

Keep a permanent hard copy of your own Heroine's Quest! Just burn Heroine's Quest to your own CD or DVD, print the Heroine's Quest DVD label and cover, and you will own your own physical copy of the game.

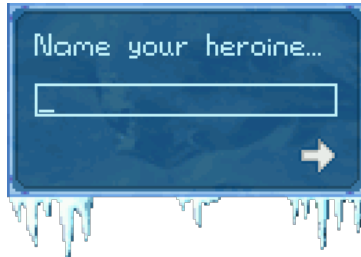
CD label, DVD cover and jewel case CD cover included in the game download package, courtesy of Crystal Shard.



Character Generation

To create a new character, select the 'New Game' option. Upon starting a new game, you will be prompted to name your heroine.

Choose any name and hit enter or press the arrow button.



The next screen is the 'Choose Your Character' option. You have a choice between playing as a warrior, a sorceress, or a rogue, outlined on page 11. Select your preferred class and hit 'Yes' to accept.



Character Classes

Heroine's Quest offers three different classes with varying game play styles. The class you select affects the solution to many of the puzzles, as well as which side quests are available to you throughout the plot. Once you've completed the game with one class, we encourage you to try the others as well to get the full experience of the game.

The stats and skills listed are explained in detail on page 13.



Warrior: The warrior relies on her toughness and weapon prowess, and seeks a straightforward solution to obstacles. This is recommended for first time players.

The warrior starts with the skills Animal Ken, Climbing, and Parrying; and the attributes Strength and Weapon Use at 20, Endurance 15, Agility and Willpower 10.



Sorceress: The sorceress wields powerful magic, and uses that and her natural intelligence to find an indirect path past obstacles.

The sorceress starts with the skills Herbalism and Magic; and the attributes Willpower 25, Agility and Endurance 15, and Strength and Weapon Use 10.



Rogue: The rogue uses guile and charm to make her way through life. Rather than tackle obstacles directly, she uses trickery to evade them.

The rogue starts with the skills Acrobatics, Climbing, Fast Talk, Stealth, Thievery and Throwing; and the attributes Agility 20, Strength and Willpower 15, and Endurance and Weapon Use 10.

Customizing your Character

After selecting a class, the next character generation screen allows you to customize your character's attributes and skills. You are given 50 training points which you can use to raise these stats above their base value.



To add five points to a chosen stat, hover your mouse over that stat and press the plus (+) button. To remove five points, press the minus (-) button. Note that stats cannot be decreased below their starting level. Stats that you have improved are displayed in green.

Adding a new skill to your character, bringing it from zero to five, costs 25 training points. This allows you to mix and match skills to make a hybrid character. It is also possible to learn new skills during game play.

For a guide to the various stats and skills, refer to the 'Attributes and Skills' section of this manual, on page 13.

When you are finished customizing your character, hit the 'Done' button in the bottom right corner of the screen. This will bring you to the introduction of the game, and you can start playing!

Attributes and Skills

At the beginning of the game, your attributes and skills are based on your class and on how you customize them. During gameplay, they will increase as you train or use them. Many tasks in the game require you to have a minimum level in a certain skill.

For example, climbing a wall may require climbing skill of 20, and you can train your climbing skill by finding a nice tree to practice it on. You can only improve skills that you have at least one point in.

- ❖ **Agility** is a measure of your grace, speed, and defensive reflexes.
- ❖ **Endurance** indicates how much punishment you can take before dropping.
- ❖ **Strength** measures how hard you hit, and how much you can carry.
- ❖ **Weapon Use** governs your accuracy and finesse with melee weapons.
- ❖ **Willpower** is your defense against mystic attacks, and enhances your magic.

From your five attributes, the following are derived:

- ❖ **Health** is based on your Endurance and Strength. It decreases when you get injured, and is gradually restored when you rest. Should your health drop to zero, your heroine dies.
- ❖ **Mana** is based on your Willpower and Magic skill, and is only available to characters with magical ability. Every spell you cast requires a certain amount of mana. It restores gradually over time.
- ❖ **Stamina** is based on your Endurance and Agility, and indicates how tired you are. Any strenuous activity, such as running, climbing, or combat, decreases your stamina, although it replenishes quickly when you walk

around or rest. When it hits zero, any further activity will deplete your health instead.

