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GETTING STARTED

SYSTEM REQUIREMENTS

OS (Operating System):	Windows XP / Vista 32-bit
CPU (Processor):	Intel Pentium 4 2.6 GHz or Athlon 64 +2800 (Intel Pentium 4 3.0 GHz or Athlon 64 +3200 recommended)
GPU (Video Cards):	NVIDIA GeForce 6800 256MB or ATI Radeon X800 256MB or better (NVIDIA GeForce 7900 512MB or ATI Radeon X1900 512MB or better recommended)
SPU (Sound Cards):	DirectX® version 9.0c-compatible sound card
System Memory (RAM):	1 GB RAM under XP and 2 GB RAM under Vista (2 GB recommended)
Hard Disk space:	5.5 GB free
DVD drive:	4X speed or faster (Able to read dual-layer)
DirectX®:	DirectX® version 9.0c (included) or higher
Input:	Keyboard and Mouse

INSTALLATION

1. Insert the King's Bounty™: The Legend Play/Install disc into your DVD drive.
2. If AutoPlay is enabled, a title screen should appear. Click on the Install button.
3. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Autorun and click on OK. **Note:** If your DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing King's Bounty™: The Legend.

Run the game after installation by selecting "King's Bounty. The Legend" in the menu of the respective group of applications (default name D:\Atari\King's Bounty. The Legend) or by clicking the "King's Bounty. The Legend" desktop icon.

RECOMMENDATIONS

1. The game requires DirectX® version 9.0c or higher. During installation, a compatible version of DirectX® will be installed automatically if an older version is detected.
2. Use the latest drivers for your video and sound card to ensure correct operation of the game.
3. The on-disc manual requires Acrobat Reader, which is also included.

ROYAL SERVICE

Before you explore the expanses of Endoria, you must choose a character to represent you. You can be one of the three hero classes, each of which differs in appearance, background, and Skills, and offers a unique game experience.

Warrior

This warlord commands a big army and summons the Spirits of Rage. He can improve the combat Skills of allied creatures and at each new level receives Might Runes and increased Attack, Defence or Rage bonuses. The Warrior has enhanced Leadership and Rage stats, but suffers from lack of Mana. He develops his Might Skills faster than other classes. Unlike other classes, the Warrior has two slots for weapons and two for regalia.



Paladin

This Warrior-Mage is trained to kill Undead and Demons with both weapons and divine magic. The Paladin's Skills help him gain bonus Experience and Gold in combat, and scout ahead to learn about his enemy. He can convince enemies to take his side and can keep two troops in reserve.



When receiving a new level, a Paladin gets Mind Runes and increases his combat and magic characteristics equally. He gets an average increase in Leadership, Mana and Rage, and develops Mind Skills. Paladins can wear additional regalia and artifacts.

Mage

The Mage relies upon the power of his spells rather than the strength of his troops or creatures from the Rage Box. A Mage's Skills allow him to improve spells and increase their power, to restore Mana quickly even in combat, and hire additional Mages. An experienced Mage can cast spells more frequently in combat.



When gaining a new level, a Mage gets Magic Runes, and increases his Intellect and Mana reserves. His Mana increases fast, however his Leadership and Rage are low. Mages develop Magic Skills and can wear two additional artifacts.

TRAINING CENTER

The game starts in the Training Center of the Knights' Temple. In the center of the hall you will meet a Knight with a quest sign above his head. Talk to him by pointing the cursor at him (a speech bubble icon will appear) and left-clicking.



The Knight will present you with the Trial challenge, which consists of three training tests that will help you get the feel of the game. You can decline to take the training mission, however you might miss out on some nice bonuses.

ENTERING THE KING'S SERVICE

In the castle you will be presented with a title of nobility and the post of the royal Treasure Searcher. From now on, you are the knight of the king, and must carry out his errands to advance the game story. As you perform these important deeds, you will also perform quests for other people and creatures, and of course, hunt for treasure.

The king's first errand is to find the stolen plugins and punish the gang of robbers who took them. After getting this task from the king, you might want to buy some new troops for your army before heading out. Left-click on a troop icon to bring up the Purchase Troops window. Select a quantity, which may be limited depending upon your Leadership score or funds, and then click on the Checkmark icon to buy them.

Exit the castle and you'll find yourself on the Adventure Map in the main square in the capital of Darion.

ADVENTURE MAP

Your character travels around the world on an overhead Adventure Map, filled with treasures, portals, buildings, quest givers, and patrolling opponents. Right-click and move the mouse to rotate the camera. Use the mouse wheel to zoom in and out.



Left-click on the map to move to that location. The shape and color of your cursor as you hover it over the map signifies the action that you can take when you left-click on that spot:



Indicates that you can walk to this location.



Indicates that you cannot walk to this location.



