

# KONUNG 2



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manual

# Konung 2

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## ***Installation***

### **System requirements**

Windows 95/98/ME/XP  
DirectX 7.0  
DirectShow 6.0  
Intel Indeo 5.06  
Pentium II 400 MHz  
128MB RAM (256MB recommended)  
Video adapter supporting 1024x768x16  
HDD 500 MB  
8x CD-ROM (16x recommended)  
DirectX compatible Sound card (16 bit, 44 kHz, stereo)  
Mouse

### **Installation**

#### **Launching the game**

After installation the game can be started by clicking on the “Start” button in the auto run menu, or by clicking the game icon in the Start menu (the “Start” button).

### ***Prehistory***

The Ancient Woodland chronicles hold records on the Yellow Desert Dogs clan invasion. Let us read a tale that has a place for Good and Evil, for heroic achievements and ignoble treasons.

After finding the mighty Lord bracelet the hero Dragomir was confident that he already obtained everything that a mortal could ever dream of. However the victory turned out to be a defeat. The news on the resurfacing of the bracelet even reached the ears of the Yellow Desert Dogs Chief – the eternal foe of Woodland. The Chief sends a great army to the Woodland shores. The merciless warriors are persistently advancing, surmounting the despairing resistance of locals, sowing destruction and death and leaving behind grief and scorched ruins.

Will there be a hero capable of stopping the invasion and what price is Woodland to pay for that?

## ***Main menu***

### **Load game**

If you have games saved earlier, you can load them by choosing from the appropriate list. There you will see the date and time when the games were saved.

### **New game**

New games start with character selection and parameter generation.

### **Options**

This menu will allow you to set the following options ON or OFF:

- Game difficulty
- Water animation
- Transparency
- Shadows
- Night/day cycle
- Lightning
- Music
- Sound
- Full item descriptions display
- Short item descriptions font
- Full item descriptions font

### **Resume game**

If you entered the Main menu from the game by pressing the Esc key, you will get back to the game by clicking this point.

### **Save game**

You can save your game in any of the empty slots. The program will create a memo showing the location of the main character, the date and time of the saving operation. While saving on an occupied slot the previous save will be overwritten.

## Character generation

### Character selection

According to the prehistory you can play one of the six available characters. The choice of their parameters, professions and skills is up to you. "Konung2" does not have a formal difficulty differentiation; however each hero has his own path. Some will mostly have to fight; others can solve more problems by means of wit and diplomacy.

RATIBOR, Prince of Pinesville, is the eldest and the most experienced of the direct Titans' descendants. Throughout his life Ratibor has accomplished a lot. The prospering and densely populated village is paying a large tribute, thus replenishing the already large treasury of the prince, and his loyal militia is ready to start out on a campaign at the first word of their commander. Ratibor's honest and adamant character is known throughout Woodland. And it is not for nothing that the Ruler considers him his worst enemy and sends countless troops to Ratibor's lands. Many of these attacks were repelled by the Pinesville guard, and the prince, with battle-axe in hand he always lead his warriors.

Princess VELMIRA is the last of the Pinesville prince's kin. The loyal warriors of the prince's militia had to fight and die to rescue her from the Ruler's soldiers, who razed her kin's village. Back then Velmira swore to avenge the hardships that had been brought upon her and her kin. The call of the Blood of the Titans has only strengthened her determination to fight against the Ruler of Woodland. Following in the traditions of her ancestors, Velmira is skilled in swordsmanship. And in her noble heart forever lives the memory of the guards who saved her. That is why, when she started to restore her personal guard troops, she preferred to recruit male warriors, often refusing even the most renowned heroines of Woodland.

EJNAR the Viking - is a guard on a Scandinavian merchant ship. It is his first time in Woodland and he is not familiar with the traditions and customs of the locals. The call of the Titans found Ejnar in the Viking marine camp the day before they were to start out for home shores. Ardent and unrestrained in character, he soon got into a fistfight against the Woodland Ruler's soldiers. As a result Ejnar was thrown into jail and was left behind by his ship.

HELGA is the Healer of the Vikings' Lower Camp. She knows everything about the art of healing and potion making. Helga's skillful healing hands restored the lives of many warriors near the cold embrace of death. Like all the Vikings she is also a well-trained and skilled warrior. Helga is accustomed to any type of weapon and feels confident in a fight even when unarmed. Brave and determined, she can command a large brigade. The best warriors and heroines of Woodland would follow her without hesitation.

