



MANUAL

hard to
be a god



EPILEPSY WARNING

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such persons could risk a seizure while watching televised images or playing videogames. This can occur even if there have been no previous medical problems or history of epilepsy. The following symptoms are characteristic of epileptic seizures: blurred vision, eye or face twitches, trembling arms or legs, disorientation, confusion or a temporary loss of bearings. During an epileptic seizure, the loss of consciousness or convulsions can lead to serious accidents in the case of a fall. Stop playing immediately if you recognise any of these symptoms. We strongly recommend that parents watch over their children while they are playing with a videogame, as children and adolescents tend to be more prone to epileptic seizures than adults. If these symptoms appear, **STOP PLAYING IMMEDIATELY AND CONSULT YOUR DOCTOR.** Parents and tutors should keep an eye on the children and ask them if they are experiencing some or all of the above mentioned symptoms. Children and adolescents are more prone to experience these effects related to the use of videogames than adults.

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1. GAME DESCRIPTION

Hard to Be a God is an action/RPG game based on the universe of the book written by Arkadi and Boris Strugatski. The story of the game takes place several years after the events described in the book. Your character will explore the medieval world torn by strife and civil war, a world whose inhabitants are ready to kill for a handful of gold. The main character is a local, he has just graduated from Intelligence Academy. He will have to travel across many baronies and counties of the great kingdom of Arkanar, take part in the local wars and fight various monsters. He will have to unweave many plots and conspiracies, get in contact with terrestrials, become a baron, acquire great power and reveal the mystery of his home world.

2. INSTALLATION

2.1. SYSTEM REQUIREMENTS

MINIMAL SYSTEM REQUIREMENTS:

Pentium @ 1.6 GHz or equivalent

Microsoft Windows XP or Vista

1024 MB System RAM (1,5 GB for Vista)

DirectX 9.0c compatible 128 MB video card (GeForce 6600 or equivalent)

DirectX compatible sound card

2 GB free space

DirectX 9.0c

Keyboard, mouse, speakers

RECOMMENDED:

Pentium @ 2,5 GHz or higher

Microsoft Windows XP or Vista

2 GB System RAM

DirectX 9.0c compatible 256 MB video card (GeForce 7600 or equivalent)

DirectX compatible sound card

2 GB free space

DirectX 9.0c

Keyboard, mouse, speakers

2.2 INSTALLATION

Insert the game DVD into your DVD-ROM drive. The autorun menu should appear on the screen. If the autorun feature is disabled on your computer, double-click the My Computer icon on the desktop, select your DVD drive to open the contents of the DVD, and double-click on Setup.exe icon to start the installation. Follow the on-screen instructions.

THERE ARE SEVERAL WAYS TO START THE GAME:

Double-click the Hard to Be a God icon on your desktop;

Click the Start button; select Programs, then Hard to Be a God. Click the Hard to Be a God icon

Open the My Computer window, then the Hard to Be a God folder and double-click on AWE.exe icon

BY DEFAULT, THE GAME IS INSTALLED TO THE FOLLOWING FOLDER:

C:\Program Files\Akella Games\Hard to Be a God

3. GAME MENU

The game menu appears on the screen after the start of the game. It allows you to begin a new game, load a game, create a new profile or edit an existing profile, change game options and view credits.

You can return to the menu during the game by pressing Esc.

3.1. MAIN MENU



New Game – Create a new game.

Load Game – Load a saved game.

Options – Change game options.

Profile – Create a new profile.

Credits – View credits.

Quit – Quit the game.

3.2 CONTROLS



The actions and the corresponding keys set by default are listed in the Controls section.

If you want to change the key bindings, click on an action (it will be highlighted) and then press the key you would like to assign the action to.

Press OK when you have finished changing the controls.

3.3 AUDIO OPTIONS

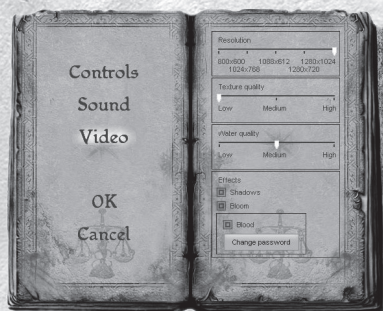


There are several options that you can choose from in this section.