Indicates that you can collect an item from this location.



Indicates that you can enter the building at this location.



Indicates that you will be transferred to a new location, such as a dungeon or a new map section.

As you level up and complete quests, you will also be able to travel to new locations by boat, dirigible, submarine or train. You will eventually discover how this is done over the course of your adventures.

TIME

Time changes as you explore the map. The change is not only a decorative feature, but a feature that influences combat strategy. Many of the creatures fight much better at night time than in the daytime.

Press the Spacebar to pause the game and stop time. In this mode you can study the surroundings, work with your Spell Book, Quest Log and Hero window.

NON-PLAYER CHARACTERS

Non-player characters are the castle rulers, shop owners or just the characters standing on the Adventure Map with whom you can talk. They can tell you valuable information, sell you troops or items, and give you quests. By completing these secondary quests, you can gain access to new shops or more valuable troops and items. However, sometimes fulfilling one of their errands will deprive you of the privilege of trading with some other characters.

BUILDINGS

There are several types of buildings on the Adventure Map in which you can hire troops, buy items, talk to NPCs and receive quests. Once you have entered a building and discovered that it sells items, a vendor icon will appear over it.

CASTLES

Castles contain a shop with items, troops and spells, as well as one or more rulers with whom you can talk to and get quests from. The castle is the only place where you can sell your items.

Castles also allow you to leave some of your troops in special garrison. The garrison is designed for an unlimited number of two types of troops. To move troops into your garrison, left-click on a troop portrait in your army and then left-click on a slot in the garrison. The troops in your garrison remain at the castle until you return and add them to your army.

OBJECTS

There are many interactive objects on the Adventure Map that, when visited give special bonuses. Using these objects you can get additional resources and also increase character's parameters. Such objects are marked as "visited" after using, and you can't use them again, with the exception of rechargeable fountains of Mana and Rage.



Altar of Combat: Increases hero's Attack or Defence by 1.



Altar of Knowledge: Increases Intellect by 1 or Mana by 4.



Ancient Altar: Gives hero Experience.



Training Target: Increases hero's Attack by 1.



Training Dummy: Increases hero's Defence by 1.



Magic Absorber: Increases hero's Intellect by 1.



Shrine of Knowledge: Increases Mana by 5.



Shrine of Experience: Gives hero Experience.



Shrine of Rage: Increases the hero's Rage by 5.



Fountain of Gladness: Gives hero 3-4 Talent Runes of random type.



Well of Wishes: Gives random treasure: Magic Crystal, item, Gold, 2-3 Scrolls with a spell, 2-3 Talent Runes or Experience.



Fountain of Mana and Fountain of Rage: Restores Mana or Rage up to maximum. Fountains recharge and can be used again, approximately after 7-10 combats.



Sarcophagi: Random treasure, including Gold, Leadership increase, item, scroll, or few Undead creatures ready to join your army. The more expensive the sarcophagus looks, the more valuable is the treasure inside.



Graves: Plundering graves can reveal Gold or Undead creatures wishing to join your army.



Remains: Among decomposed remains you can find some Gold, a scroll with a spell, Magic Crystal, random item or several skeletons for your army.



Caches: Hiding in a tree stump, caches can keep Gold, items, Scrolls with spells and Magic Crystals.

Moreover, there are many quest interactive objects, interaction with which is connected with completing of certain quests. It can be various locked doors, some appliances and mechanisms, statues and mystical symbols, ancient pictures etc.

TREASURES

While traveling, you will find resources and treasures, including Gold, Magic Crystals, Talent Runes, Scrolls and Banners, scattered throughout the Adventure Map. Gold is used to buy troops and items from vendors. Scrolls are used to cast spells in combat. Magic Crystals are used to memorize spells (see page 15). Talent Runes are used to advance your character's Skills (see page 9). Banners increase your hero's Leadership.



In addition to finding treasure in the open, you can also search for valuables hidden underground. When your character is near a buried treasure, a special effect will mark the spot where you should dig. Click the "shovel" icon in the lower-right, or press the D key to see a buried chest appear.

There are also special treasures that you will need a treasure map to find. If you have no such map, you can't dig out the treasure, even if you know the exact place where it's buried.

HERO DEVELOPMENT

STATISTICS

The character window of your hero contains important information about your main character.

Title: Your title is bestowed by the king when you complete key quests. A better title grants you an increase to your

Leadership stat and an access to stronger troops in the capital.



Experience: Awarded after victory in combats and for completing quests. Once you accumulate enough Experience, your hero advances to a new level.

Leadership: Determines how many creatures your hero can hire. Each creature has its own Leadership requirements. You can increase your Leadership by gaining a new level, by finding Banners on the Adventure Map or with the help of items.

Attack: Adds to the Attack value of the troops in your hero's army.

