

ASCENSION TO THE THRONE



© 2007 1C Company. All Rights Reserved. © 2007 DVS. All Rights Reserved.
Other products and company names mentioned herein are trademarks of their respective owners.



manual

TABLE OF CONTENTS

Table of Contents:	1
System Requirements	2
Game Install and Uninstall	3
Game Installation	3
Uninstall Game	3
General Game Information	3
Game Mode	3
Real-Time Mode	3
Turn-based Modes	3
Game Screens	4
Service Screens	4
Game Menu	5
New Game	6
Saving a Game	7
Load Game	8
Quicksave and Quick Load	9
Options	10
Interface Screens	11
Map	11
Spell Book	12
Armies	13
Unit Specifications	14
Inventory	15
Log	16
Battle Screen	18
Troops Purchase Screen	20
Spell Purchase Screen	22
Controls	23
Credits	24

System Requirements

OPERATING SYSTEM:

Microsoft Windows XP SP2

CPU: Pentium IV 2.4GHz or higher

RAM: 512 MB

GRAPHICS: GeForce 6600 or higher with 128 MB RAM

DirectX compatible sound card

OPTICAL DRIVE: DVD-ROM drive 4x

HARD DRIVE: 2,4 GB free disk space; keyboard, mouse

Game Install and Uninstall

Game Installation

Insert DVD disk into your DVD drive. If the autorun function is enabled, the setup process will start automatically. Otherwise, double-click the DVD icon in the My Computer menu. Double-click "Autorun.exe" to start the installation. Select Install from the menu that appears on the screen and follow the instructions.

Uninstall Game

To delete the game, click the Uninstall option in the game directory of the Windows Start menu. Then follow the instructions.

General Game Information

'Ascension to the Throne' is an RPG featuring turn-based strategy battles. In 'Ascension to the Throne' you play Alexander, King of Airath. After a betrayal by his closest allies, Alexander escaped certain death. Now, he finds himself in a foreign country with neither money, nor weapons, nor friends. As you proceed through the game, Alexander will explore this new world, communicate with other characters, and battle with his enemies. He must ascend to the throne of his kingdom, which belongs to him by right.

Game Mode

All game events will happen in either real-time or turn-based modes.

Real-time Mode

In this mode, you explore the game world, communicate with friendly and neutral characters, and buy troops and spells. If you encounter a hostile character, you have the option to engage in combat. If you choose to fight, the game will automatically switch to turn-based mode.

Turn-based Mode

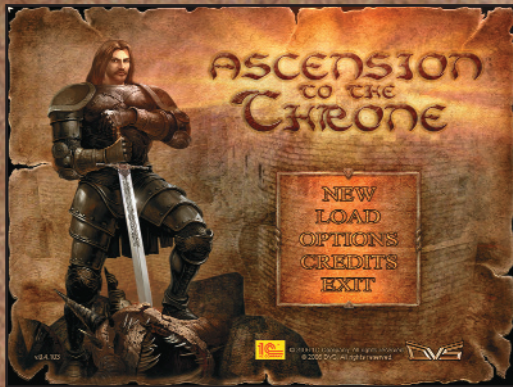
All battles in the game are turn-based. The size of the battle area will depend on the size of your army and that of your opponent. In this mode, you and the opponent will take turns with your actions. See Battle Screen for more detail.

Game Screens

In 'Ascension to the Throne' all screens can be divided into two categories: service screens (main menu, game menu, save and load screens, and settings) and interface screens (Battle screen, map, spells, army, inventory, and log).

Service Screens

Main Menu

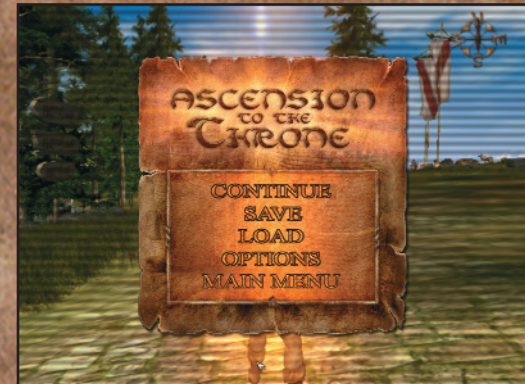


After the intro video, you will enter the main menu screen.

The screen features the following options:

- New** — Start a new game.
- Load** — Load a game from the list of available saves.
- Options** — Change the game settings.
- Credits** — Read the names of the developers and publishers.
- Exit** — Quit game and exit to Windows.

Game Menu



To enter the game menu during the gaming process press ESC. The menu features the following options:

Continue — Return to the game and continue playing.

Save — Save current game. You will need to select a slot where you want the game to be saved. You can also use the quicksave function by pressing <F5> .