Use the three sliders to adjust the master volume level, the volume of the music and the volume of the audio effects.

You can also turn the sound off or on. Press OK when you have finished changing the options.

3.4 3. VIDEO OPTIONS



You can adjust several options in this section.

Resolution – low resolution increases the frame rate at the expense of the overall quality of the graphics.

Texture Quality – you can adjust the quality of the textures and select the one that works best on your computer.

Effects – you can turn on and off shadow and water effects.

Press OK when you have finished changing options.

3.3 AUDIO OPTIONS



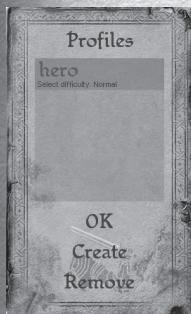
On the Save and Load screen, you can save your game, load or delete a saved game.

Select a saved game and click on the Load button to load a game.

To save the game, select the new slot, type in the name of the saved game and click on the Save button.

To delete a game, select it in the list and click the Delete button.

3.6 PROFILES



You can create a new profile or delete an existing profile using this section. The name of the player will be the name of the main character in the game.

To create a new profile, type in the name of the player in the text box, then click on the Create button. When a profile is created, you will have to choose the one that will be used by default. Select a profile and press the OK button to do it.

To delete a profile, select it and press the Delete button.

4. CONTROLS

4.1 HOTKEYS

There are several hotkeys that are used in the game:

[Esc] — Exit to Main Menu

[I] – Inventory screen

[C] – Skills panel

[L] – Journal

[M] — Map

[1,2,3...0] – Use the item from a corresponding slot (quick slots)

[Prt Scr] — Make a screenshot

4.2 CAMERA

You can adjust the camera by using your mouse. Move the mouse to turn the camera, use the mouse wheel to zoom in and out.

During a dialogue, the camera focuses on the characters, but you can still move the camera and zoom in and out.

4.3 CONTROLS

WASD – Movement.

E – Action (mount/dismount).

Tab – Get/Put away the weapon.

Mouse movement – Move camera.

Mouse wheel – Zoom in/Zoom out.

Left mouse button (the weapon is put away) – Action (speak with another character, open a chest).

Left mouse button (the weapon is drawn) – Attack 1.

Middle mouse button (the weapon is drawn) – Finishing blow.

Right mouse button (the weapon is drawn) – Attack 2 (special attack).

Space (the weapon is put away) – Go to the next line in the dialogue.

Space (the weapon is drawn) – Block.

Space (while mounted) – Jump.

Left Alt (hold) – Lock the target.

Left Shift – Run/Walk.

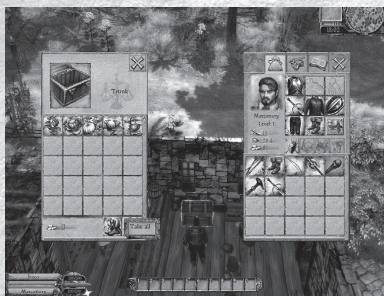
R – Run/Walk toggle.

4.4 INTERACTION

To interact with an object in the game world, move your character close to it and press the left button on your mouse. Press E to mount/dismount a horse.

5 INTERACTION WITH OBJECTS AND GAME CHARACTERS

5.1 CONTAINERS, GAINING ITEMS



The player can interact with various containers. To do that, you need to come close to the container and press the action button (left mouse button in non-combat mode). Two windows will appear: items in a container are shown in the left window and the player's inventory in the right window.

To move an item from a container into the player's inventory, point to its icon with the mouse cursor and drag it to the needed (free) slot. If you right-click on the item's icon, it will automatically be moved to a free slot in your inventory.

There are two buttons in the bottom right corner of the container window:

«Take all» - take all items and money from the container.

«Take money» - take the money only, leaving all items.