Defence: Adds to the Defence value of the troops in your hero's army.

Intellect: Affects the damage inflicted by magic, and the duration and power of spells. It's an important stat for a Mage.

Mana: Used for casting spells – each spell cast, requires a certain amount of Mana. If your hero doesn't have enough Mana, he can't cast the spell. Your hero slowly recovers Mana after combat, but can recover Mana during combat if he has certain Skills.

Rage: Used for summoning Spirits of Rage. Also, a higher level of Rage allows troops to inflict Critical Attacks that are stronger and more frequent.

Stats may increase when your hero gains a new level, visits special places on the Adventure Map or with the help of items.

EQUIPMENT



In the center of the character's window is your hero's backpack and a "character doll," that contains slots for equipping items. You can find the items while traveling, buy them in shops or receive them as rewards for completing quests.

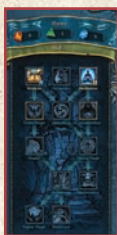
Every item has its own characteristics, and when equipped, changes the stats of your hero or his troops. There are equipment slots for Helmets, Weapons, Shields, Armor, Belts, Footwear, Regalia and Artifacts. Right-click on an item to display a pop-up menu with options for that item, including Info, Sell and more.

You can use some items in order to activate additional properties. Such items have an additional option – Use – in the pop-up item menu.

You can also upgrade some items using the Upgrade option, which starts a combat in a special arena against the Keepers. If you win this combat, you'll upgrade the item. For more details see Living Items on page 21.

Some items give additional bonuses if you collect and equip all items in a set.

SKILLS



Skills are shown on the right side of the Hero window. When your hero gains a new level, he receives Talent Runes, which you can spend to learn and improve Skills. You can also find Talent Runes on the Adventure Map, or receive them as rewards.

Skills are sorted into three groups: Might, Mind and Magic. Click on a tab at the bottom of the Skills' list to view all Skills in a group. Hover the cursor over a Skill icon to see its properties, as well as the cost to acquire it, or upgrade it if you already have the Skill. If you have enough Talent Runes to acquire a Skill, it will be highlighted. Left-click a highlighted Skill to acquire it.

MIGHT SKILLS

Training: Your Swordsmen, Bowmen and Knights get additional attacks.

Preparation to Combat: All troops in your hero's army receive less damage from Physical Attacks during the first turn.

Bowmen Commander: This skill decreases Leadership requirements to hire Elven, Human and Undead archers.

Tactics: Allows your hero to arrange troops on the battleground before the combat begins.

Rage Control: Increases the amount of Rage that your hero can accumulate during combat.

Master of Spirits: Increases the Experience received by Spirits of Rage after victory in combat.

Frenzy: While eliminating enemy troops, your troops get invigorated and receive an Attack bonus.

Onslaught: During the first turn, your troops receive an Initiative bonus.

Night Operations: All troops in your hero's army receive an Attack bonus and Defence bonus during night combat and underground combat.

Dark Commander: Undead creatures fight more effectively, gaining Attack and Initiative bonus.

Anger: Your hero receives more Rage when his troops exchange strikes. This is a special Skill of the Warrior class.

Iron fist: Decreases Leadership requirements to hire Swordsmen, Knights and Horsemen. This is a special Skill of the Warrior class.

MIND SKILLS

Scouting: Allows your hero to see more information about enemy troops when examining them on the Adventure Map. Right-click an enemy to examine.

Trade: Allows your hero to sell items at a higher price.

Trophies: Increases the amount of Gold received by your hero after combat.

Glory: Your hero gets one-time Leadership increase.

Learning: Your hero learns faster, gaining additional Experience after victory in combat.

Reserve: Allows your hero to keep reserve troops, which do not participate in combat.

Diplomacy: Your hero can lure away a part of the enemy's army, if your Leadership allows.

Tolerance: Human troops can stand the presence of Undead and Demons in the army without the normal Morale decrease.

Light Keeper: When your hero kills Demons and Undead, he gains additional Gold and Experience after victory in combat.

Inquisition: Allows your hero to upgrade Priests to Inquisitors.

Holy Anger: Creatures that attack Undead and Demons gain an Attack increase. This is a special Skill of the Paladin class.

Runic Stone: Each placed Mind Rune gives additional Might and Magic Runes to the hero. This is a special Skill of the Paladin class.

MAGIC SKILLS

Order Magic: Allows your hero to learn and improve Order Magic spells.

Distortion Magic: Allows your hero to learn and improve Distortion Magic spells.

Chaos Magic: Allows your hero to learn and improve Chaos Magic spells.

Wisdom: Increases your hero's Mana and maximum number of Scrolls in the Spell Book.

Meditation: Speeds up restoration of Mana on the Adventure Map.

Concentration: Allows your hero to restore Mana during the combat.