ALEXANDER the Byzantine is a Magi apprentice, and the youngest of the living Titans' descendants. His lack of experience is well compensated with his amazing intuition, which he had since birth. Alexander has a superior understanding of people, and can always lead a conversation in his favor. The Magi trained Alexander not only in their ancient secret magic, but also in advanced combat. Thanks to daily exercising, Alexander has become one of the best swordsmen in Woodland. His weapon of choice is a two-handed sword.

ANASTASIA is the Byzantine archer of the Ruler's Flying Island guards. She is considered one of the best heroines of Woodland. None compare to her mastery of bow and crossbow. From the very first day Anastasia appeared on the Flying Island, the Lord bracelet felt a vague, but an inevitable menace. However finding the source of the menace and destroying it proved to be an impossible task even for this most powerful Singing Item. The call of the Blood of the Titans has changed Anastasia's life. She decided to flee the Flying Island, gather a company of the best heroines, and enter into an open struggle against the Ruler.

### Character parameters

CHARISMA - determines a leader's capabilities. This characteristic directly affects the number of warriors who will travel with you in your team. Affects the attitude of some characters to the hero.

AGILITY - Agility determines your ability to evade the enemy's sword or arrow. Only agile Warriors can make the precise hit that will kill an enemy and can shoot from the most powerful bows and crossbows. An agile hero will also be able to move faster about the vast planes of Woodland.

INTELLECT - The power in your head is often more important than the power in your hand in the fight against the Ruler. Only Intellect will make you a powerful Magian, a skilled healer and experienced regent.

LEARNING - Learning is a wonderful feature for any hero. It will allow you to gain higher values for all of the skills of your character."

STRENGTH - Your physical strength determines the power of your sword or axe strokes. A strong Hero can fight with a heavy sword that splits an enemy's armor as if it were a straw basket.

VITALITY - The Hero who enjoys great stamina will withstand numerous enemies blows. He can carry heavy items, wear the strongest and heaviest armor, and lift the heaviest axe, which splits a steal helmet as if it were an eggshell.

Starting figures of basic attributes are located in the Attributes window. You

can change statistic of your hero by clicking on arrowheads. Every attribute has its price. During the game you will receive experience points for killing monsters and completing quests. Experience is used for increase of base attributes.

In addition there are also two calculated parameters reflecting accordingly the maximal quality of men-at-arms (for the current CHARISMA value) – MAX. PARTY and the total weight of items that the hero can lift and carry – MAX WEIGHT.

## Skills

The development of characters' skills is organized according to a special system, designed to encompass a variety of different factors. Spending experience points, using skills and utilizing special Singing items augment skills.

**FIST FIGHTING** - You never know what may happen to your hero. Even the strongest warriors may become captured, or all of your weapons will break in fierce battles. That's when Fist-fighting Skills become needed.

**TWO HANDS** - The top combat skill is the ability to fight with two weapons in both hands. Even the strongest opponent will not be able to withstand your attacks. However mastering this skill is no easy matter. First you would have to learn to fight well with one sword, axe, or club. Train hard and your efforts will pay off.

**MORTAL STRIKE** - A mortal strike will penetrate any defense and go straight into the heart of your enemy, no matter how strong and powerful he is. One blow and your opponent will drop dead to your feet. This skill is hard to master. For that you would need to develop at least 50% of one of the combat skills.

**SWORD** - A sword is a loyal companion of any warrior. It is the most reliable weapon in Woodland. A well-trained warrior is worth three unskilled opponents. Increase your skills, developing the strength and the agility of your character.

**AXE** - An axe is one of the most widespread weapons in Woodland, a very powerful one, but fast to break too. That is why an experienced warrior will always check the strength of its axe, or else it may fail you in the worst possible moment.

**CLUB** - This is a simple, relatively cheap, but deadly weapon. Only a strong and enduring character will be able to fully master this primitive weapon, which has not lost any of its potency over time.

**TWO-HANDED SWORD** - A two-handed sword of an experienced warrior will

split stones, and in combat it seems that the great Titan himself is standing on the battlefield. A warrior may be killed but not until thousands of his enemies will perish by his sword.