Load — Load an earlier saved game selecting it from the list. You can also use the quick load function -- <F8> -- to load the latest quick-save.

Options — Change the game settings.

Main menu — Exit to the main menu (described above).

New Game



To begin a new game click Start. To return to the main menu click Back.

Saving a Game



The game save screen saves your progress in the game.

In order to save the game, click on the upper left slot (the selected slot will be highlighted) and then click the Save button at the bottom of the screen.

You can also save the game by double-clicking on the selected slot.

In order to overwrite an earlier saved game, double-click on the slot you want to overwrite.

Slots with saved games are grouped in chronological order. In order to view your previous saves, use the scroll arrows on the right side of the screen.

Note that slots with saved games also specify the time of the save and the location of the game world that the character was in.

In order to delete a saved game, left-click on the desired slot and press delete.

To go to the previous menu click Back.

Note -- The game cannot be saved in battle mode. However, the game is autosaved at the beginning of each battle.

Load Game



The load screen is used to go back to an earlier saved game. To load a game, left-click on the desired slot (which will be highlighted) and click on the Load button at the bottom of the screen. You can also load the desired game by double-clicking on its slot.

In order to view your previous saves, use the scroll arrows on the right side of the screen.

Note that the slots with saved games, in addition to displaying the time and location of the save, will also be marked as “quicksave” or “autosave”.

The “quicksave” mark means that this game was quicksaved.

The “autosave” mark means the game was saved automatically.

‘Ascension to the Throne’ is autosaved in the beginning of each battle. Therefore, it is not necessary to save the game before entering combat. If the outcome of the battle is unsatisfactory, it is always possible to load the autosave and fight the battle again.

In order to delete a saved game, left-click on the desired slot and click Delete.

To return to the previous menu, click Back.

Quicksave and Quick Load

Quicksave enables you to save the game without having to go to the save menu and open additional dialogs. To quicksave a game, press <F5>. When done, a “Game Saved...” message will appear in the middle of the screen.

To load the last quicksaved game, press <F8>.

Quicksaves overwrite each other. That is, if you make several quicksaves and then press <F8>, the last quicksaved game will be loaded.

Options



Video settings

Resolution (Screen resolution): You can select from several available options, ranging from 800_600 to 1600_1200. The default resolution is 1024_768. To apply the change, you will have to reload the game.

Gamma correction: Adjust the gamma setting to a comfortable level, depending on the lighting in your room and the type of the monitor being used. To optimize the gamma, wait until you start to see a silhouette of a grey square inside a black square.

Texture quality: Set to average by default. Adjust depending on the speed of your computer. To apply the change, you will have to reload the game.

Object Shadows and Unit Shadows: Object (buildings, forests, trees, etc.) and unit shadows can be toggled on and off.

Reflections: Objects' reflections in water can be toggled On/Off.

Grass: Can be toggled On/Off.

Auto-camera in battle: Can be toggled On/Off.

Grid in battle: The ground in the battle screen may have a hexagonal grid. Switched off by default.

Trees: This controls the range at which the closest visible trees will be replaced with lighter graphic models, and the range at which lighter models disappear. Close by default.

Interface Screens



In the section we'll look at the game interface screens. Each screen is linked to a specific icon.

In the upper right corner of the screen, you will see a compass that will help you navigate through the game world.

Map



You'll see the map of the continent your character is currently on. Your position will be marked with a red cross. The map will also show castles, villages, buildings, and other structures.

Spell Book

To open your spell book, click on the book icon in the lower left corner of the screen.

The game features spells from four different elemental magic schools: Fire, Water, Air, and Earth.



To switch between schools, left-click the corresponding bookmarks on the right side of the screen.

In the book, you will find the descriptions of available spells. If you have several spells from the same school, you will see page turn buttons in the bottom corners of the book.

To use a certain spell, find it in the book and left-click on it. The book will close and you will return to the battle screen. Then left-click on the creature you want to cast your spell on.

The timely use of magic will help you win the day more than once during your journey. Don't forget that some of the units in your army may also have individual spells of their own. You can use their magic the way you'd access your own spells.

Armies

Next to the book icon, you'll find the army icon. Left-click the icon to access the army screen, where you can manage your army, regroup your troops, and read information about individual units.



On the right, you will see ten slots, each of which represents a squad in your army. The number indicates the number of units of this type in the squad. Your army cannot have more than 10 squads. It's not possible to form combined squads – all units in one squad must be of the same type. The maximum number of combat units in one squad is ten. On the right you will also see the specs for the selected unit.

In the bottom of the army screen you will see three icons: a crossed-out picture of a unit, a spell book and close-the-screen icon. Use the first icon to discard units from your army.

The spell book icon will only become available if the selected squad can cast at least one spell. Click on the icon to open the spell book for the selected squad.