- ❖ **Acrobatics:** Your skill at balance, jumping, and tightrope walking. This is a natural skill for rogues.
- ❖ **Animal Ken:** This shows how good you are at understanding and dealing with animals. This is a basic skill for warriors.
- ❖ **Climbing:** Useful whenever you need to get up, down, or over some barrier. This is a default skill for both warriors and rogues.
- ❖ **Fast Talk:** The ability to create stories and excuses at need, as well as bargain in stores. Rogues start with this skill.
- ❖ **Herbalism:** This skill lets you forage, as well as brew your own potions. This is one of the standard skills for the sorceress.
- ❖ **Magic:** Using magic is the essential skill for any sorceress. It also influences amount of available mana you have to cast spells.
- ❖ **Parrying:** The defensive ability to block enemy attacks with your own weapon. This is a default skill for the warrior class.
- ❖ **Stealth:** How to move around unseen and unheard by other people. This clearly is one of the standard abilities of the rogue.
- ❖ **Thievery:** Lets you pick pockets, open locks, and perform sleight of hand. No rogue would be complete without this skill.
- ❖ **Throwing:** Before closing in melee, you can attack enemies with thrown daggers. This is the final skill in the rogue's repertoire.



Gameplay

User Interface

Command Bar

The main command bar is accessed by moving your mouse to the top of the screen. The bars in the middle show your heroine's current health, mana (if applicable) and stamina. The icons let you take basic actions, as follows.



Walk

The walk icon allows you to move your heroine from one area of a room to another. Select the walk icon then left click to the area you wish to move; walk to the edge of the screen to move to the next room.



Look

Clicking the eye icon on an object or area will bring up a description of that object or area. In certain areas, if another character is present, he will see what you're looking at and helpfully provide a description or commentary.



Touch

The hand icon will allow you to interact with objects, such as by picking up items or opening doors.



Talk

The mouth icon allows you to converse with other characters within the game.



Item box

Once you have an item selected from your inventory, it will appear here so you can quickly access it again.



Inventory

This button will bring up your inventory, where you can examine the objects you're carrying and use them as required.



Special Actions

Opens a submenu with further actions for your character, such as running, sneaking, and resting.



Cast Spell

Opens up a submenu with all of your learned spells, allowing you to cast them. This icon is only present if your heroine can use magic. You can right-click on this button to repeat the last spell you cast.



Character Stats

Allows you to view your character's stats, in the same screen used for character customization. The stats that have improved since you last viewed this screen are marked in green.



Control Panel

Opens the control panel, where you can save, restore, restart, or quit your game. Game speed and volume can also be adjusted here.

You can use the right mouse button to cycle between the various cursors (walk, look, use, talk, item), and the middle mouse button to return to the walk cursor. Use the mouse wheel to rotate between inventory items.

Inventory

Your inventory can be accessed by clicking on the bag icon on the command bar, as described on page 16. The inventory interface is shown below; a number over an item indicates you carry more than one of that item.



The bar in the middle indicates the weight you're carrying, going from feather light on the left to stone heavy on the right. How much you can carry depends on your Strength; if your load is too heavy, you'll be encumbered and your stamina will deplete.



To examine an inventory item, select the eye icon and click on the item of interest.



To use an item, select the hand icon, then click on the item of interest.



To select an item to use outside of the inventory interface, select the pointer icon and click it on the item of interest. Then you can click with the item either on another item in your inventory to combine it with the selected item, or on the X to exit inventory and use the item in game.



Click on the X to return to the game.



If you carry many items, the up and down arrows become available to scroll through your inventory.

Special Actions

The special actions menu is accessed from the command bar, as shown on page 16, by clicking on the sword-and-shield icon.



Walk

The heroine will walk at her default walking pace.



Run

The heroine will run at a fast pace. This is more tiring than walking, but useful for getting away from enemies.



Stealth

How to move around unseen and unheard by other people, as well as avoid hostile creatures in the wild. This clearly is one of the standard abilities of the rogue. How successful you are depends on your Stealth skill, and this button is only available if you have that skill.



Jump

The heroine will jump into the air and over obstacles. This button is only available if you have the Acrobatics skill.

Select weapon



The heroine will use the depicted weapon in combat. The available weapons to select depend on what is available in your inventory, and what you can wield. Click to cycle through your weapons.



Rest

The heroine will sit and rest for about an hour, restoring her vitality.



Sleep

The heroine will sleep for the night, restoring her health, stamina, and mana. Note that most locations in the game are not safe for sleeping in.



Map

Opens up a map for your heroine, to view her location. This is only available while you carry a map, which you will obtain early in the game.

Spells

If you are skilled in magic, the moon-and-star icon from the command bar will bring up the spells menu. From there, select the spell you wish to cast; some spells require you to pick a target on the main game screen.

You start the game with only one spell, Magic Dart, but you can buy or find numerous other spells. The list below explains some of the more well-known spells in the world of Midgard.