**TWO-HANDED AXE** - Perfecting your skills in handling this lethal weapon, will cost you a lot of sweat. Improve your skills in training barracks and in combat. This will help you prepare yourself for the final battle against the Ruler of Woodland.

**TWO-HANDED CLUB** - With a two-handed club you will be able to inflict devastating blows on your enemies. Do not forget however, that you character will not be able to wield a shield, which means his armor will be weak.

**CROSSBOW** - This new fearsome weapon was brought to Woodland by the Byzantines. A crossbow has a better killing range than a bow. Develop your agility and you will become the best archer in Woodland. Using poison on your arrows is not disgraceful when fighting against a ruthless and wicked enemy.

**BOW** - A bow is a menacing weapon in the hands of a master. To become the best archer in Woodland requires both agility and power. Remember that burning arrows will raze the enemy camp.

**HEALING** - Traveling through the woods and highlands, a character has to know how to heal his wounds, as well as the wounds of his loyal companions. The road to the nearest healer may be long and beset with dangers.

**ALCHEMY** - When the way of the warrior brings you to thick woods and swamps, knowing how to brew your own healing or poisonous potion will help save money and time

**SCOUT** - It is good to have a skilled pathfinder in your company. He will always find the shortest and safest ways across the vast planes of Woodland. Sometimes even the careful forest beasts and wicked robbers will not be able to notice your troops moving right under their nose.

**TRADING** - There is no shame in knowing how to trade even for the bravest of the brave. Buying an expensive sword cheap, and getting a better price for what you sell will ensure your success in the fight against the Ruler of Woodland.

**IDENTIFICATION** - Identifying the secret capabilities of the Singing Items, left from the Age of the Titans, is not as easy as it seems. Only he, who has seen a lot of Singing Items in his life, will be able to determine what good or evil they will bring to their owner.

**WIZARD** - Only he, who has reached perfection in this secret skill, will be able to open all of the secrets of these Artifacts. An uneducated character will find no use even in the most powerful artifacts.

**BLACKSMITH** - A good warrior grinds and repairs his weapons himself. Taking good care of your sword and armor will extend their life considerably. A character having no skills in blacksmithing will only ruin his weapons, instead of repairing them.

**MASON** - There has to be a good mason in each of your villages. Only he will be able to restore burnt buildings and construct new ones. A hero too, should learn something about construction. Helping the people will pay off.

**MANAGEMENT** - Being a ruler of the people is also an art. Mastering it will help your hero collect larger tributes and get more assistance of the villagers in battles against the soldiers of the Ruler of Woodland.

All skills have an equal maximum value - 100.

## ***Game screens***

### **Main screen**

The main screen can be divided into the following parts: the combat window on which everything hinges; the control panel that includes main commands icons and the portrait of the hero and his men-at-arms; the information line where various explicative descriptions are displayed; and the message panel. You will find detailed information on each part of the main screen in appropriate sections.

### **Combat window**

The action of the game takes place directly into the combat window. There you can see the terrain, buildings, roads, characters and monsters. All actions of the characters such as movement, battles, etc. are displayed on it. The combat window displays the area of the map being in the hero's visibility range.

## **Controls**

Any character can be in two modes: combat mode and non-combat mode. In the combat mode the character draws his weapon and attacks any target by left-click. In the non-combat mode the character sheaths the weapon and may start a conversation by left-click.

The cursor is an important control element changing its shape depending on the object it is pointing at.

### **Control commands list:**

Exit to Main menu	Esc
Map	M
Log	Q
Character panel / Inventory	I
Bag	~ Or right-click on character portrait
Using items	Right mouse button
Lift / drop item	Left mouse button
Character selection	Left-click on a portrait or right-click on a character's figure. Besides you can select the needed character or group by drawing a selection box around. To do so just push and hold the mouse button on a spot near the needed character. Then while still holding the button move the cursor selecting the needed character or group with appearing frame.
Group selection	Shift + left-click on portrait or Shift + right-click on character figure
Selecting all characters	Shift + A
Switch to next character	Tab
Withdraw/Sheath weapon	Space
Weapon selection	1, 2
Walk	Left-click
Run	Double left-click
Take item	Left-click
Start conversation	Left-click
Talk to party member	Ctrl + Left-click on portrait
Attack	Left-click
Mass attack	A
Follow me	F

Opening the map, character panel or log does not pause the game, so be careful as you might be attacked and get killed while studying the map or talking.