There are two types of containers:

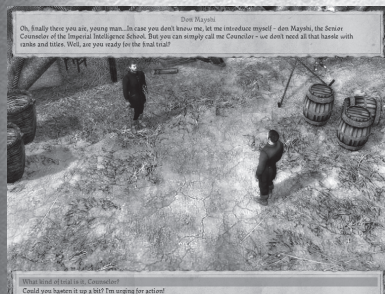
Constant containers (crates, chests)

Corpses of characters and animals

Items can also be picked up from the ground. To pick up an item, come close to it and press the action button (left mouse button in non-combat mode). After that, the item will appear in the character's inventory.

5.2 DIALOGS, CONVERSATION PANEL

Conversation panel.



The conversation panel is opened when the main character starts a conversation with another character. To start a conversation, come close enough (indicated with a color contour) and left-click in non-combat mode. The conversation panel consists of two windows: conversation history and other characters phrase window, and main character's phrase window.

The conversation history window shows phrases of the character you are talking to and the main character's phrases. The conversation history window is scrolled automatically to show only the last phrase.

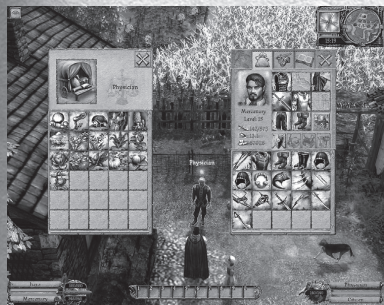
The name of the speaker is shown above

the window, in order for you to know who said the last phrase.

Several variations of the main character's response to that phrase are shown in the lower window – the main character's phrase window. There may be several variations. Response variants are selected with the mouse cursor. You can also use the keyboard to select them. All important information from a dialog is automatically saved into the main character's journal. You can skip a phrase by pressing Space.

There are also compulsory dialogs in the game - sometimes the main character will pass by another character and dialog will start automatically without your permission. In that case, dialog will be held in the same way as other game dialogs.

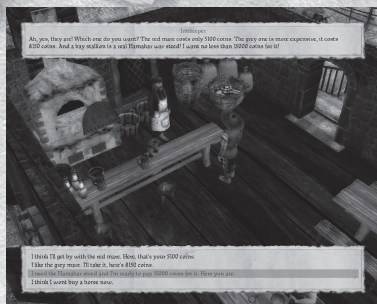
5.3 TRADE (ITEMS AND HORSES)



Trade occurs in the same way as it was described in the Containers, Gaining items section, except that when you drag an item from the merchant's window to the main character's window, you lose a sum of money equal to the item's price. You can get the item's price by pointing to its icon in the merchant's window with your mouse cursor.

When you drag items from the main character's window to the merchant's window, they are sold. When you sell items, their price will be lower than the

buying price. The value of sold items depends on the player's "Diplomacy" skills and vary from 25 to 85 percent of its buying price.



You can buy a horse during a dialog with a horse merchant. During the dialog, the player has the opportunity to know what horses are for sale and how much they cost. If you select the corresponding dialog option, you can buy a horse or refuse to buy it.

Besides talking to the stable master, the player can get information about a horse by walking close to it and left-clicking on it (in non-combat mode).

6 GAME MODES

6.1 OTHER CHARACTER AND ANIMAL MODES

All game characters are divided into hostile and non-aggressive. Game characters (people) can be either hostile and non-aggressive and go back and forth between the two. Animals (monsters) can only be hostile. You can't attack non-aggressive characters. If you strike such a character, nothing will happen - your blow will go through the character. You can only start a conversation with non-aggressive characters (weapon not drawn, in non-combat mode). Non-aggressive characters can become hostile during a dialog. In that case, they draw their weapon and attack the main character immediately after the end of the dialog. Non-aggressive characters can also become hostile, even when the main character does nothing special. For example, if the main character is a noble don, guards won't attack him, but if he is a thief, guards will become hostile and you won't be able to start a dialog. You can't speak with hostile characters.

