



I of the Dragon

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CD-ROM
SOFTWARE

PRIMAL
SOFTWARE



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Introduction



What's Included in the Manual

The game itself is pretty straightforward and you definitely can start playing without reading the manual. However, there is a chance that some of you will be curious as to what lies beyond the basics. Others may find some options or features not as obvious as they'd like. That's what this manual is for. It contains all the things that you may need to enjoy the game, from installation procedures to story, to gameplay tips and general control descriptions.

For those who like to play with a full knowledge of the things that lie ahead there are descriptions and detailed stats for each of the spells available in the game. We do not recommend reading it before you've played the game for a few days, though - knowing it all may spoil some of the fun.

For most people it would be advisable to read through the first pages of this manual (Introduction and Story) and through the Playing the Game part, just to make sure you haven't missed any features.

System Requirements

Minimum:

- 600 MHz AMD / Intel Processor (or compatible)
- 16 MB Direct3D Compatible Graphics Card (GeForce-level or above)
- 128 MB RAM

Recommended

(medium graphical detail):

- 1000 MHz AMD / Intel Processor (or compatible)
- 32 MB Direct3D Compatible Graphics Card (GeForce2-level or above)
- 256 MB RAM

Supported Operating Systems:

Windows 98, Windows ME, Windows 2000, Windows XP.
DirectX 8.1. or later needs to be installed on your system.

Installation

The setup program should launch itself automatically when you insert the game CD. If the Autorun option is turned off on your machine, please run the 'Setup.exe' file located on the CD. You will see the following screen:



You should press the "Install" button to start the installation. You will need to have about 1 gigabyte of free space on your hard drive for the game itself, saved games and the Windows swap file. Just follow the prompts that the installer program gives and you'll have The 1 of the Dragon installed in just a few minutes.

After successful installation you could start the game from the Start menu or by clicking its icon on your Windows desktop.

STORY

Nice People

Once upon a time there was a problem. Most stories nowadays seem to start with "once upon a time" but very few authors are ready to admit that everything starts with a problem. Imagine a world you would like to live in: lush green hills, dense living forests, breathtaking mountain ranges, unbelievable sunsets and romantic nights full of stars. Fill this idyllic place with a few prospering towns full of nice people. Now guess how long a world like this could manage without developing a problem? Well, this world set a new record: 642 years.

There were omens, of course. A two-headed simoran calf born from a perfectly normal simoran cow, a green sunset for two days running, multiple sightings of unknown beasts in the wild... Do you really think anyone paid them any attention? Nice people never do it until it's too late. The only good part of being nice is always having some undefeatable noble hero to protect you in case a problem arises. Just be ready with a beautiful maiden to please him and you're all set...

Unfortunately, in this case it didn't work: the heroes mounted their warhorses and loped away looking for glory, maidens waved goodbye and never saw them again. A few years later, when whole cities were disappearing, even very nice people started to notice that something seemed to be a bit wrong.

Of course, there is a second line of defense for nice people. No one expects you to go out and fight if you can pay your taxes. Send a son or two to the army, and properly bribe a town chief. Armies were gathered, sent, and, as the gentle reader has already guessed, promptly disappeared. A few survivors managed to get back and describe the nature of the problem - Monsters, hordes and hordes of them. You know, the usual mix of wild bloodthirsty beasts bent on destruction. Let's not go into details just yet, let's just say that it didn't make life any easier. Realizing that you've done your best and failed, is not much easier to handle than knowing that you didn't do anything at all.

Magic To The Rescue

Luck seems to always side with nice people, just as heroes usually do. In this case luck ensured that a whole order of mages who called themselves Unkh-Agorites lived and helped the people of our beautiful world. No one seemed to remember when the order was established and what gods it served. Most people assumed that their local deity was now called Unkh-Agor, but no one seemed to know what it ought to look like and what kind of gifts it would like to get, so most men just used proper forms of speech ("In the name of Unkh-Agor get out of my tavern!", "I swear by Unkh-Agor I've seen it with my own eyes!") and hoped for the best.

Only the magi really knew what their religion was about. Well, at least the High Council did - you just couldn't expect the same level of knowledge from a simple village boy who had studied only a couple of spells to control his magic rug and tame wild beasts...