Destroyer: Your hero inflicts more damage with combat spells.

Healer: Allows your hero to use divine spells more effectively.

Necromancy: After combat, your hero can raise some of his killed troops.

Archmage: Reduces Leadership Requirements when your hero hires Priests, Druids and Archmages.

Higher Magic: Allows your hero to use his Spell Book twice a turn. This is a special Skill of the Mage class.

Alchemy: Decreases the cost of learning spells from Scrolls, and the cost to improve them. This is a special Skill of the Mage class.

QUEST LOG



"King's Bounty™: The Legend" is an adventure game with RPG elements, which means that you can communicate with dwellers of the game world and get quests from them. You receive Gold, Experience, and valuable items as a reward for completing quests.

Each quest is entered into the Quest Log, which contains quest descriptions, icons indicating whether a quest is a main or secondary mission, and the potential quest reward. As you complete quests, you'll open its new stages, and completed stages will be marked. The most difficult missions can contain more than ten stages, which you must fulfill on different territories. Moreover, there can even be different rewards given depending on your deeds and decisions.

Completed or failed quests are "cancelled" and can be hidden.

STORY QUESTS

If you complete especially important quests, the king gives you not only Gold and Experience, but also a new title. Titles give Leadership increase and access to new and more powerful troops.

COMBAT

When you collide with the enemy on the Adventure Map, the action moves to an arena, where you battle in a single-step mode. Troops act by turn in the order of their Initiative: move, inflict damage and use their abilities. When all the troops end their moves, a new turn begins.



Heroes don't participate in combat, but provide bonuses to the troop stats and support them with magic from the Spell Book and the Rage Box. The combat is finished when all the troops on one side are defeated. If you lose a battle, you get neither Experience nor Gold, and will lose all your troops. You can also retreat from the battlefield by clicking the Retreat icon, with the same result.

However, losing a normal battle does not end the game. Unless it is a tournament or other special battle, you will find yourself in the capital of Darion after the defeat with a small force of troops and some startup Gold from the king and you can continue the game.

ARENAS

Combat takes place in special arenas of different form, size and tactic features. The arena type depends on the location where the battle begins – whether it be a forest glade, castle walls or ship's deck.

Obstacles of different height, forms and sizes, appearing on the arenas have an influence on combat tactics as well. Low obstacles prevent walking creatures from moving forward, and high obstacles even block the path of flying creatures.

You must also take into account the type and illumination of the arena. Undead and creatures that have “Night Sight” ability fight in the dark better. Demons defend themselves better on lava arenas, and do poorly on snowy battlefields. Undead creatures get a Morale boost when fighting in cemeteries.

TROOPS

The main combat unit is a troop ranging from one to several thousand creatures. A troop can fight as long as at least one creature in it is alive.



Each creature in a troop has stats that determine its combat efficiency. Rightclick on a troop to see the stats of an individual creature in a troop. The Health and Damage of the troop are multiplied by the total number of the creatures in a troop.

Some creatures also have special abilities and Skills that you can use in combat. These show up as icons on the bottom right of the screen when a troop is selected. To use a special ability, click on its icon when it is the troop's turn to move.

TROOP INFORMATION

When you right-click on a troop, the following information is displayed:

Race: Creatures can be one of the six distinct races or simply labeled a neutral creature. Races treat each other differently, and creatures in your army will influence the Morale of others depending on the Race. Some effects and items also influence certain Races.

Leadership: Indicates the amount of Leadership required to command the creatures.

Morale: Characterizes the moral condition of the troop. High Morale increases Attack and Defence, and allows the creatures to make Critical Attacks more frequently. When Morale is low, stats are decreased and the troop cannot make Critical Attacks.

Attack: Indicates attack efficiency. If the aggressor's Attack score exceeds the target's

Defence, the target will take more damage from the Attack.

Defence: Indicates defensive effectiveness. If target's Defence score exceeds the aggressor's Attack, then the Damage is reduced.

Initiative: Indicates decision-making speed. The higher the Initiative, the earlier the creature takes its turn, outpacing creatures with lower Initiative.

Speed: Determines the maximum number of Action Points that a troop can have. Moving a troop one space requires one Action Point. The use of a special ability or attacks spends all Action Points.

Health: Determines the vitality of the creature. When Health reaches zero, one creature in the troop dies.

Damage: Damage that a single creature inflicts. Types of Damage: One of the attack properties is a type of damage. Damage can be Physical, Poisonous, Fire and Magic. Every creature has Damage resistance. If the resistance is zero, the troop takes damage without modification. If resistance is above zero, then the troop takes less damage of this type. If resistance is below zero, the Attack will inflict more Damage.

Effects: When a troop is under the influence of a positive or negative effect, such as "Bless" or "Poison", it is displayed as an icon under its portrait, along with an indication of the number of turns it will last. Hover the cursor over the icon to see the description of the effect. Positive effects are marked with green and negative ones with red.