Blessing

Calls the blessing of the Aesir on someone, bringing the person luck and protection. Undead creatures tend to shy away from this spell.



Channel

When you run out of mana, this spell allows you to drain your own health in order to continue casting as an emergency measure.



Flame Aura

Casts a flame aura on the heroine, keeping her warm and allowing her to wield the powers of fire.



Magic Dart

An elementary attack spell that sends a bolt of energy at its target.



Shadow

Creates a shadow form of the heroine to distract enemies. Pursuing creatures may follow the illusion, allowing you to get away.



Shield

Protects the heroine from damage. Primarily used in combat.

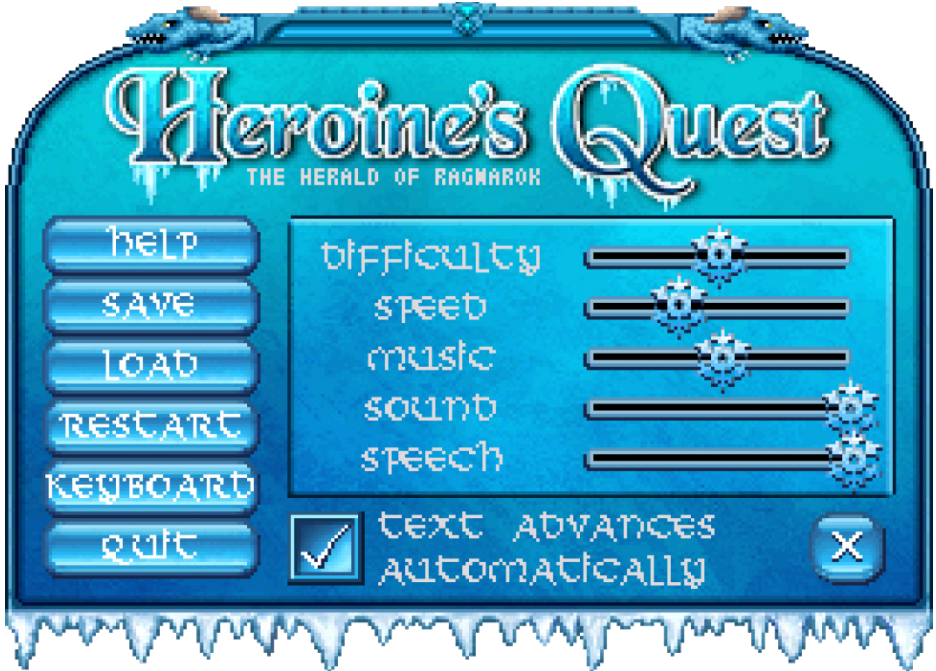


Sixth Sense

Grants limited divination ability, alerting the heroine to anything within the vicinity which is extraordinary. This helps finding lost items, secret passages, magical devices, and other things that should stand out.

Control Panel

This submenu can be accessed from the book icon on the command bar. The interface appears as below:



- ❖ **Help:** Offers online help, although this manual is more expansive.
- ❖ **Save:** Save your game up to its current point, allowing you to restore it at a later time. Your game will automatically be saved whenever you enter a new region, such as when you leave the city of Fornsigstuna for the forest.
- ❖ **Load:** Restores the saved game of your choice, allowing you to play from where you last left off.
- ❖ **Restart:** Returns you to the title screen.

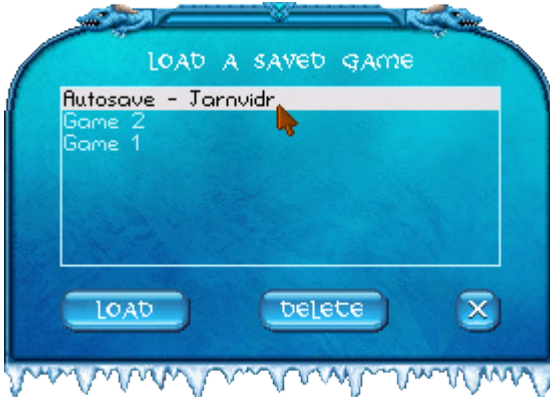
- ❖ **Keyboard:** Configure your keyboard for combat.
- ❖ **Quit:** Exits the game.
- ❖ **Difficulty:** Adjust the difficulty of game combat. Also, if you move this slider all the way to the left, the heroine will no longer die from lack of food or sleep, nor from overexposure to cold. All the middle settings of this slider have no effect on these hazards, but if you set it to its maximum, the hazards become more prominent. This is only recommended for experienced players.
- ❖ **Speed:** Sets the game speed.
- ❖ **Music:** Adjusts the volume of the game's music – for maximum volume, move the slider to the right, for minimum volume, move the slider to the left.
- ❖ **Sound:** Adjusts the volume of the game's sound effects – for maximum volume, move the slider to the right, for minimum volume, move the slider to the left.
- ❖ **Speech:** As with music and sound, this adjusts the volume of speech within the game.
- ❖ **Text Advances Automatically:** When checked, voice text will advance automatically whenever a character has finished speaking. Left unchecked, dialog text will remain visible until you click the left mouse button to proceed.
- ❖ **X:** Exit the options menu and return to the game.