6.2 PLAYER MODES

The player can also be in combat or non-combat mode. The player switches to combat mode when his weapon is drawn (Tab key by default) and to noncombat mode when his weapon is put away. When the player is in combat mode, he cannot start dialog or interact with objects. In non-combat mode, you can start a conversation and interact with objects, but you can't fight. Interaction with a horse is available both in combat and non-combat mode. When the player is riding a horse, he is always in a combat mode and can interact only with portals when his weapon is not drawn.

7 TRANSITION BETWEEN LOCATIONS. GLOBAL MAP

7.1 USING THE GLOBAL MAP TO MOVE AROUND

The global map is used to change locations. It works in the following way: if you have a look at any location, every exit of this location leads to the global map. When the main character transits from global map to some location, he always appears in the same place. In other words, every location has several exits and only one entry point (you can also exit through it).

Locations on the global map can be available or non-available, depending on the completion of the corresponding quests. New locations become available as the game progresses and remain open. The main character himself doesn't move physically on the global map. He selects the needed location from available locations by clicking on it and moves there.

7.2. GLOBAL MAP LEGEND

When the player opens the global map, he can get information about the available locations list but also about the location he is currently in. He'll also get information about active quests on the available locations.

If there are active quests in some location, there will be a corresponding icon near the icon of that location. It doesn't matter how many active quests are in a location, there will be only one icon showing the quest type (main quest, secondary quest or two types of quests). To get more detailed information about active quests in a given location, move your cursor over the corresponding icon. A tooltip will appear, showing the number of quests and quest names.

8 COMBAT SYSTEM

8.1 COMBAT

UNMOUNTED COMBAT. KILLING IN LINE

To make an attack, simply click on the left or right mouse button in combat mode. Attacks use up your stamina. Restoration of stamina only occurs when you stop fighting. Clicking on the left button will strike a light blow which won't take much of the enemy's life energy, and clicking right will strike a strong and wide blow (super attack). You can also hit several opponents at a time with a strong blow, because it is wider. The player can block the enemy's attacks. When you deflect the opponent's blow with a block, you waste stamina instead of HP. Blocking can't defend the player from ranged attacks (arrows and bolts) if the player has no shield. If you have a shield, arrows and bolts will also take the main character's stamina, and when the main character has no stamina left, projectiles will pierce his block.

By clicking Alt (target focus), the attack will be focused on a selected target and the main character will attack only the selected target. When making a blow, the main character automatically turns to the nearest opponent (target focus). The closest enemy is the one closest to the player, on a line symbolizing his eyesight. Targeting the opponent is made easier, due to the rather wide attack angle - at least 30 degrees - which means that you can do some damage to an enemy, even if he is not directly in front of you.

There is a special killing indicator bar in the main character's panel. After each kill, the indicator bar becomes longer. When it fills up, it becomes lit up and starts decreasing slowly. While it is lit, the main character does double the damage to all opponents. If you put away your weapon, the bar will instantly become empty.



MOUNTED COMBAT

Mounted combat occurs just like unmounted combat, except the player can't use super attacks. Damage taken by the main character in that mode is distributed between him and his horse. There are two variants of mounted combat: standing and on the move. If the player is standing, he can fight his enemies by drawing his weapon and clicking on the left mouse button. But he won't be able to move in this mode. However, you can attack when on the move. To strike a blow, press and hold the left mouse button (the main character prepares to strike), and release it when you need to strike.

8.2 WEAPON TYPES. AMMUNITION

There are two main types of weapons in the game: ranged and melee. Melee weapons are divided into classes: light, medium and heavy; the last class is also divided into two categories.

- Light weapons - one-handed and dual.
- Medium weapons - pole arms - staves and twinblades.
- Heavy weapons - any one-handed weapon equipped with a shield and twohanded axes, swords and pole axes.

Ranged weapons are bows and crossbows. You can't use ranged weapons without putting ammunition into the corresponding weapon slot.

Besides medieval weapons, the player can also use earthmen weapons. These weapons are:

- Aborigines weapon imitations - melee weapons that were made on earth and have much better characteristics.
- Terrestrial weapons - modified crossbow, scorchers, grenade launcher and needle gun. These are ranged weapons and they all need ammunition.
- Ammunition for terrestrial weapons: modified crossbow bolts, power supply, bullets and grenades.