Features: These are the passive properties of the creature, which work constantly or are activated automatically under certain conditions.

Talents: Creatures can have up to three Talents, which you can activate during the combat by clicking on the respective icon. Using a Talent usually expends all the Action Points of a troop. Some Talents can only be used a limited number of times each battle, and are listed as having charges. When all charges are used, the troop can't use the Talent in this combat anymore. Some Talents can be recharged, and the troop must wait a number of turns before using it again. All Talents are recharged before the next combat.

INTERACTIVE OBJECTS

A battlefield can contain interactive objects that can influence the fighting troops. The type of objects depends on the arena.

Chest: Can be picked up by any troop standing near it.



Barrier: Wooden shield, which serves as an obstacle for foot troops until it is destroyed. Appears on castle arenas.

Mine, Powder Keg: When destroyed these objects explode, inflicting damage to all nearby creatures. They appear on the seaside and in dwarves' mines.

Coffin: Out of destroyed coffin appear skeletons that will fight on the side of the hero whose troop destroyed it.

Holy Statue: Helps one random troop in its area of effect, casting the spell "Bless", "God Armour", or "Heal". These statues can be found in temples and elven forests.

Cursed Cross: Attacks a random troop in its area of effect with the "Poisonous Skull", "Weakness" or "Slow" spell.

Vespiary: A swarm of furious wasps attacks one random troop in the area of its effect, inflicting Physical Damage. Altar of Lightning: It attacks all troops in its area of effect with a lightning bolt.

Volcano: Casts "Fire Ball" or "Fire Rain" spell on a random nearby troop or a group of troops.

Ice Statue: Affects a random nearby target. If it is a dwarf, the statue Hastens or Blesses him. All other creatures are attacked with the "Geyser" or "Ice Snake" spell.

Interactive objects can be destroyed or used by hero's troops or enemy's troops. If you can't reach it before your enemy, sometimes it can be more useful to destroy the object so that the enemy can't use it.

SPELLS

Your hero has a Spell Book, in which he keeps Scrolls and spells that he can use in combat to improve his own troops and help defeat the enemy.



You can buy Scrolls in shops, find them on the Adventure Map, or receive them as rewards. Initially, you get all spells in the form of Scrolls. To use a scroll, open your Spell Book when it is highlighted during battle and left-click the desired scroll. The Spell Book will close so that you can choose the target of your spell. Once you have chosen a target, the spell is activated. Scrolls disappear after you use them.

The Spell Book can contain a limited number of Scrolls, after which you won't be able to buy Scrolls in a shop until you make room for new Scrolls in the book, which you can do by dropping Scrolls or using them in combat. You can learn spells from Scrolls so that the spells remain in your Spell Book permanently. To do this, you must know the Skill that corresponds to the Magic School required to learn the spell, and have enough Magic Crystals. The more powerful the spell is, the more Crystals are required.

Once learned, spells don't require Scrolls, but use Mana when cast. Known spells can be improved up to level III by upgrading Magic School Skill.

SPELL AMPLIFYING

Intellect, Skills and equipped items can influence the power of your hero's spells. Damage inflicted by combat spells is increased by 10% for every 7 points of Intellect. Every 15 points of Intellect increases the duration of spells by one additional turn.

The "Destroyer" Skill also increases spell damage. The "Healer" Skill increases efficiency and duration of divine and healing spells.

Equipped items can increase separate spells and even groups of spells, for example, all spells that inflict fire damage or change a creature's speed.

MAGIC SCHOOLS

There are three Magic Schools: Order, Distortion and Chaos, each with about 20 spells.

Order Magic: It is a magic of higher, divine origin, which has an influence on body and mind. It allows healing, protecting and providing troops with mystical Skills. However, because gods can also punish and destroy, this school has powerful combat spells as well.

Distortion Magic: Spells of this school change the usual state of objects and have an influence on creatures' perception by distorting and changing the surrounding world beyond recognition for them. These are auxiliary, strengthening and weakening spells, and also magic of illusions and influence on mind.

Chaos Magic: Almost all the spells of this school are aimed at weakening, destroying and exterminating all living and non-living creatures in various ways. It's a good choice for a real Battle Mage, who wants to make the enemy troops flee and wipe unsailable fortresses off the map.

HOW TO USE MAGIC

You can use spells only in combat. Usually, you can use your Spell Book once per turn, but the Skill "Higher Magic" allows the Mage to use his Spell Book twice, providing he has enough Mana or a scroll. Spells can have different effects: inflict damage on the enemy, increase or decrease creatures' characteristics, subdue enemy troops, summon magic creatures on the battlefield, and more. The value and effectiveness of spells varies with the situation. So you should think twice before using the spells.