In fact, Unkh-Agor was not a god, not even a man. He was a dragon, the last dragon. Most of the mighty protectors had flown away to pursue their own ways (it's another long story, let's just say

that there is a limit to even a dragon's forbearance, and humans, especially very nice ones, are not the best neighbors in the Universe). Only one of the powerful beasts remained for a while: Unkh-Agor. Eventually he also flew away, but left a prophecy that one day, dragons would once again be needed and that humans would have to pay for their cruelty.

The Unkh-Agorites wrote down this prophecy in their chronicles and promptly forgot about it - after all, they were humans too. Only now, when the predicted catastrophe finally started, they decided to do something about it.

There was a part of the prophecy that told about an arch-nemesis called Scharborr who was powerful enough to turn even dragons into his evil slaves. Then followed a long and involved story about an immense battle that dragons fought against him, about mountains burnt to the ground with the dragons' fiery breath, about immense earthquakes and volcanoes and a lot of equally impressive stuff no one believed only because no human eye-witnesses had survived to confirm it.

Most of the prophecy consisted of first-hand description of Scharborr (pretty impressive, by the way - a lot of terrifying adjectives in a superlative degree, colorful descriptions of various body parts such as horns, scales and reproductive organs that he, fortunately, never ever used due to lack of mates) and his ugly deeds. It told the story of Scharborr's banishment into some indescribable place and predicted that someday he would finally escape and start to wreak havoc once again (he's just way too powerful to stay where he was put by mere magical dragons, it seems).

There was also a small footnote half-smudged by a careless scribe centuries ago which read: "Only one creature will fight and defeat Scharborr again - the dragon. I, Unkh-Agor, have laid an egg for you. Be really careful with it - it's your last chance to redeem the sins of humanity. The egg is hidden in the small stone temple located in..."

People Are People

By now you know the humans of the land of Nimoo are very nice. Even governmental officials and the remaining soldiers are nice. Unkh-Agorites did for them what they could, though it was not nearly enough. They used magic to transport the whole populace into the Void where they would be safe for a while and would require neither food nor a place to live. There was only one problem with this solution: would there be a place to return to... or even someone to perform the transportation magic to return again?

Here, my gentle reader, you come to the scene. With all the towns demolished by Scharborr's monsters, the last few Unkh-Agorites hiding in their secret monasteries and no power to start with - can you save everything? Can you? Well, at least you can try. Survive as the young dragon and develop your magic and strength. Destroy the invading monsters and rebuild the human civilization, make people understand their mistakes and correct them. Make life better for everyone (except Scharborr, of course). The rest is up to you.

Playing the Game

Interface

When you insert the CD-ROM into your drive the autorun program starts. The installer screen contains the following buttons: Play, Install, Uninstall, View ReadMe, Install DirectX, Exit (a small cross in the top right corner). If the game is not yet installed the following buttons are available: Install, View ReadMe, Exit.

Install DX button is active if there is no installed DirectX 8 or later.

After successful installation buttons Play and Uninstall become enabled and buttons Install and Install DirectX become disabled.

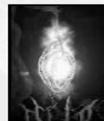
Each button has a tool tip that appears when user holds the mouse cursor over it.

Menu

When the game starts it loads into the main menu. It's in full 3D and looks like the entrance to the dragon's lair. Mouse cursor has a light source attached and dynamically lights the environment, which enhances the experience.



There are seven buttons in the main menu: Save/Load, Resume, Options, Tutorial, Credits, Exit to system, Start the game.



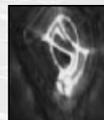
Start the game. Located in the middle of the main menu screen. The button looks like a shiny 3D rune that hangs on a chain from the lower jaw of the stone dragon relief around the lair entrance. If you move mouse cursor over this rune fast enough, it starts to swing around on its chain. Clicking on this rune brings you to the dragon choice menu.



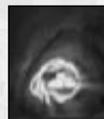
Save/Load. Clicking on this button brings you to the save/load menu.



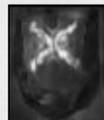
Resume game. Clicking on this button returns you to the suspended game. If the game was started for the first time and there is no game to resume you'll get a message about this. If there is no current game to resume but there are some saved games from the previous sessions - the last save will be loaded instead. If you exited from the game to the main menu you can get back to the game either by clicking on this button or by pressing the Esc key.