8.3 SUPER ATTACKS



Super attacks become available as the main character gains new levels. There are two super attacks for each weapon type (there are six weapon types, therefore there are twelve super attacks). Super attacks will become available after the main character increases his corresponding weapon skills. After that, a super attack can be selected. To select a super attack, mark the corresponding super attack icon as active by right-clicking on it. The icon of that super attack will appear in a special area in the upper right corner of the screen (near the minimap). To change active super attacks more quickly, you can drag their icons to the quick slots and push the corresponding quick slot button during the game.

SUPER ATTACKS:

LIGHT WEAPONS:

- Eagle Swipe - one-handed weapons
- The Mill - one-handed weapons
- Spider Bite - dual weapons
- The Fan - dual weapons

MEDIUM WEAPONS:

- Wind's Whisper - staves
- Winter's Breath - staves
- The Oat - twinblades
- Power of Storm - twinblades

HEAVY WEAPONS:

- Bear's Paw - one-handed weapons equipped with a shield
- Deadly Sickle - one-handed weapons equipped with a shield
- The Spindle - two-handed weapons
- Storm Wave - two-handed weapons

The super attack is performed by pressing the right mouse button in combat mode. A super attack takes much more stamina than a normal attack. But a super attack always pierces the opponent's block. You must wait some time to use a super attack again (super attack restore time). If you use a super attack, there is also a chance to knock the opponent off his feet. If it happens, you can finish your opponent with one blow ("Finish blow") - press the middle mouse button (the wheel) - while your opponent is on the ground.

LEARNING NEW PERKS

New super attacks become available when the skill bar of the corresponding weapon type covers the icon of the super attack. To learn a specific super attack, you need to add some skill points to a specific bar so that it covers the icon of that super attack. After that, press the "Apply" button at the bottom of the character skills panel.

If you've done everything right, then the icon of the super attack will become coloured and a spinning star will appear next to it. It means that the super attack can be used. You need to left-click on it and its icon will move to a special super attack slot (at the bottom of the character skills panel). Now you only need to activate the super attacks you need, as described above.

9 ROLE-PLAYING SYSTEM

9.1 GAINING EXPERIENCE POINTS

You can gain experience points in two ways: by killing hostile animals and enemies and by completing quests. After killing an animal or an enemy, experience points are immediately given to the player. There is a specific amount of experience points a player can receive for killing any animal or enemy.

Experience points for completing quests are given right after the completion of the quest. Generally, quests are completed during a dialog with another character. The player receives a specific amount of experience points for completing each quest.

9.2 ACHIEVING NEW LEVELS

The main character achieves new levels when he has enough experience points. The amount of experience points needed for achieving a new level is shown in the character skills panel. The amount of experience points needed for achieving the next level increases with each level. When the main character achieves a new level, a special sound is played and a message is displayed. The main character gains skill points which he can distribute between his combat and non-combat skills, at his discretion.

9.3 SKILLS

The player's skills are divided into two types: combat and non-combat. Combat skills correspond to light, medium and heavy weapon skills. When you improve any of these skills, the damage done with this type of weapon increases and you also open new super attacks. Ranged weapon skills are also combat skills. They affect the hit chance (accuracy) and critical hit chance when using bows and crossbows. Non-combat skills are:

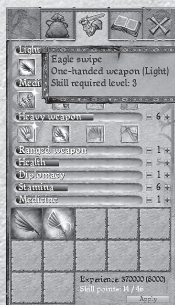
Diplomacy. Some answers in a dialog become available only if your Diplomacy skills are at a certain level. For example, to ask for a higher reward for completing a certain quest, the main character must have diplomacy levels of 5 or more.

Medicine. If you enhance this skill, all restoration potions used by the player become more effective and restore more hit points.

Dexterity. Affects the main character's amount of stamina. The stamina amount decreases when you perform basic and super attacks (perks). Each type of weapon and super attack uses a specific amount of stamina. The more dexterity the main character has, the more stamina he also has.

Stamina. Affects maximum health. The more stamina you have, the higher your maximum health level is.