Saving and Restoring

To save your game, open the Game Options menu and select 'Save'. Enter a name for your save game, then click on the 'Save' button to save. Saved games are located in C:\Users**<USERNAME>**\Saved Games\Heroine's Quest saved games.



Games can also be loaded through the Game options menu. Select 'Load', then choose the game you wish to restore. Hit the 'Load' button.



Saved games can also be deleted from this interface. Simply select the game you wish to delete, then hit the 'Delete' button. You will be asked to confirm deletion.

Exploration

Improving Skills

You can improve your skills simply by using them. For instance, to train your stealth skill, enter stealth mode and sneak around for a while. A popup in the top right corner will show whenever your stats improve. Note that if you don't have a skill (i.e. it is at level zero), it will not increase.

Conditions

When you are affected by a condition a symbol will appear in the top left corner of the screen to indicate this.



Hungry: The heroine has not eaten food for a while. If you do not find something to eat, you will eventually pass out. Note that you start the game hungry, and your first task will be to find some food for yourself.



Tired: The heroine has not slept for a long time. Your stamina will gradually decrease, until you find a good place to sleep.



Poisoned: The heroine's bloodstream has been poisoned by an enemy attack. Your health will gradually decrease until it wears off or you cure yourself.



Freezing: The heroine has been wandering outside in the cold for too long. Your stamina bar will gradually decrease, until you find a place to warm up again.



Encumbered: You are carrying more than your strength will allow. Your stamina will gradually decrease until you store some items, see page 26.



Blessed: You have enchanted yourself with the Bless spell, which increases your luck and protection, particularly against undead enemies.

Buying Items

A number of NPCs run a store, and have various items for sale that you may buy from them. To make a purchase, initiate a conversation with the character and ask to buy from them.



You may haggle over the price of the purchase by adjusting the 'Offer' slider. The success of your offer being accepted will depend on your skill at fast talk, and certain characters are more inclined to give you a discount than others, particularly if you have been kind to them in the past. If you do not have the Fast Talk skill, your ability to haggle is limited.

You can adjust the 'Amount' slider to buy multiples of the same item. This is only available if the character you're buying from has multiple for sale.

Press the 'Yes' button to make your offer; the character will either accept your deal, or make a counteroffer. This button is only visible if you carry enough cash to make the purchase. Alternatively, press the 'X' button to decline buying this item.

Storing Items

In several locations in the game, you are provided with a chest for storage of items you do not want to carry around. The first such location is the Adventurers' Guild where you start the game. Storing items is for your convenience, and is not required to complete the game.

Opening the chest will show your current inventory to the left, and items stored in the chest to the right. To place an item in the chest, select the 'pointer' button, then click on an item. To take an item out of the chest, simply click on it. The eye button, arrows, and X button serve the same purpose as on the inventory screen, shown on page 18.



Cut Scenes

There are several cut scenes throughout the game to show what is going on in other locations relevant to the plot. If you do not wish to watch the cut scene, press the right mouse button to skip it.

Potion Making

A sorceress, or any other character with the herbalist skill, can brew potions at any alchemical laboratory in the game. One of these is available for your use in Aurvandel's room in the castle in Fornsigstuna. Click the hand cursor on the alchemical equipment to bring up the alchemy screen shown below.

To create a potion, you must first find or purchase a recipe for it. Then, you must gather the ingredients. Certain common ingredients are always available in the laboratory, but others you must bring for yourself. For instance, creating a healing potion will require some troll blood, which you must obtain for yourself.



Your ingredients are shown in the vials at the bottom, and you can click on each vial to add some to the bowl in the middle of the screen. The fourth vial contains water, and is used to dilute the potion. To successfully brew the potion, the mixture in the bowl must have the same color as the sample shown on the recipe to the right.

Once you have the right mixture, click the checkmark in the top right corner. To exit the alchemy screen, click the 'X' button.

Combat

There are many combat encounters to be found within Jarnvidr forest. At the start of the game in the Adventurer's Guild, you may obtain a tutorial on how combat works from Havor.