Options. Clicking on this button brings you to the menu where you can change video, audio, game settings and controls.



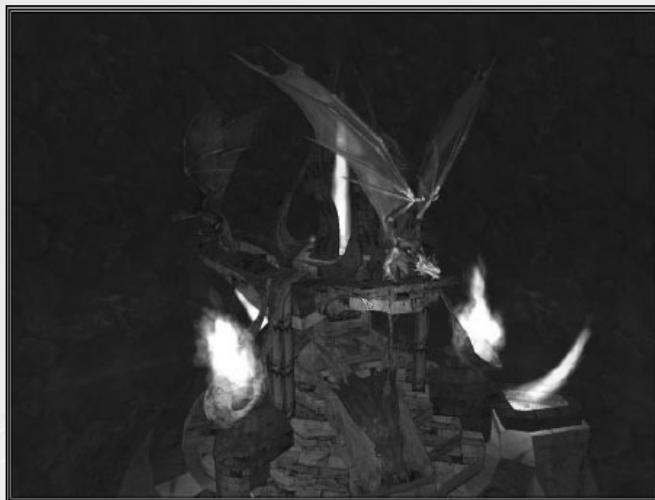
Credits. Clicking on this button shows the game credits.



Exit. Clicking on this button exits the game.

Dragon choice.

You get into this menu by clicking the Start button in the main menu.



In this menu you can see the dragon's lair with a rotating pedestal lit with magic fire. There are three dragons on this pedestal: red, blue, black. Left clicking on one of them displays the window with its description. You can confirm or cancel your choice. The pedestal rotates until the selected dragon is facing the screen, then stops. The dragon hovers in the air until the user makes his/her choice. Pressing Enter or clicking "✓" button starts the game with the currently selected dragon. Pressing Esc or clicking on "✕" button closes the dragon information window, dragon sits back on its perch and the pedestal starts rotating again. Pressing Esc when there is no dragon selected exits back to main menu.

Save/Load CMenu.

You get into this menu by clicking on the Save/Load button in the main menu.



There are two buttons in the top part of the screen:

Save. Clicking on this button shows a default name for the new game in the right pane. This name would be highlighted with the date and time. If there is no currently active game when you enter this menu you won't be able to save a game.

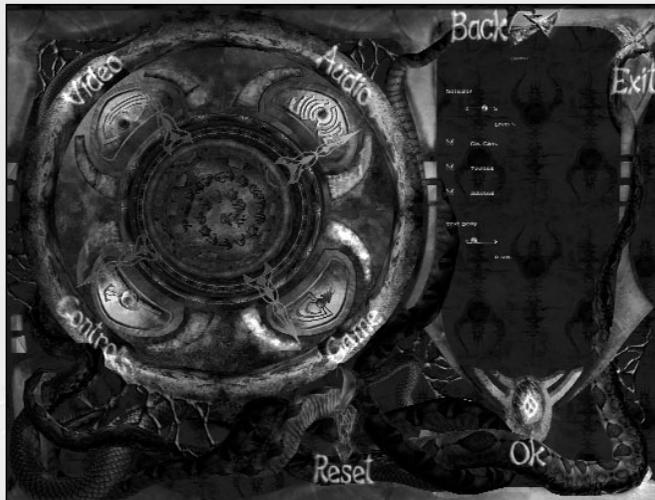
Saved game can be either loaded or deleted (by clicking on its name and then on appropriate button).

Load. To load a game you click on its name to highlight it and then click the "load" button. If there are no saved games both panes on the right would be empty and loading would be unavailable.

If there are too many saved games to fit in the top right pane there would be a scrollbar on the right of the list. To exit the Save/Load menu click on the small cross in the top right corner of the screen or press «Esc».

Options menu

You get into this menu by clicking on the Options button in the main menu or by pressing the "O" key.



Video settings. You can change the resolution and general graphics quality. After changing the resolution using a slider you should click on the *OK* button to apply your changes. The resolution will change immediately and a countdown will start in the right pane. You should click the *OK* button once more to confirm your selection. For advanced video settings you could click on the *Custom* button.