Unit Specifications

All troops have a set of specifications that determine their efficiency in battle. The section below describes each of those characteristics:

Level – Indicates the overall value and experience of the unit. The minimum level of a unit is 30.

Price – The cost of the unit in barracks.

Combat type – There are three combat types: aggressor, neutral, and ally. The interface between different types is based around the “rock, paper, scissors” principle: type 1 may be efficient against type 2, type 2 would be efficient against type 3, and type 3 would help against type 1.

Authority – Determines the number of troops that your character can hire. The sum of the troops’ authorities cannot exceed that of the character. See the Troops Purchase Screen for more detail.

Intelligence – Determines the ability to use spells in battle. During battle, the troops using spells will gradually lose intelligence points until they run out. After the battle, their intelligence will be restored to its initial level. The higher the intelligence of a unit, the more magic can be used during combat. In addition, the higher the intelligence level, the more spells the unit can potentially learn.

Health – The most important indicator for the troops. Damage from attacks is subtracted directly from health (minus armor). When the health of a unit reaches zero or less, the unit dies.

Armor – Decreases damage received from enemy attacks.

Damage – The number of damage points the unit inflicts onto the enemy in melee combat.

Ranged damage – Damage inflicted by ranged attacks.

Shooting range – The distance of the unit’s ranged attacks. These are grouped into three categories: close, middle, and long.

Magic power – This indicator directly affects the efficiency of any spell. The higher the magic power, the more damage the unit will inflict with attack spells, the better the healing spells will work, and the longer will the spell last.

Magic resistance – Natural resistance of a unit to any magic, including both friendly and hostile. The higher the indicator, the less effect magic will have on the unit.

Speed – This indicator affects the distance that can be covered by a unit in one turn. Speed also affects the order of the turns.

Inventory

To open the inventory screen, click on the icon with a picture of your character in the right bottom corner of the game screen.

In this screen, you can access the items and weapons stored in your inventory. You can also distribute experience points to enhance your characteristics.



The slots next to the picture of the character are intended for items storage. The top slot is used for different amulets, and the smaller slots for the hand of the character are for rings. The largest slot is intended for your uniform (i.e., weapons plus clothes).

Below you will see the inventory slots. To redistribute items, drag and drop them the same way you would group your units in the army screen.

To browse through the inventory, use the arrow buttons on the right and left sides of the inventory screen.

On the right side of the screen, you will see the characteristics of your hero. By accomplishing quests and defeating your enemies, you will accumulate experience and receive new levels. After reaching a new level, you'll get a certain amount of experience points, which you can use to increase your health, damage, and magic power or magic resistance. To distribute the available experience points, click the plus buttons across each characteristic.

The figure in the experience slot indicates the current number of your

experience points, and the figure in brackets shows the amount of points needed to get to the next level.

The “experience points” line shows the number of points left undistributed.

The higher your character's level, the greater the value of experience points. The point value line specifies the current value per point.

The figure in the “authority” line shows the number of rep points available to hire new troops, while the figure in brackets shows the total amount of your authority points.

Log

The log is used to store information on pending quests and other important game events.

In the table of contents, you will find a complete list of quests received during the game. If a certain quest has been completed, its title will be scratched out, but you will still be able to view the information.

In order to view the info on a certain quest, left-click on it.



To return to the table of contents, left-click on the bookmark.



To browse through the log, use the active area in the bottom right corner of the log (the folded page in the lower right corner).



To go back, click the folded corner of the left page.

If you are lost or unsure of what to do next, read the log carefully. It will provide you with directions or necessary hints.

Battle Screen

All hostile units in the game have a blinking circle around them. As soon as you cross this circle, the game will switch to turn-based mode, where you can command your troops in battle.



Once in turn-based mode, your movement area will be limited. The size of the battle area will depend on the size of your army, and that of your opponent. Troops are managed in squads. In this mode, you and the opponent will take turns with your actions. The order of the turn depends on the Speed rate. The decision-making time is unlimited.

Once reaching its turn, the unit can:

- Attack the enemy in melee combat
- Inflict a ranged attack
- Move the squad into a new position
- Skip a turn
- Use magic

A tour ends once all enemy and friendly units have taken their turns.

The battlefield surface is divided into hexes (these can be toggled off – see Options). In the bottom left corner of the screen, you will see the icon of the currently active squad. The map around the active squad will be highlighted. Hexes around the squad will have additional highlighting, showing all of the possible areas that the squad can move to. If there is an enemy squad within the range of the active squad, you can choose from a series of possible actions. The mouse cursor will change shape when pointing at such an enemy squad:

1) for melee attack:



2) for ranged attack:



If you want a ranged attack squad to go into melee combat, press and hold <SHIFT> and click on the target enemy squad.

In the bottom right corner of the screen you will see more icons:



Game menu.