CHEST OF RAGE

After you have completed a few preliminary quests for King Mark, your character will receive a small chest that contains four Spirits of Rage. Spirits are mighty creatures from the other worlds that were trapped by the Box's magic, and now can serve it's master — you — under certain conditions.



You can talk to a Spirit by clicking on its portrait in the Hero window. During the conversation, you can get to know more about this creature and try to persuade it to obey your orders. To obtain the ability to use Rage Spirit in combat, you must complete the Spirit's quest.

When Spirits participate in combat, they accumulate Experience and gain new levels. When a Spirit gains a new level, one of its Skills can be improved or a new unknown Skill can be opened. To use the Spirit's Skill, you have to spend Rage points. Rage increases during combat, when troops exchange strikes, and the more the creatures are killed during the attack, the more the Rage increases. If you destroy the whole troop, you receive double Rage.

The stronger the Spirit's Skill is, the more Rage it requires, and the longer the Spirit must rest after using it. While the Spirit of Rage rests, it becomes unavailable for summoning. The most powerful attacks can require the Spirit to rest for 6–8 turns.

SPIRITS OF RAGE**Stone Spirit, Zerock**

In his world, Zerock was a weapon created from splinters of the Black Star to eliminate Mages. Because he is invulnerable to all magic, he is the best Mage killer. Zerock will obey you if you kill a small troop of Mages for him.

Smashing Sword: The target is attacked from the sky by a sword that inflicts great Physical damage. Available immediately after you bend the Spirit to your will.

Rockfall: Casts a shower of stone blades, inflicting damage to all enemy targets within the selected area.

Stone Wall: Sets a Stone Wall on the battlefield that stands until it is destroyed or its duration expires.

Underground Blades: Shakes the battleground, summoning sharp stone blades that inflict damage to all enemy targets on the battlefield.

Swamp Spirit, Sleem

The race of Giant Pangolin Scraggs, to which Sleem belongs, inhabited Endoria long ago, but were eliminated by Titans. Sleem, the Crown prince of the Great Swamps will call you his friend if you feed him poisonous creatures.

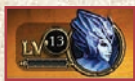
Poisonous Spit: Attacks the target with poisonous spit, inflicting Poison Damage and poisoning the target. Poisoned target inflicts less damage and takes poisonous damage each turn. Available immediately after you bend the Spirit to your will.

Evil Shoal: Summons a shoal of five fish that inflicts damage to all targets in the way.

Glott's Armour: Surrounds a friendly troop with a magic field that absorbs all damage and protects the troop until it is destroyed or its duration expires.

Cloud of Poison: Summons a Cloud of Poison that moves through the battlefield in the direction of enemy targets. Cloud of Poison inflicts poison damage to all targets under the cloud.

Ice Spirit, Lina



Lina, the Battle Sorceress from the techno-magic world who lost her body in the cruel combat, is full of desire to bring back her normal appearance. She's ready to work for you, if you help her recharge her magic devices, the energy of which almost completely ran out during centuries of incarceration.

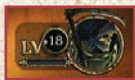
Chargers: Sets several chargers on the battlefield that give Mana and Rage to the hero. The troop that picks up a charger gains 1 Action Point. Available immediately after you bend the Spirit to your will.

Ice Orb: Summons a powerful Ice Ball combat unit on the battlefield.

Ice Thorns: Surrounds the area of 7 cells with fragile ice crystal obstacles.

Gizmo: Summons a mechanical creature to the battlefield that attacks enemy targets and heals friendly troops.

Death Spirit, Reaper



Reaper, the terrifying and mighty Guard of the Temple of Time, is looking for the lost Symbol of Guard. Help him and the Death Spirit will serve you. The power over the time and space, life and death, given to all the guards of the Temple, makes Reaper quite a useful helper.

Soul Draining: Drains the target's soul, killing some of the units in the troop. The ability is available immediately after the Spirit's submission.

Rage Draining: Inflicts a small amount of damage and drains Rage of all enemy targets within a 19-cell area. The drained Rage is passed to the hero.

Time Back: Returns troop to the position it occupied at the start of the previous turn.

Black Hole: Inflicts astral damage to all enemy targets. The lower the morale of enemy target, the more damage the target takes.

CREATURES AND RACES

There are more than 90 different creatures in the game that belong to six different races: Human, Dwarf, Elf, Orc, Undead and Demon. Also, there are numerous neutral creatures, which do not belong to any race.

HUMANS

Inhabitants of the Darion kingdom, Humans live in alliance with Elves and Dwarves, and dislike Orcs, Demons and Undead creatures. Humans are universal warriors who are equally good in both Defence and Attack. Many wear armor and know effective attacks. Priests and Archmages actively use magic.