It adds more controls to the right pane, such as geometry quality, special effects quality, presence and quality of clouds, quality of shadows and textures. After setting their values you should click on the *OK* button to confirm your selections. To return to the previous menu click on the "Back" button or press "Esc", to restore the default settings press the *Reset* button.

Audio settings. These include volumes for sounds, music, voice and interface sounds and turning on/off 3D sound and directional sound.

Controls setup. You can change mouse sensitivity, invert X and Y camera rotation axis. To change the key bindings click the *Bind* button.

Game setup. Tool tips and camera settings.

Global map

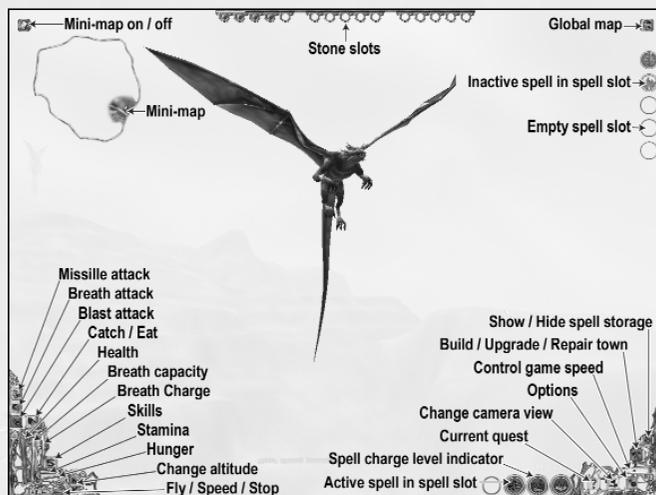
The following information is available on the global map:

1. The map itself, divided into 12 areas.
2. Exit button
3. A window with information about the selected area
 - 3.1. Are there enemies in this area?
 - 3.2. Is there a town in this area?
 - 3.3. How many humans are in this area?
 - 3.4. How many lairs are in this area?
 - 3.5. How many monsters are in this area?
4. Message that the town is under attack.



In-game interface.

The following information is available on the main game screen



Breath capacity. This indicator shows how much fire/ice/acid breath the dragon currently has. Maximum capacity corresponds to the filled indicator. Natural abilities (breathing, missile attacks) use this as a power source, while magic attacks use mana instead (see below). When capacity is almost zero a dragon can't attack for some time.

Breath charge. This small indicator is located to the right from the capacity indicator and is closely related to it. All natural attacks can be "charged" to inflict more damage by holding the left mouse button before releasing it.

Blast attack. This button switches to single-shot natural breath attacks. When active it's highlighted in red, when inactive it's copper-colored.

Breath attack. This button switches to streaming natural breath attack. When active it's highlighted in red, when inactive it's copper-colored.

Missile attack. This button switches to single-shot self-guided natural breath attacks. When active it's highlighted in red, when inactive it's copper-colored.

Change height buttons. The Up button raises the dragon's target height by a predefined value (the value gets bigger with the height) and down button lowers the target height. Changes are not immediate, dragon flies to the desired height as fast as its stats allow.

Health bar. A full health bar means that dragon is completely healthy. An empty health bar means that the dragon is dead.

Stamina. Long and fast flights tire the dragon. A full indicator shows that the dragon is completely rested.

Hunger. Long and fast flights, spells and using natural abilities make a dragon hungry. Also, it gets hungry with time. A full indicator shows that dragon has just eaten and will not get hungry for some time. Being hungry impairs regeneration of health, mana and stamina.

Skills. This button shows the skills/stats screen where you can distribute character points and/or select some new spells.

Flight speed. The first button cancels all current commands and stops the dragon. The second is active by default (highlighted in blue) and represents average flight speed. The third button lets the dragon fly faster but this drains the stamina.

Stone slots. A town stone that the dragon finds in a destroyed monster's lair fills one of these slots. By filling all five slots in the same group you can increase some of the dragon's parameters. The group of slots will empty and can be filled once more.

Experience bar. Shows how much experience is needed to get to the next level.

Current quest. This button shows the text of the current mission.