9.4 SKILL POINTS DISTRIBUTION



After achieving a new level, the player receives skill points which he can distribute at his discretion to enhance his skills. This is done in the following way: after reaching a new level, open the inventory, select the «Skills» tab where the information about the amount of available skill points and the skills list are located. There are skill level numbers and buttons «+» and «-» next to every skill. By pressing these buttons, the player can increase or decrease the selected skill level. The amount of available skill points changes accordingly.

After you finish distributing skill points, press the «Apply» button which is situated in the lower right corner of «Skills» tab. The minimum skill level is 1.

10 ROLES. FRACTIONS

10.1. TYPES AND PURPOSE OF ROLES

The player can apply different roles to his character to complete quests. These are the various roles in the game:

- Don
- Thief
- FRA Citizen
- Monk
- Bandit
- Grey

Different roles are needed to complete different quests, and to change the characters' attitude towards the main character. If you don't change roles, you won't be able to progress in the game and complete certain quests. For example, noble dons won't talk to anyone except another don. So the player will need to change his current role to «Don». The player's current role affects the attitude of other characters and fractions towards him.

10.2. CHANGING ROLES

To change roles, you need to put on corresponding clothes. You need a complete set of clothes (hat, heavy armor, light armor, trousers, footwear and cloak). To receive a new role, you need to wear no less than 5 garments at a time. The player can't change roles when he is in sight of another character. You need to find some quiet place to hide from everyone and then change roles. A garment belonging to a certain role is shown when you point to the icon of that garment with the mouse cursor (in inventory).

If the player has not put on enough garments to receive a certain role, or if he has put on garments belonging to different roles, then he will stay in the role of a mercenary. «Mercenary» is the default role and the player starts the game in that role. That role doesn't give any benefits in dialogs and doesn't affect the attitude of other characters and fractions towards the player.

11 INTERFACE

11.1 MINI-PANELS

Mini-panels are used to show basic information about objects in the game world. There are three types of panels in the game: player panel, other character or monster panel and horse panel.

The player panel shows the following information:



- Character name
- Health bar (red)
- Stamina bar (blue)
- Character's role

The mini-panels of other characters or animals (monsters) show the following information:



- Name of the character or animal (monster)
- Health bar (red)
- Role or group of the character or animal (monster)

Horse mini-panel shows the following information:



- Horse name
- Health bar (red)
- Stamina bar (blue)

Each bar has a numeric value, located to its right. The main character's minipanel is always in the bottom left corner. The mini-panel of another character, animal (monster) or horse is shown only when you select it. When the main character mounts a horse, its mini-panel is moved to the bottom left corner of the screen, above the player's panel.

11.2 MAP AND MINIMAP







There is a map for each level in the game, so the player knows his location. Each map has two variants.





Minimap in the upper right corner. The minimap is always shown, but you can only view a certain part of the territory around the player on it. There are icons of the main character and quests on that map.

Full map of the location. This is the map of the whole location, and it is shown when you press «M». There are icons of the main character, quests, merchants, other characters and available horses.

The map is a stylized image of the location you are currently in. The game is not paused when you open the map.

You will see the following icons on the map:

- | | |
|---|---|
|  | Main character (arrow shows direction of camera's sight) |
|  | Location exit (player exits to global map) |
|  | Main quest |
|  | Exit location signal (main quest is situated on another location) |
|  | Main characters |
|  | Secondary quest |

-  Secondary characters
-  Merchants selling weapons, armor and potions
-  Horse merchants
-  Available horse

11.3 QUICK SLOTS

The quick slots panel has quick access slots for various items. It is located at the bottom of the screen. There are ten slots in the panel. Items you place in quick slots are activated by pressing keys 0-9. You can place weapons, potions and super attacks in the quick slots.



To place something in a quick slot, you need to open the inventory screen and drag the icon of an object to the quick slots panel. To remove an icon from a quick slot panel, drag it outside the panel and release the mouse button.