By pushing the «~» key you can summon a panel in the lower part of the screen allowing the player to see and use items placed in his bag. Right clicking uses items; they can be moved or passed over to another character by left-click. To throw away an item click and hold it with the left mouse button, then drag it out of the bag and release it, when the cursor is over the combat window. Items you pick up are placed in the first bag slot.

The “Withdraw/Sheath” function corresponds to the switching between combat/non-combat modes.

Speaking with characters as well as with some monsters is only possible in the non-combat mode, which is why the dialogue window covers the combat window. The left mouse button performs the selection of the needed replica and the selected phrase is highlighted.

Pushing the Mass attack key leads to all party-members switching to combat mode and attacking available targets. This function is more convenient for large battles as your men will try to slay everyone including women, children and magians.

Pressing the “Follow me” button causes all party-members to cancel any other actions and take their places around the hero.

24 hours in the game are equal to exactly 24 minutes.

## Controlling the party

You start the game all alone, but you can quickly recruit several warriors in your party. The maximum number of party-members depends on the hero's charisma points (but not more than 10 people). Each of the warriors has the same set of skills and parameters that the main character has. By default the warriors are following their leader, but you can control them separately.

The main sources of fighters that can be recruited are quest characters, mercenaries and village craftsmen. If you decide to fire one of your warriors, just talk to him/her (Ctrl + left mouse button) and ask him/her to leave the party. The warrior will then turn into a simple dweller. Note that a party member can only be fired on a map containing a locality.

The fired warrior is no longer loyal to the main character and will attack him if, i.e. he tries to take the village by force. Anyway, you'll be able to return any man-at-arm to your party.

## Character panel

The character panel is summoned by pressing the “I” key. Here you can see values of parameters (base and current values that can differ along of the use of magic items), the amount of free experience points and distribute these points to augment parameters and skill levels. Augmenting parameters is performed by clicking on the “+” sign by the value of the parameter. Note that the “+” sign appears only if you have enough free experience points to augment any parameter to 1 point.

The character panel also displays several additional parameters:

**Health** shows the status of the character in percent from 1 to 100. When health diminishes the character weakens and his/her hits are becoming weaker.

**Poisoning** shows whether the character is poisoned or not and if yes – what is the poisoning degree. In this case the lifeline on the control panel turns pink. The higher is the poisoning degree, the faster the character will die if he/she doesn't take the antidote in time.

**Damage** means the damage inflicted to the enemy while attacking. This parameter is calculated by summing 3 components: health, strength and weapon used by the character.

**Gold** shows how much money the character actually has in its pocket. All the money is stored in the main character's purse, that's why losses and departures or warriors do not affect this parameter.

**Current weight** shows the weight of the load carried by the character. If this parameter is close to the **Maximum weight** parameter and the character tries to pick up a heavy object you will automatically get to the “barter” panel, where you will be able to drop something to free space.

**Maximum weight** shows how much can the hero lift and carry. This value depends on the Vitality parameter.

In the right side of the panel contains information on parameters and skills described above.

You can return to the combat window by clicking the Esc key.

## Using items

The use of items is mainly performed in the character panel. Here you can dress and equip the way you want. Armors, weapons, amulets, rings and bracelets are put in the proper slots on the semiabstract character figure. To put

a weapon in the right hand of the hero, you must choose the needed item in the bag (the bags slots are scrolled by clicking on side arrows), click-&-hold it with the left mouse button; drag it to the right slot and release. If everything is done correctly the item will stay on the character figure. "Undressing" the character is done backward. If you try to put an item in an occupied slot, the new one will replace the previous one. The two lower slots are meant for small arms and the quiver.

Weapons and armors have restrictions, for this reason some items can't be used. These items are highlighted in red. Unusual or magic items are highlighted in green.

The slot in the lower left is used to prepare magic potions, insert magic stones in weapons and armors as well as lubricate arrows with poison and oil. Principles of making elixirs are described in the "Potions" chapter.

The bag can contain up to 42 items, irrespective of its total weight. Holding the cursor over an item will allow you to see the description of its attributes.