Change camera view. This button switches the camera mode. There are three modes: default (where camera follows the dragon's direction of view), static (the camera is still centered on the dragon but doesn't change its direction, except by user's commands), and first-person view from the dragon's eyes.

Options. This button shows the options menu (the same one as from the main menu).

Game speed control. The slider here changes the game time rate from zero to 200% from normal. The pause button stops the game time but still lets user work with all controls. A pressed button is highlighted in red; a released one is copper-colored.

Build, upgrade, repair town. This multi-functional button lets you build a town (if it's not built in this area yet, and the dragon is near a magic source), repair it (if the dragon is near a currently damaged town, and there is enough magic energy to repair it), upgrade it (if the dragon is near a fully repaired town, and there is enough magic energy to upgrade it).

Map. This button shows the global map screen.

Empty storage slot. This indicates a place in the spell storage vacated by one of the currently active spells.

Inactive spell in spell storage. Most spells stay here, except a few currently active ones.

Show/hide spell storage. A first click on this button hides all inactive spells and empty storage slots. The button itself becomes copper-colored. A second click shows spells and slots and highlights the button in red.

Active spell in spell slot. There is a limited number of spell slots that hold active spells - spells that charge over time and can be actually cast when fully charged.

Spell charge level indicator. This blue ring shows the charging progress for each spell.

Empty spell slot. It's possible to drag an inactive spell from the spell storage here to make it active.

Destination pointer. This pointer appears when you click the left mouse button to make a dragon fly to that point. It looks like a vertical ray of light with a shining point at the height of the dragon's destination. This point moves if you change the destination height with the PgUp/PgDn keys, the screen buttons or by moving a mouse with left button pressed.

Selection. When a player hovers the mouse cursor over various objects there are following indicators:

Dragon highlighted in white if there is a spell selected that works on it.

Friendly NPCs highlighted with green.

Neutral NPCs highlighted with white.

Enemies under the mouse cursor highlighted with red.

All creatures under the mouse cursor have a life indicator over them that looks like a circle that changes color from green and completely filled (enemy has full health) to yellow, to red and partially filled and, finally to black and empty (enemy near death). When an enemy is damaged a number corresponding to the damage appears and flies up. It has appropriate color, just like the life indicator. A dying enemy releases a number that indicates the number of experience points that the dragon received for this kill.

Units indication. There is a key that allows easier identification of nearby units (enemies, lairs and buildings). When you press this key ("Z" by default) all nearby units, lairs and buildings get a small color-coded sign over them.

The sign  shows the buildings and lairs, it's green for human buildings, red for monster lairs.

The sign  shows the individual units (red for enemies, green for friendly folk, and white for neutrals).

Controls.

Dragon controls.

Movement.

Mouse.

All movement can be controlled with the mouse.

Left-clicking sets a destination point. If the dragon was already moving in a different direction it will try to change it in a natural fashion (smoothly, with a certain delay that enhances the illusion of huge size and mass). It's also possible to change the flight height by holding down the left mouse button and moving the mouse up or down. Another way to change flight height is either using keyboard shortcuts (defaults are PgUp and PgDn) or a couple of buttons located in the lower left corner of the main game screen.

The flight speed can be changed in a similar way: there are three buttons in the lower left corner of the game screen ("fast", "normal", "stop") and a couple of keyboard shortcuts. By default, the Home key sets the flight speed to fast and the End key sets the speed to normal. Hitting End one more time stops the dragon.

It's possible to command the dragon to fly farther than visible distance. Click "on the horizon" to make you dragon fly in that direction until it gets some other command.

Keyboard.

You can also control your dragon directly from the keyboard using arrow keys. Note that in this mode you don't have to use mouse at all, even to select targets and fire: as soon as you start controlling the dragon with the keyboard you'll notice the auto-targeting reticule that selects the nearest target. Just hit the fire button to shoot at the selected target.

You can change the target manually with keys "R" and "T" (switch to next and previous target visible on the screen respectively) or return back to default auto-targeting with key "Y".

Camera

Standard view.

By holding the middle mouse button you can rotate the camera around the dragon. Middle-clicking on some object nearby sets it as the camera focus. Mouse wheel rotation changes the camera magnification/distance. Middle-clicking on distant object centers the camera on it and zooms in, zoom magnification, once again, can be changed with mouse wheel. A second middle-click exits from zoom mode or returns the camera focus to dragon.