Human troops: Peasants, Robbers, Marauders, Bowmen, Swordsmen, Guardsmen, Priests, Inquisitors, Horsemen, Knights and Archmages.

ELVES

The residents of the Ellinia forests loathe Demons and Undead and have a dislike for Dwarves and Orcs. Forest creatures compose the striking force of the Elves' army. The Elves don't like to be at war, because they lack Health and Defence. However, they are quick and rely on nature magic, supplementing and strengthening each other.



Elf troops: Sprites, Lake Fairies, Dryads, Elves, Hunters, Druids, Werewolf Elves, Unicorns, Black Unicorns, Ents and Ancient Ents.

DWARVES

These representatives of Dwarf and Giant races live in the mountains of Kordar. They hate Demons and are afraid of Undead creatures. The mechanical devices created by Dwarves are quite effective in combat. Dwarves are very slow, but they are strong and have a powerful strike.



Dwarf troops: Miners, Dwarves, Alchemists, Cannoneers and Giants.

UNDEAD

Undead creatures treat all the races indifferently. They are immune to poison and vulnerable to holy attacks. During night combat and when combat takes place in a cemetery, Undead combat characteristics are significantly increased. Some Undead can reanimate their fallen troops and drain the vital life forces of the enemy.



Undead troops: Skeletons, Skeleton Archers, Dead Spiders, Zombies, Decaying Zombies, Ghosts, Cursed Ghosts, Vampires, Ancient Vampires, Black Knights, Necromancers, Bone Dragons.

DEMONS

Demons are alien to this world. They are strong mages and dangerous warriors with very destructive attacks. Born in the fire world, they are protected from fire damage, but are afraid of cold. Demon magic brings confusion and destruction to enemies.



Demon troops: Imps, Scoffer Imps, Cerberus, Demonesses, Demons, Archdemons.

ORCS

These furious nomad-warriors dislike Undead creatures. They rely on a brute force, their high vitality and numerical strength. With the assistance of the sinister magic of their shamans, the Orcs fiercely rush into an attack.



Orc troops: Goblins, Furious Goblins, Orcs, Veteran Orcs, Catapults, Ogres, Shamans.

NEUTRALS

Neutrals don't distinguish enemies or allies among other races. Neutral creatures appreciate their freedom and independence, and are ready to struggle for it. However, among them there are those who are ready to sell their freedom to those who pay them more and feed them better.

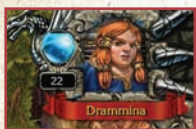


Neutral troops: Pirates, Sea Dogs, Barbarians, Berserks, Devilfish, Thorn-Hunters, Thorn-Warriors, Royal Thorns, Fire Dragonflies, Lake Dragonflies, Venomous Spiders, Cave Spiders, Fire Spiders, Swamp Snakes, Red Snakes, Royal Snakes, Wolves, Hyenas, Bears, Polar Bears, Ancient Bears, Griffins, Beholders, Evil Beholders, Cyclops, Emerald Green Dragons, Red Dragons, Black Dragons.

WORLD OF WONDERS

“King’s Bounty™: The Legend” contains several elements and features that are worthy of special attention, including commanders of enemy troops, unique super-monsters, “living” items that have soul and character, and the possibility to start a family.

ENEMY HEROES

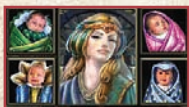


Enemy heroes are unique characters, each of whom has his or her own story and motives for hating you, and who will certainly try to attack you.

You can identify them by their unique look and surrounding luminescence. In combat, the enemy hero gives bonuses to their troops, increasing their stats, and uses spells.

The troops led by the enemy hero are significantly stronger than common troops, and your reward for victory over them will be higher.

WIVES AND CHILDREN



You have the possibility to acquire a wife and children in the game. Your wife will provide different useful bonuses to the hero and his army, and allow you to equip more equipment, adding four additional item slots.

You can talk to your wife by clicking on her portrait. Part of this conversation might include a talk of having children. If your wife agrees to have a baby, you’ll soon have a child. He or she provides bonuses to your hero. One wife can have up to four children.

If you ask your wife to leave, she will take the children, items that she has equipped, and one-fifth of your Gold.

LIVING ITEMS



Living items are artifacts that have unique properties and are able to change their characteristics, reacting to your hero’s deeds. Living items have Morale that reflects their attitude to you.

Each living item has its own story and destiny it is trying to follow, and requires the same from the owner. You can see the preferences of the item in its description. If your hero’s deeds run counter to the item’s, its Morale decreases. When you can talk to your wife by clicking on her portrait. Part of this conversation might include a talk of having children. If your wife agrees to have a baby, you’ll soon have a child. He or she provides bonuses to your hero. One wife can have up to four children. If your hero performs deeds that the item likes, its Morale increases. If the living item is able to improve its properties, then it achieves maximum Morale automatically. If its Morale reaches zero, you lose control of it and it stops providing bonuses. To regain control over the item, you must raise its Morale or suppress it by using force.