To transfer items between party-members - click-&-hold the item with the left mouse button, drag it over the portrait of the character you wish to transfer it to and release.

## Map

You can summon the world map by pushing the "M" key or clicking the appropriate icon on the control panel. There you will see the schematic image of explored parts of Woodland; black areas represent unexplored regions. A gold shield marks the current position of the hero. You can return to the combat window by clicking the Esc key.

## Log

The log is your logbook, where all significant events that occurred to the main hero are recorded. The log includes descriptions to all current quests (after completion of the quest the info is erased), useful advices, received from talking to game characters, potion recipes and other important information.

Pressing the "Q" key or clicking the appropriate icon on the control panel summons the log. You can return to the combat window by clicking the Esc key.

## Game world

### Woodland

Woodland is divided to different parts. The most of the terrain corresponds to dense forestland, but there are also some waterlogged, rocky, or desert areas.

### Moving through Woodland

The player has the ability to move through Woodland by clicking the destination area on the global map. Special icons, symbolizing the characters, show movements of characters on the map.

Notice that the characters cannot move over mountains on the global map. To pass over a mountain the hero should enter a cave in a special spot on the map and exit a cave on the other side of the mountain.

Besides, some locations are divided onto several parts. The passage from one part to another is found directly in the location itself. These local passages are marked by a sword and compass icon, when moving a mouse cursor over it.

After a game character acquires a ship, he can move within the global map by sea. Ports that the hero can use to embark are marked with an anchor icon on the global map.

### Villages

In Woodland you will come across Slavic villages, Viking and Byzantine camps. Each locality has a different set of buildings, and they all have a headman and a certain number of dwellers. Some villages also have specialists: blacksmiths, merchants, war chiefs, and healers. Some localities are surrounded with palisades which enhances ability of the dwellers to protect themselves from enemies invading from outside.

Besides that, all settlements are divided into three types: neutral, hostile, and amicable. In neutral villages costs for the local goods and services are significantly higher than in amicable settlements. In the beginning of the game all villages are attributed to neutral category. Almost each village can become amicable after the player fulfills a certain quest that is usually given by village headman. In case if the player or his men-at-arms make any actions which are illegal from the point of view of local dwellers, male population are taking out their weapons and attack. After such incident the village is considered to be hostile. Attacking hostile or neutral villages is another way a conquering them. If defenders figure out that attacking people are considerably stronger and have better weapons, the village will surrender but in order to do that it's required to kill a certain number of male inhabitants. If your squad shows overwhelming majority local dwellers can admit your victory at the very beginning of fight. It's worth remembering that human resources in Woodland are limited, therefore total killing of local inhabitants will do no good.

Amicable or conquered village admits the main character as their Konung and provides him certain services. First of all, Healer will be healing warriors free of charge, secondly, Blacksmith will be repairing armor of your warriors free of charge, and thirdly, costs of goods provided by local dwellers reduce significantly. Headman of amicable village will become subordinate to the main character, so he can be asked to take care of construction of various buildings. As far as experienced carpenter should construct some buildings and not every

single village has an expert of this kind, headman can ask you to find a carpenter and bring him to the village. In order to do that you have to include the carpenter to your detachment, bring him to the necessary village, talk to him and release him from the detachment.

Tribute is being paid to the main character through the headman of amicable village as well as armor expenses for the inhabitants of the village. The latter is possible only under the condition that there is a blacksmith and a forge in the settlement.

## **Purpose of the buildings**

Any village or military camp consists of a certain amount of houses and special constructions. Only the most developed settlements have all kinds of available buildings, although it's possible to turn even the weakest village into unassailable camp. Construction of buildings requires a certain number of local dwellers and carpenters for a certain number of days. The list of available buildings is set forth below:

### **Palisade**

Palisade helps to defend the village from outside intrusion. From tactical point of view it's much easier to capture an undefended village. Construction of palisade requires presence of experienced carpenter.

### **Forge**

Forge allows to set manufacture of armor and weapons in villages. Construction of forge requires participation of the carpenter of average level of craftsmanship. In order to set manufacture of weapon besides a forge there should be a blacksmith in the village which can be also brought from the neighboring village if necessary. You can buy various kinds of weapons, armor and arrows in the forge, and blacksmith makes only those items which are traditionally manufactured by representatives of his nationality. Blacksmith repairs shabby armor and weapon. Manufacture of weapon and armor takes a certain period of time that depends on level of blacksmith's craftsmanship.