Combat is engaged whenever a pursuing enemy manages to catch up with you. The combat GUI will pop up and the moves available to you are depicted in the buttons. The enemy's health bar is displayed to the right of the screen.

The keyboard may be used to fight. The Q/W/E, A/D, and Z/X/C set of letter keys correspond to the grid of main combat commands. Number keys 1-6 are used for special maneuvers or potions. You can redefine these keys on the control panel (see page 21).

For moves like dodging, you should *hold down* the mouse button or key to remain in defensive position.

In order to escape combat, press the ESC key. Note that not all combat allows you to escape.



Keyboard Shortcuts

You can use the arrow keys, including the diagonals home / page up / end / page down, to move your heroine around. To do this on the number pad of your keyboard, please ensure the Num Lock is off. To begin moving, tap the key in the direction you wish to go once. To stop moving, tap the same key again. Do not hold down the key.

In a dialogue with other characters, you can use the number keys to select a dialog option: press '1' for the first option, '2' for the second, and so forth. Furthermore, on any submenu, you can activate command buttons by pressing their first letter.

In combat, use the arrow keys for the main actions; the numbers 1, 2, 3 for special maneuvers you've learned; 4, 5, 6 to drink potions; esc to run away.

Gameplay hotkeys:

1 or W	Walk cursor
2 or L	Look cursor
3 or H	Hand cursor
4 or T	Talk cursor
5 or U	Use selected item
+ or -	Rotate through items
Escape	Skip cutscene
Ctrl-T	Time of day

Action hotkeys:

R	Run
S	Sneak*
J	Jump*
M	Map screen*
Z	Rest
Shift-Z	Sleep
N	Notepad*

Accessing submenus:

Tab or I	Inventory
Space	Action menu
C	Cast spell*
P	Previous spell again*
Enter	View character sheet
Escape	Control panel

Game options hotkeys:

F1	Help
F5	Save game
F7	Load game
F9	Restart game

Actions marked with a * require you to have the prerequisite skill or carry the appropriate item.

Troubleshooting

Heroine's Quest: The Herald of Ragnarok has been tested as thoroughly as possible, and is playable to the very end.

If you find yourself stuck on any part of the game, feel free to ask for hints and tips on the forum at our website, <http://www.crystalshard.net>

If you notice anything odd in-game, please let us know on our forum above so that we can look into the issue and rectify the problem in a future release.





The Adventurer's Guidebook

by Arngrim Ottarsson

The Aesir

The Aesir are the Norse gods, who defeated the frost giants at the dawn of time, and carved the world of Midgard out of their leader. They are seldom seen by mortals, and live in the realm of Asgard which can only be reached by the rainbow bridge Bifrost.

Odinn

The one-eyed leader of the Aesir is the god of battle and sorcery, who cut out his own eye for a drink of the well of wisdom at Mimisbrunnr. The valkyries travel the world in his name, seeking fallen warriors worthy of joining him and his wife Frigg in the feast halls of Valhalla.

Thor

The son of Odinn, Thor is the hammer wielding god of thunder, and husband to the long-haired goddess Sif. He is known for his strength and feared for his ferocity, wielding the enchanted hammer Mjollnir in battle. Thor travels the sky in a flying chariot drawn by goats, and is the foremost slayer of frost giants.

Loki

The trickster god is frost giant by heritage, aesir by adoption, and blood brother to Odinn. His capability for mischief knows no bounds, playing tricks on gods, giants, and svartalfar alike. Loki is father to the goddess Hel and the primal wolf Fenrir, and, because of a prank that ran out of hand, mother to Odinn's eight-legged horse, Sleipnir.

Hel

The solemn daughter of Loki reigns over Niflheim, the realm of mists, where the spirits of the fallen go. Only those vikings who die a brave death in battle will instead go to sit at Odinn's side in Valhalla.

Idunn

She is the goddess of youth, who keeps the enchanted apples that the Aesir must eat to retain their immortality. She was once kidnapped by the frost

giant Thiassi, who sought the apples for himself, but Loki managed to free her and return her to Asgard.

The Norns

Urth, Verthandi, and Skuld are the mysterious guardians of the web of fate. Even the Aesir must answer to what they set in store for the future.

Jarnvidr

In the heart of Midgard, realm of the humans, lies the forest known as Jarnvidr, or the iron woods. It is a prosperous region, but dangerous to the unarmed traveler. It is especially hazardous in winter, when the vargs prowl the woods, and at night when the trolls come out.