12. GAME TIME

Time doesn't stand still in the game. Minutes pass by, day and night follow each other. You can see this visually, and other characters behave according to the time of day. Some quests also need to be completed at the right time and at the right place. The player either needs to be in some place at some time, or perform some actions in a certain amount of time.



Time is displayed on the clock and timer. The clock is situated in the upper right corner of the screen and displays current time. The timer appears in the upper left corner of the screen, only when it is needed (timed quests). The timer displays a countdown for the completion of quests.

13. MAIN CHARACTER'S PANEL. USING INVENTORY ITEMS

The main character's panel has three tabs: «Inventory», «Skills panel» and «Journal». After activating the main character's panel, the game is paused.

13.1 INVENTORY (BAG ICON)



The Inventory panel is divided into two parts. The upper part of the inventory panel shows the current role and main character's portrait, which changes when you switch roles. Under the portrait, is the information on the current total damage, armor and amount of money you have.

To the right of the portrait are eight slots for clothes and weapons: slots for heavy armor, hat, coat, weapon, light armor, ammunition, trousers and footwear. In the lower part of the inventory screen are slots for the items in the bag. This area has four tabs: «General» (equipment and trophies), «Provisions» (potions and other items that can be consumed), «Documents» (notes and books) and «Quest items» (items needed to complete quests). The items are placed into tabs automatically and you can't move them from one tab to another.

13.2 SKILLS (HAND WITH A SWORD ICON)



The «Skills» tab shows the main character's skills list and slots of learned perks.

Under each melee skills bar (light weapons, medium weapons and heavy weapons) are icons of super attacks. They become available after achieving a certain level of weapon.

Under melee skills are the ranged weapons skill bar and four bars of non-combat skills: «Dexterity», «Diplomacy», «Stamina» and «Medicine».

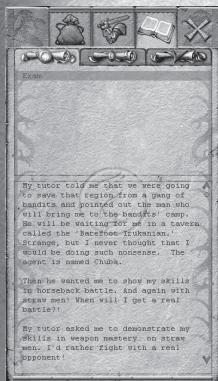
To the right of each skill bar are two buttons: «+» and «-». You can increase and decrease skill levels with them (the minimum skill level is 1).

The perks slot field consists of 12 slots corresponding to 12 perks you can learn. These slots are used for the icons of the super attacks you've learnt.

In the bottom right corner is the counter of experience points (current amount and amount needed to achieve next level).

There is also an Apply button which is used to confirm distribution of skill points

13.3 JOURNAL (OPENED BOOK ICON)



The «Journal» tab has all the information about current and completed quests, and has three tabs.

The «Main quests» tab shows a list of the main active quests - quests you need to complete to progress in the game.

The «Additional quests» tab shows a list of the additional, non-compulsory quests. The player completes these quests at his discretion.

The «Finished quests» tab shows a list of finished main and additional quests.

In the lower part of the «Journal» screen, are the different steps of the selected quests and detailed information of what the player has already accomplished and what still needs to be done.

13.4 USING INVENTORY ITEMS



Inventory items can be used in two ways: by dragging and by using directly. You can drag an item into a needed inventory slot or onto the main character's doll (putting on clothes). You can also move items to quick slots by dragging them. If an item is consumable (i.e. a potion), then it can be used by right-clicking on it. You can also put on and off items by right-clicking on them (in that case, items automatically use a free slot). If you want to read a book, right-click on it.

Slots that can be used to place items are highlighted in green. If the level required for using a certain item or weapon is higher than the main character's level, then this item/weapon can't be used. By gaining experience, the player will achieve a new level and if it becomes equal or higher than the required level of an item/weapon, then this item/weapon can be used. If your character has keys in his inventory, they will disappear automatically after opening a door.

14. GAME MESSAGE SYSTEM. STATUS ICONS

Game messages – text information will appear on the screen during the game. These messages inform the player about game events.

14.1. SYSTEM MESSAGES



System messages inform the player about important game events. They appear in the upper part of the screen for a few seconds and then disappear. System messages are, for example, messages about gaining a new level, the death of the main character, opening locked doors, etc.