### **Barracks**

Construction of barracks allows warrior training in the village. In order to start training warriors, it's required to select Voevode – a higher-level warrior. In some time Voevode will “raise” characteristics of the local dwellers to a certain value.

### **Healer's House**

Allows healing of wounded warriors. Healer doesn't just cure wounds; he also makes and sells various healing potions and elixirs. The higher level of craftsmanship healer possesses, the more concentrated and complex healing potions he makes.

### **Shop**

Allows the player to sell and buy various items. To set up trade it's required to invite an experienced merchant to the village. The best merchants live in Byzantine trading camp. Merchant sells weapon, armor and artifacts, and spectrum of his services is significantly wider than the one of the blacksmith, but his goods are more expensive. A Merchant can lend the main character a certain amount of money against some percent but will not be dealing with him later on till the main character pays back the loan and return percent due. Do not reject the jobs merchants can offer you. Some settlements can be found by delivering goods to other merchants, and it's impossible to walk through the game without discovering these settlements.

### **Well**

Supplies village with drinkable water. Construction of palisade is impossible without well.

### **Moorage**

Some villages in Woodland are provided with comfortable places to moor ships. But they cannot moor if there is no moorage in village.

### **Headman's house**

Headman runs the village and bears your will in amicable settlements. He accomplishes paying tribute which takes place once during two game weeks, and its amount depends on the number of local inhabitants and buildings.

Headman from neutral villages usually offers the main character to fulfill some quest, and promises to make the main character Konung of the local village if this quest will be accomplished. Quests often depend on nationality and gender of the main character.

### **Dwellers**

Besides specialists and headmen, there are a certain number of dwellers living in the settlement: they are men, women and children who are walking within the village. It's possible to talk with any passer-by – just press left button of the mouse in fight mode. Many passers-by can give you useful advice or ask you to fulfill some task.

Sometimes merchants, healers, voevodas and blacksmiths need your help, so you shouldn't neglect talking with them.

Besides passers-by, you can sometimes meet men sitting in the villages without any movement. These are special characters that can ask you to fulfill another quest or just tell you something really significant. In order to obtain such information about any person you need to bring cursor to him, and his name, class and current level will appear in information line.

## Sorcerers

Woodland has been famous for its sorcerers who are greatly respected for their skill but are feared by the people. These respected old men have settled far away from the villages and prefer to talk to forest spirits rather than people. Their solitude often drove them mad, and started playing dirty tricks on other people – putting evil eye and pestilence on domestic animals and destroying crops. Fortunately, there were forest hermits with other human traits who were always ready to help people with words and deeds. While playing the game you will have to visit forgotten huts of sorcerers. Sorcerers are quite mysterious people, therefore you should talk to them carefully and politely otherwise they can get offended and put an evil eye on your character which will significantly reduce his strength.

The majority of sorcerers provide various services requiring payment: they identify magic items, bless, or remove an evil. Some sorcerers sell and buy goods. The trade process is standard and is taking place with the help of barter panel that will be described in the next section.

## Barter

After you start dialogue with merchant, healer or blacksmith, you can get to the barter panel in order to check offers from this or that salesman.

In the upper part of the panel goods offered for sale are placed, in the lower part – your belongings. In order to buy this or that item you should take it from the shelf and put on the “table” situated in the center. In the left part of the panel the price for the chosen items (or sum up of prices) will appear. Sell off of items which you don’t need any longer is taking place in the same way – just take them out of the bag and put on the “table”. If you buy and sell items on the same time, the price for the sold items will be taken into consideration when you buy other items. After that seller or buyer covers the gap with cash. The rest of amount appears in the window below the price of items. In left bottom corner of the panel there are windows which show the amount of money which seller and buyer have in their possession.

Unavailable items are glowed with red color, and magic items are glowed with green color. Besides the main character, the other squad members can sell and buy items. Switch between warriors can be done with the help left mouse button and Tab key.

In order to quit from barter panel, just press “OK” and “Close” buttons.

Barter panel also pops up if you’re trying to pick up an item. You sell the items which you don’t need any longer and quit from the panel – in this case the items which have thrown out will get to the ground.