Fornsigtuna

This large city is the capital of Jarnvidr and ruled by the Jarl Ylfing, and is said to be the place where Odinn and the Aesir first set foot in Midgard. Well defended with strong walls and many guards, it is a safe haven for the adventurer looking for a place to rest. It lies in the northwest part of Jarnvidr, and is home to the Adventurers' Guild, rumored to have been founded by Odinn himself.

The coat of arms of Fornsigntuna is a crown surrounded by three stars. The coat of arms of the Ylfing family is a griffin, symbolizing the region of East Gothland where the family comes from.

Munarvagir

A village and trading post in the south of Jarnvidr, Munarvagir falls technically under the rule of Jarl Ylfing, but the villagers prefer their independence.

Gandvik

The lake to the northeast of Jarnvidr, it connects to the seas of Midgard and is used by Jarl Ylfing's ships for their trade and raids. During winter, the lake often freezes over, and is traversable on foot.

Bestiary

Many creatures make their home in Jarnvidr that may provide travelers with interesting encounters, a source of food, or a hazard to be wary of. If you find yourself in combat, it is best to wait for an opening between an enemy's attacks, and strike then. If you attack while an enemy is attacking, you will likely get hurt, and do less damage as a result.

Boar: A large wild pig that forages in the woods for roots and insects, it will defend itself with intense vigor if surprised or cornered. Boars can be a good meal to the seasoned hunter.



Draug: These undead warriors are found haunting Jarnvidr in the night, stealing life from any victims they comes across.

Duergar: See svartalf.

Fox: A small furry creature which hunts smaller creatures for food. Foxes tend to take shelter in their dens.



Gulon: A large and ferocious creature that is part bear, part elk, and part lizard. It is known for its eating habits: it will gorge on its kill until it is swollen and unable to eat more, and then find two trees to squeeze between, pushing the meat further into its body.

Haugbui: This incorporeal undead is a powerful spellcaster and highly dangerous. Where draug are essentially mindless, the haugbui has a malevolent and vengeful intelligence to seek out its victims . It rises from its grave shortly after nightfall, and will keep doing so until its grave is found, its bones burned to ash, and the ashes scattered to the winds.



Huldra: A seductive forest creature who appears as a stunningly beautiful naked woman from the front, but who is hollow like a tree trunk from behind. Dangerously mesmerizing, many a man has gone missing after falling under the huldra's spell.

Jotunn: The jotunn, or frost giants, are the ancient enemies of the Aesir. Most of them have been banished to the icy plains of Jotunheim, but those that remain in Midgard have sworn vengeance on the humans, who they feel have stolen their world.



Moose: A large species of deer, the moose spends most of its day foraging for plant matter for food. You should never use a toothbrush to carve your initials on a moose.



Raven: A large black bird which feeds on insects, grains, fruit, and carrion. The raven is the symbol of Odinn, and ravens are his spies throughout Midgard, finding out secrets to tell to the god of wisdom.



Svartalf: The svartalfar are a mysterious race of black elves with a strong affinity for magic, in particular illusion. They are renowned as master smiths and craftsmen, but are not known to interact with humans much. The duergar are related, or possibly identical, to svartalfar.

Troll: Trolls are aggressive creatures who usually live in caves, their intelligence varying from dim-witted to dull as a brick. Trolls only wander through Jarnvidr at night, as they turn to stone in the daylight. Their leader, by virtue of being stronger than the rest, is a two-headed troll called Thrivaldi.



Varg: A large wild wolf with a terrible howl, it scours the woods looking for prey to satisfy its hunger. Even a single varg is strong enough to take down an unprepared traveler.



Vordr: Warden spirits which follow certain persons from their birth right through to their death, these can appear as positive energies for that person.



Pronunciation Guide

Any traveler throughout Midgard will make sure to learn the names of local places and prominent people. A list of the names and places used throughout the game has been compiled to help you familiarize yourself with the lingo.

The consonants are pronounced approximately as in English, except that the G is always hard as in "get", not soft as in "gem"; and following "n" it has the same sound as in "sing". The J is pronounced as the y in "young".