Suppressing and upgrading an item requires defeating its Keepers. To summon a living item's Keepers to combat, right-click the item and select "Suppress" (or "Upgrade," if the item can be upgraded) in the item's menu.

After confirming your wish to fight, you will move to a special arena inside the item.

Your main opponents in this combat are Gremlins. These are malicious creatures who will try to destroy your army by magic. Common troops also fight on the Gremlins' side, and Keepers always support their defenders using spells. You have to kill all the Gremlins and their servants to suppress the item.

BOSSSES

You will sometimes meet opponents who significantly differ from all other enemies. These creatures are called Bosses. They are so huge that they occupy a half of the arena and can defeat an entire army without the aid of other troops. Combat with a boss takes place in a special arena, the features of which the Bosses will use to its advantage in combat. In the presence of the Bosses, the Spirits of Rage refuse to leave the Rage Box as most of their spells and Skills don't affect these giants.

Every such Boss-opponent has unique abilities and special manner of combat, which significantly differ from common ones. In the game you have to fight with three bosses: Giant Turtle, Spider Queen and Kraken.

GIANT TURTLE



Giant turtle has great Health and a strong shell, which provides it with protection from Physical attacks. She inflicts great damage with her beak, and troops who stand near her limbs are thrown off. However, from a distance the turtle is no less dangerous. Falling with all her weight on the ground, she causes an earthquake that damages and slows all walking creatures.

SPIDER QUEEN



Fast and invulnerable to poison, the giant spider prefers not to take part in combat but summons spider-servants for help. Feeling a danger to her life, the spider hides under the ground and appears in another part of the battlefield, attacking opponents from behind. The strong legs of the spider hit two targets at once, and every bite is mortally poisonous.

KRAKEN



This legendary, gigantic sea monster was awakened by unknown forces. Kraken is able to hit many targets at once with its tentacles. Every tentacle has its own life, and only when you deprive the Kraken of all its tentacles, you can consider it killed. Kraken can summon troops of Devilfish.

OPTIONS

MISC.

Radar rotation: Toggle the compass rotation on the radar On / Off. **Show Introduction Video:** Toggle the introduction video playback On / Off.

GRAPHICS

Screen resolution: Adjust image quality. Screen resolution has significant influence on the game performance.

Screen refresh rate: The frequency at which the image on a monitor is refreshed.

Combat animation speed: Accelerates creatures' animation and disables the cinematographic camera during combat.

Visibility distance: Changes visibility distance of objects and landscape. The lesser the distance, the better the performance.

Water quality: Changes water rendering quality. The higher the quality, the lower the performance.

Anisotropic filtering: Increases texture' sharpness in the distance. Can slightly decrease performance.

Shadows: Toggle shadow quality On / Off or change shadow quality. Turning on Shadows decreases the game performance. Changing the Shadows quality has practically no influence on the game performance. 25

Texture quality. Landscape: Changes landscape texture detail. Affects texture quality, loading speed, and the amount of video memory used.

Texture quality. Objects: Changes object texture detail. Affects texture quality, loading speed, and the amount of video memory used.

Texture quality. Units: Changes creature texture detail. Affects texture quality, loading speed, and the amount of video memory used.

Antialiasing: Smoothes object edges, minimizing the distortion artifacts known as aliasing. Affects game performance.

Vertical synchronization: Delays the image update until the vertical blanking interval. Recommended for LCD monitors. Does not influence performance too much.

SOUND

Music: Toggle music On / Off.

Sound: Toggle sounds On / Off.

CONTROLS

ADVENTURE MODE

Esc	Menu
F2/F3	Save / Load
F5/F8	Quick Save / Load Quick Save
Space	Pause
H	Hero window
B	Spell Book
Q	Quest Log
M	Map
D	Dig for treasure

COMBAT MODE

Esc	Menu
Home	Return camera to default position
D, Space	Defence
W, Enter	Wait
A	Toggle Auto-combat On/Off
B	Open the Spell Book
R	Open the Spirits of Rage window
Arrow keys	Move the center of the camera

CREDITS

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Alexander Zeberg

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Ruslan Cherny

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Special thanks to

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Boris Batkin

Andrey Aksenov

Deep thanks to the “father” of the title:

Jon Van Caneghem and company New

World Computing

ADDITIONAL LOCALIZATION

Breslin Consulting

Steve Breslin

TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

INFORMATION REQUIRED

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

CONTACT

Via e-mail at: support@lcpublishing.eu

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:

www.lcpublishing.com

REGISTRATION

Join the 1C community by registering on our website www.lcpublishing.com and receive all the latest news on 1C games, events, contents etc.

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