## Weapon and Armor

### Weapon

All weapons in Konung 2 are split into 3 groups: one-handed, two-handed, and small arms. The first group includes knuckle-dusters, swords, axes, and clubs. The second group includes swords, axes, and clubs. Small arms are represented by arbalest and bows.

Each kind of weapon has the following characteristics: damage, extent of depreciation, weight, limits and some basic characteristics. Besides that, magic weapons can increase/decrease characteristics, possess a high level of wear resistance and specialize in some kind of monsters.

A great weapon is defined by high parameters but also by how much it limits a character's characteristics. Although to be able to wield the best weapons, your hero must have great dexterity, strength, and/or endurance. Accordingly, good bows and arbalests require high dexterity, swords – high strength, and axes and clubs – high endurance.

Swords, clubs, bows and axes having the same names can often have different characteristics, which depend upon the level of craftsmanship of the blacksmith who has made these items. For example, the best bows are made by Slavonic craftsmen, the best axes and clubs are manufactured by Vikings, and Byzantine are the best in making swords.

Clubs and axes have a stronger damage power than swords, but they wear quicker. Archery uses various ammunitions. For bows there are arrows with copper, flint, iron and silver arrowheads; bolts with copper and iron heads are used for arbalest. Blacksmiths do not produce silver arrows, so these items are rare. Besides that, you can shoot with incendiary arrows that can ignite enemy villages.

### Armor

Armor can be split into the following categories: armor plating, shields and helmets. Armor and helmets can be made of leather, leather and metal, or just of metal; shields can be made of wood and metal. Slavonic craftsmen make the best helmets, chain armor by Vikings, and shields by Byzantine blacksmiths.

Armor also possesses a certain number of parameters: defense value, extent of depreciation, weight, and list of limits that are put on character's characteristics. In order to be able to put on good armor, the character should have pretty high index in “endurance” and “strength” columns. Some kinds of armor put some restrictions on dexterity index.

Blacksmiths can repair weapons and armor, and it costs nothing in amicable villages. While being repaired, the items lose some credit in the “wear” index, and this value depends on the blacksmith's skill level. Those items, whose level of depreciation became equal to zero, are considered to be destroyed and cannot be restored.

## ***Healing potions***

Healers not just cure local dwellers and traveling heroes, they also sell various elixirs, and the most simple of them are the Elixir of Health or an antidote. There are also more complex mixtures, such as elixir of wisdom, but such potions cannot be frequently met and their formula is top secret. In order to avoid running to the doctor after each mosquito's bite, the hero should be able to make various mixtures himself. All you need for that is several empty flasks, red root, peanut (they can be found almost everywhere) or a poisonous stinger (it falls out from damaged poisonous reptile) and positive index in "alchemy" column. Making potions can be done in special slot of the character's panel. In order to prepare an elixir you need to take an empty flask out of the bag and put it into this slot. After that you need to take a component and click on the flask. As a result of this operation the flask will be filled with a liquid of a certain color (concentration of the liquid will depend on "alchemy" skill). Mixing two of the same elixirs increases the concentration of the potion, which is a very important parameter because many mixtures can be used only after your potion, reaches a certain concentration. If your formula is incorrect, you receive an "incomprehensible mixture" which is brown in color and doesn't do anything useful. If your character drinks this "incomprehensible" mixture, he loses a half of his health bar.

## ***Treasure Hunting***

Woodland witnessed sunrise and sunset of many powerful tribes. Its hills, forests, fields, rivers witnessed numerous wars, battles and border conflicts. Hundreds of great heroes walked through it far and wide. Recollections and legends are not the only things that have been left since those glorious times – from time to time lucky people find blades, amazing chain mail which hasn't been corroded with rust... They say, that many places conceal unbelievable treasures and artifacts.

The player can try his luck treasure hunting. In order to do that he has to find a spade. "Digging" takes place in the following way: open character's rucksack on fighting screen (~ key or click of left mouse button on the portrait), then click with the right mouse button on the spade. The cursor will look different. Then point on the place when you expect to find treasures and click it with the left mouse button. If this place conceals treasure, it will appear in your bag. According to rumors some treasure hunters can do that without spades and use magic copper mirrors of sorcerers. But that is not confirmed...

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