Locations

Asgard: AZ-guard

Midgard: MID-gard

Fornsigtuna: FORN-sig-too-nah

Gandvik: GAHND-vik

Gastropnir: Gast-ROP-neer

Jarnvidr: YAHN-vee-dir

Munarvagir: MOON-ah-vah-geer

Niflheim: NIF-fle-hime

Svartalfheim: SWART-alf-hime

Races and Creatures

Aesir: A-seer

Draug: DRAWG

Duergar: DWER-gar

Haugbui: HAWG-bui

Jotunn: YOH-tunn

Svartalfar: SWART-al-far

Vodr: VOR-dir

People

Andvari: and-VAH-ree

Arngrim: ARN-greem

Aurvandel: OR-vahn-dell

Brynhild: BRIN-heeld

Egther: EGG-ther

Eitri: E-tree

Fafnir: FAFF-neer

Fenrir: FEN-reer

Fremont: FREE-mont

Heime: HI-meh

Hervor: HER-vor

Jarl: YARL

Kraka: KRAH-kah

Liff: LIFF

Lithrasir: LITH-rah-seer

Loki: LOH-kee

Odinn: OH-deen

Ratatosk: RAT-ah-tosk

Regin: RAY-gin

Rinda: REEN-da

Sigrun: SEEG-run

Sigurd: SEEG-gerd

Skuld: SKULD

Skrymir: SKRYE-meer

Snorri: SNORE-ree

Thor: THOR

Thrivaldi: Three-VALD-dee

Urth: URRD

Verthandi: Ver-THAN-dee

Volund: VO-lund

Ylfing: ILF-feeng



Background Information

The Making of Heroine's Quest

Creation for *Heroine's Quest: The Herald of Ragnarok* began in 2009, when lead artist Corby LaCroix joined forces with Crystal Shard, creators of *A Tale of Two Kingdoms*. The goal has been to create a Norse themed game with a female protagonist, inspired by the classic adventure games by Lori Ann and Corey Cole, as well as the classic myths written down by Snorri Sturluson, and the operas by Richard Wagner based upon these works. After four years, we are proud to present a freeware game which we have spent many hours refining for your enjoyment.



The game was created in Adventure Game Studio, an engine and design toolkit made specifically for, as the name suggests, adventure games.

The backgrounds, sprite animations, and portraits were created using Adobe Photoshop. Some concepts were created with pencil and paper first before being transferred to the digital medium.

The music was created with Cubase and Linux Multi-Media Studio.

Features

Heroine's Quest is an adventure / RPG hybrid. Like in many adventure games, you have a world to save, and must use your wit, guile and inventory to puzzle your way through. Like in many roleplaying games, you can customize your character with various classes and skills, and must train yourself in combat to stand a chance against the fierce monsters in your way.



The game is designed in the spirit and atmosphere of the classics, and strives to have the same high quality of art, music, and plot. With multiple character classes and several solutions to many puzzles, the game has excellent replayability.

Features:

- ❖ Explore the rich world of Norse mythology!
- ❖ Three character classes with separate side quests: use your strength as a warrior, the arcane arts as a sorceress, wit and guile as a rogue, or create a hybrid with skills from multiple classes.
- ❖ 32 distinct voice acted characters with animated portraits.
- ❖ Over 100 hand-painted backgrounds and 10,000 sprites in animations.
- ❖ Many monsters, including giants, trolls, and svartalifar.
- ❖ High replayability due to optional quests, alternative solutions, and the three different classes.