First-person view.

The second view mode (besides the default third-person one) is first person. The camera stays in the dragon's eyes; it can be rotated and zoomed. Rotation is performed while holding the

middle mouse button. In this mode the rotation is "real": the dragon's neck actually bends. It's possible to see the dragon's own wings or claws, but this mode naturally limits the rotation range where it's just not possible to look without changing the flight direction. In the first-person mode there is a video filter that improves night vision. It's possible to zoom in this mode by simply rotating the mouse wheel.

Smart camera (the default mode).

This mode looks just like the standard one and works in a similar fashion but the camera is "smart" and it tries to follow the dragon's direction smoothly. It's still possible to rotate it around the dragon while holding down the middle mouse button but the camera will not keep its absolute direction after rotated, it will preserve its relative angle to the dragon instead.

Keyboard shortcuts.

Besides the mouse controls described above all functions can be performed with the keyboard shortcuts.

The Shift key works just like the middle mouse button. Rotations and camera zooming can be done while holding Shift and pressing the arrow keys. The Enter key zooms to the current cursor position while it's held down and returns back to the previous view when released. In the Smart camera mode the "5" key on the numeric keypad returns the camera to its default "behind the dragon" position.

Game speed control.

You can directly control the overall game speed. There is a slider in the lower right corner of the main game screen and the Pause button a bit below it. There are keyboard shortcuts, of course (defaults are "+", "-", and Space for pause). The game speed can be smoothly adjusted from zero to 200% of normal speed.

Spells interface.

Along the top of the right screen edge is the 'spell storage'. All the currently available spells (bought with character points or received in one of the missions) are shown there. Spells located in the "Spell storage" are inactive and can't be used immediately. To make a spell active click on it with left or right mouse button. The spell moves into one of the free spell slots along the top edge of the screen and starts charging. If there are no free spell slots some of them can be freed by drag-n-dropping one of the active spells back to the "Spell storage". The storage itself can be closed by clicking on the button in the top right corner of the screen to free some screen space (dragons can have a lot of spells). When the active spell is fully charged (the blue ring around it completes a full circle) it can be used. It should be selected first by left-clicking it (cursor will change its color to bluish to indicate the spell activation) and then a simple right-click (just like any other attack) on the spell target casts the magic. Spells can be selected with keys F1-F12 or they may be automatically selected if left-clicked with Alt key held down.

Breath weapons.

The three dragons have different kinds of breath weapons. The Red dragon has three kinds of breath: Fire Blast, Fire Breath, and Fire Missile.

The Black one has two: Acid Blast and Acid Breath.

And the Blue one has only one natural attack: Ice Breath

- 1. Blast.** Short breath that produces a kind of magic missile that flies in a straight path and explodes on impact. By default it's selected with a keyboard shortcut "1" or by clicking on the top icon along the left side of the screen. It's activated (fired) by right-clicking on some object or earth surface. The Attack itself starts when user releases the button. The longer he/she holds the button before releasing it - the bigger the resulting missile and the more breath capacity used for the attack. There are obvious limitations. There is a maximum charge level (that can be increased by using some character points) and the breath capacity is not unlimited.
- 2. Breath.** Long and steady stream of fire/acid/ice breath. The keyboard shortcut "2" or another screen button along the left edge selects this breath mode. To attack with maximum charge it's enough to right click on the target and wait a bit. The dragon will start charging its breath to its maximal value and then release it all in a long stream to the selected target. The user may release shorter bursts of breath by holding down the right button until the desired charge level is reached and then releasing it. "Breath" damages everything within a certain angle, has limited distance and consumes a lot of breath capacity.
- 3. Missile.** This breath mode works just like the Blast but the released missile is self-guided. It's a bit weaker, of course, to compensate for its higher chance to hit.

Magic and abilities

Dragons.

There are three different dragons. Each one grows and increases its abilities during the game. Besides improving your dragon's statistics you could select and "buy" new spells by spending some character points on them instead. With each level you get some Character Points that you can either immediately distribute to improve main stats and buy spells or store until you are ready to make this decision. For each dragon different stats (including spells) have different "cost" in Character Points and different initial values. Dragons change visually as the game progresses. At the very beginning a young dragon looks just that: young. Smooth, skinny, small... At the end of the game the same dragon would have horns, whiskers, etc and will have rather menacing look.