Spell book of a selected squad. Note that this icon will only be active if the selected squad has any magic abilities.



Wait. In this case, the selected squad will skip its turn and wait. Once all your remaining troops finish their turns, the turn will once again go back to this unit.



Skip turn. The selected squad will skip its current turn until the next tour.

Troops Purchase Screen

In order to fight efficiently, you will need an army. Sometimes, even one strong unit can affect the final outcome of a battle. Troops for hire are usually to be found in the recruit training barracks. To hire units, you will need to find the barracks supervisor and agree on the terms with him. Typically, the barracks supervisor is an active NPC standing by the barracks.



After that, proceed to the Troops purchase screen.



The troops purchase screen is similar to the army screen mentioned above, with the only exception that this one has a third group of slots on the right side of the screen. These slots show how many troops are available. To hire a unit, drag and drop it from the barracks slot (on the right) to your army slot (on the left). Once you drag a unit, a new dialog will appear, wherein you'll need to specify the exact number of troops that you are buying.

Each game unit requires a certain amount of authority to manage. For instance, say that you want to hire a squad of 10 peasants. One peasant requires 2 authority points (the number of required points is specified in the unit characteristics). So, in order to hire a squad of ten you will need to have at least 20 available authority points.

Once you select a group of units to buy, you will see the terms of the "contract" in the bottom of the right page. On the left side of the page, you will see the terms: i.e., the amount of authority points required and the total cost of the squad. On the right side of the page, you will see the available points and funds.

Spell Purchase Screen

In order to fight efficiently, you will need an army. Sometimes, even one strong unit can affect the final outcome of a battle. Troops for hire are usually to be found in the recruit training barracks. To hire units, you will need to find the barracks supervisor and agree on the terms with him. Typically, the barracks supervisor is an active NPC standing by the barracks.



Spells can be procured from mages in villages or cities. They are typically encountered near towers or magic schools. If the mage agrees to sell his spells to you, you will be taken to the spell purchase screen.

The key requirement for buying a new spells is the amount of intelligence needed to memorize the spell.

On the right side of the spell purchase screen, you will see the symbol of the school it belongs to.

On the right side of the screen, you will see the spell itself and its description.

Below, you will see the amount of required intelligence points and the cost of the spell.

The line below that shows the amount of intelligence points and money that you have.

If all requirements are provided for, and if you want to buy the spell, click the button at the bottom of the right side of the screen.

To exit the spell purchase screen click:



Controls

The controls used in the game are mouse and keyboard.

Keyboard (hero moves):

- < W > Forward
- < A > Left
- < S > Backward
- < D > Right

- < J > Log
- < B > Spell book
- < I > Inventory
- < U > Army screen

- < F5 > Quick save
- < F8 > Quick load

Keyboard (battle screen):

- < N > Select next squad
- < E > Wait
- Press and hold < SHIFT > Change ranged attack to melee attack
- < RMB + S > Zoom in/zoom out
- < Spacebar > Center screen on active unit

- < PrintScreen > Take a screenshot

Credits

DVS

Project leader
Alexander Ishchenko

Lead Programmer
Vladimir Karasyov

Programmers
Alexander Gaisin
Anastas Sultanov
Andrei Savin
Vladimir Karlyuga

Lead Artist
Oleg Marchenko

Artists
Dmitry Kudin
Dmitry Shevchuk
Maria Kotolovskaya
Irina Petko

Lead Game Designer
Alexander Ishchenko

Game Designers
Pavel Mikhailov
Maria Kotolovskaya

Animator
Dmitry Tunik

Music
Alexander Falinsky
Viktor Krasnokutsky

TriHorn Productions

Sound Producer
Alexander Falinsky

Video director
Alexander Ishchenko

IC Company

Producers
David Philippov
Denis Maltzev

Tech producer
Dmitry Dolgov

Artists
Anton Inshakov
Oleg Matsokin
Mikhail Ryapolov
Sergei Yakovlev

QA Manager
Alexander Shishov

Testing
Oleg Buyantsev
Alexander Latyshev
Dmitry Kiyatkin
Sergei Kiyatkin
Nikolai Nikolayev
Dmitry Savin
Alexander Trifonov
Alexander Shelaputov

Marketing and PR
Nikolay Baryshnikov
Svetlana Gorobets
Anatoly Subbotin
Alexey Artemenko

Localization
Oleg Mironov

Cover Design
Sergei Konovalov
Olga Krutova

Special thanks to
SME Dynamic Systems, Ltd.,
Sergey Gerasev and
Nikolai Radovsky.

© 2007 IC Company. All rights reserved. © 2007 DVS. All rights reserved.

Uses Bink Video. Copyright © 1997-2007 by RAD Game Tools, Inc.

Uses Miles Sound System. Copyright © 1991-2007 by RAD Game Tools, Inc.