Credits

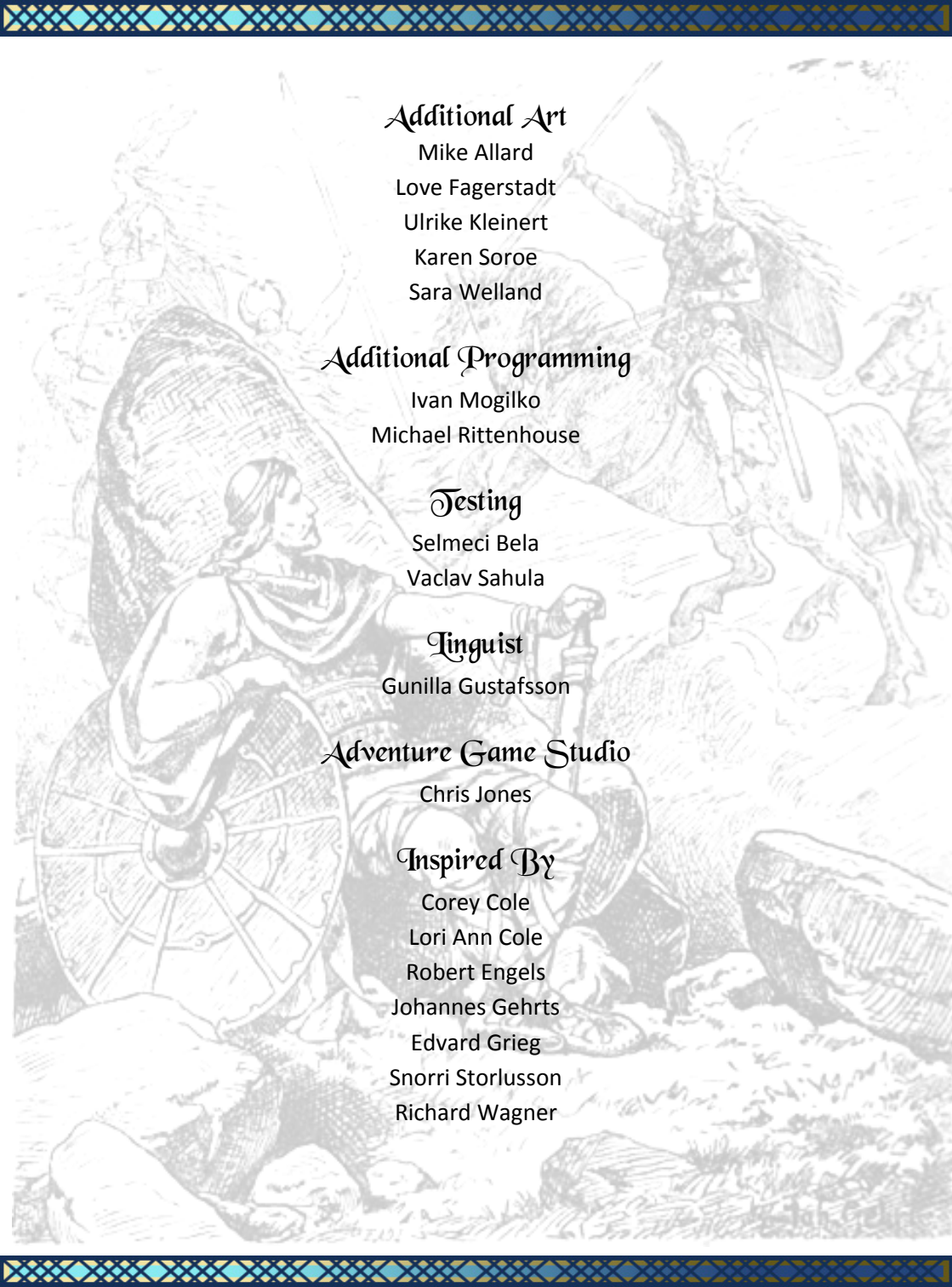
Pieter Simoons
Story and Script

Corby LaCroix
Lead Artist and Animator

Dmitrii Zavorotny
Art and Animation; Music

Elissa Ng
Art and Animation; Voice Direction

Matthew Chastney
Music



Additional Art

Mike Allard

Love Fagerstadt

Ulrike Kleinert

Karen Soroe

Sara Welland

Additional Programming

Ivan Mogilko

Michael Rittenhouse

Testing

Selmeci Bela

Vaclav Sahula

Linguist

Gunilla Gustafsson

Adventure Game Studio

Chris Jones

Inspired By

Corey Cole

Lori Ann Cole

Robert Engels

Johannes Gehrts

Edvard Grieg

Snorri Sturlusson

Richard Wagner



Voice Actors

Nikkita Bradette	Heroine
Robert S. Benjamin	Jarl Ylfing
Jonathan Cooke	Fremont; Volund
Mikel Dever	Eitri; Ratatosk
Dreux Ferrano Jr.	Egther; Thirvaldi #1
Karen Hayman	Brynhild; Hervor; Sigrun; Urth
River Kanoff	Aurvandel; Snorri
Amber Leigh	Kraka; Lithrasir
Darcy 'Kamuro' Maguire	Heime
Rebecca McCarthy	Voiceover
Elissa Park	Verthandi
Tim 'Bulwark' Pedersen	Guard; Skrymir
Mads Lindegaard B. Poulsen	Loki
Michael Rogel	Liff
Anthony Sardinha	Arngrim; Regin
Edwyn Tiong	Alviss; Andvari
Patrick Walker	Fafnir
Jessica 'Tomoyo Ichijouji' Warner	Skuld
Ben Wilk	Librarian; Sigurd; Thirvaldi #2
Brittany Williams	Rinda
Tom R. Wilson	Helgi

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Finally...

Thank you for downloading and playing 'Heroine's Quest: The Herald of Ragnarok'. We hope you enjoy playing it as you travel through Jarnvidr and beyond.



If you enjoyed this game and wish to support us to continue to create more games in the future, please visit our website (<http://www.crystalshard.net>) and hit the Paypal button.

We also appreciate any support in letting others know about this game, and are always happy to hear your feedback.

Please visit our website for more information and feel free to post any comments in our forums.

Website: <http://www.crystalshard.net/hq.html>

Forums: <http://forum.caravelgames.com/viewboard.php?BoardID=17>

The Crystal Shard Team