Tooltips are also system messages. They show information about items in the inventory and graphic interface. Tooltips appear when you hold the mouse cursor over the item of interest for 1-2 seconds, and disappear when you move the cursor off the item.

14.2. GAME CHARACTER PHRASES

Game character phrases appear in the upper part of the screen during a game. These messages are shown in a dialog window, but the player doesn't take part in the dialog - he just hears it and sees it on the screen. These phrases can be addressed both to the main character and to other game characters. They are used when there is no need to start a conversation with another character but some important information must be given to the player. For example, when the main character runs into a group of enemies attacking a friendly character, that character will ask for your help. Game character phrases also include the name of the speaker.

14.3. STATUS INDICATORS OF GAME CHARACTERS

When a game character has a main or additional quest for the player, or if you need to talk to that character, you will see a colour icon above the character's head:

- Red indicator – main quest character
- Blue indicator – secondary quest character
- White indicator – character has information for player
- Green indicator – merchant
- Yellow indicator – a horse is available

After activating a dialog or another action, this indicator will disappear.

15. QUESTS. QUEST CHARACTERS

There are two types of quests:

- Main quests – the game progresses upon completing these quests. It is impossible to go further without completing the main quests. To complete a main quest, you need to talk to main characters.
- Secondary quests – non-compulsory quests. By completing these quests, the player gets additional experience points and money. To complete secondary quests, you need to talk to secondary characters.

Quests are generally given by various quest characters when the player starts a dialog and agrees to fulfill some request. Quests are generally finished also by talking to a quest character.

16. HORSES

16.1. *BUYING HORSES*

Horses take a special place in the game: you can use them to move around and to fight, you can buy them and you can fight mounted enemies. Horses in the game can be available and non-available. The player can use all the horses he has bought. A horse becomes available to the player after it has been bought from a special merchant. A yellow indicator appears above that horse. A yellow mark also appears on the map in order to find available horses more easily.

16.2. *USING HORSES*

If a horse is available to the player, he can mount it. When the player fights riding on a horse, it takes all the damage.

A horse has health points, which are restored only when the player dismounts it. A horse also has a lot of stamina. It can be used for jumping and running. When a horse's stamina ends, it can only move at walking pace. The horse's stamina is restored only when it is standing or walking.

When the player is riding a horse, damage done to enemies increases. Basic attacks deliver twice the hit points and super attacks, three times the hit points. The player can move between locations with or without a horse. To travel to another location without a horse, the player needs to dismount it and then click on a portal. If the player needs to travel with his horse, then he needs to click on a portal while riding his horse. In that case, the player will appear in the other location riding a horse.

17. GAME ITEM TYPES

All game items are divided into the following categories:

- Defense and attack
- Craft items
- Provision
- Documents
- Quest items
- Trophies

Defense and attack – weapons, armor (shields and clothes) and ammunition. All these items can be put on and require a certain level. It means that a player who has yet to achieve the needed level, won't be able to use any given item. Armor and clothes give additional defense and can also have characteristics pertaining to certain roles. A weapon changes the player's attack depending on the weapons properties. Some items (weapons and clothes) can have some special qualities that will change the combat parameters and skills of the main character. These changes affect the player while the corresponding items are put on. Ammunition is used with ranged weapons and is located in its special slot. Shields are used for additional defense and also give the opportunity to deflect enemy arrows while blocking.

Craft items – these items can be used to modify armor and weapons. Craft items will disappear and modified items will have modified properties.

Provision – potions and herbs that restore health and stamina. There is also terrestrial restoration medicine and local herbs that affect the main character's parameters and skills. The influence of provision items can be temporary or constant, depending on their type. Some items increase one parameter but decrease another.

Documents – books and notes that uncover the game story and that are also necessary for completing certain quests. To read a book or note, right-click on it.

Quest items – items that are needed for completing certain quests. The player generally can't use these items. They are just means of completing his quests. Keys belong to this group of items. Keys are needed to unlock locked doors and gates. They are used automatically when the player interacts with locked objects. When a door is unlocked, a special text message appears on the screen.

Trophies – items that remain after killing animals; they can only be sold. The player has no other means of using them.

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