Common spells

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Detect Special Magic	7	0	100	0	1.5	30	Helps you to locate mission-related objects.
Detect Lairs	7	0	100	0	1.5	60	Detects all monster lairs in your vicinity. Cast it on yourself and the lairs will be marked by a reddish glow.
Fire Stone	10	50	200	150	1.5	-	An attack that uses TumbaUmba's magic to hurl the burning stone at your enemies.
Summon SinisterWing	10	800	800	100	5.5	-	You can summon powerful flying creature.
Instant Return	11	-299	300	200	4.2	-	Teleports you to your town or to the Energy Pillar if there is no town yet.
Detect Monsters	17	0	100	0	1.5	60	Cast it on yourself to detect the nearby monsters.

Red Dragon

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Raise geysers	1	75	300	100	1.5	-	Create magical geysers that spit fire and attack creatures in their vicinity.
Ridge	2	90	450	50	1.5	-	Divide and conquer. Raising a small ridge is effective against both enemy structures and evil creatures.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Pyro Blast	4	40	400	100	3.7	-	Blast away! Set them on fire! Quite effective to set fire to forests and enemies alike.
Fog Cloud	6	0	100	200	1.5	10	Creates a fog cloud that will make all creatures inside it blind for the duration of the spell.
Hound	8	80	800	200	2.5	-	An angry spirit will pursue your enemy. Although it's not very fast, its attack is quite powerful.
Create Fire	10	7	700	100	5.5	-	Set fire for a prolonged time to creatures and buildings with this powerful fire-based spell.
FireStar	12	160	800	300	2.5	-	A rotating self-guided star will pursue your enemy. Slow but powerful, with an area effect.
Force of Regeneration	14	0	500	200	4.2	60	Cast it on yourself to increase your rate of regeneration for the duration of the spell.
LongStar	15	40	150	350	1.5	30	A magical arrow. Very long ranged, can freeze enemies.
FireBall	16	105	700	200	3	-	Hurl a burning boulder on your foes.
Meteor	18	400	2000	200	5	-	A giant boulder will fall from the sky.
Aim	20	0	300	50	5	180	Cast it on yourself to increase your aim for the duration of the spell.
Volcano	22	240	1200	200	5.5	-	Raise an erupting volcano that hurls poisonous smoke and flaming boulders. Mass destruction!
Big FireBall	24	200	1000	300	3	-	A giant burning boulder. Splits to lethal flaming chunks at impact.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Fire Rain	26	600	600	200	5	-	Call the fire rain on your enemies' heads. Good area effect for destroying multiple targets.
Fire Spectres	28	240	1200	100	5	-	A swarm of enraged fire spirits pursues the target.
Rage	30	0	900	50	4.2	30	Cast it on yourself to become enraged and increase the speed and power of your natural attacks.
Column	34	35	1000	150	1.5	-	A giant pillar will rise from the ground and take your enemies for that up close and personal talk with heavenly powers.
Heaven Rage	38	370	1850	100	1.5	-	Thunderballs and lightning! Earth itself ripples and damages your enemies under their hits.

Blue Dragon

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Energy missile	1	25	150	125	0.8	-	A missile that rapidly charges and inflicts moderate damage. Perfect weapon for a young dragon.
Freeze	2	0	200	100	1.5	30	Allows you to freeze any creature, making it immobile for a period of time.
Cleansing	3	0	250	200	5	1	Removes any continuous spell effects that can be cast on you, such as poison, fire, etc.
Power Arrow	4	45	300	250	0.8	-	A magical arrow. Very fast and long ranged.
Loss of Aim	5	0	150	50	1.5	60	Affected enemies will temporarily lose aim, so you can fly over them in relative safety.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Invisibility	6	0	1100	50	5	45	Cast it on yourself to become invisible to your enemies for the duration of the spell. You will become visible as soon as you attack somebody.
Lump of ice	7	80	400	200	3.7	30	A lump of ice will temporarily freeze your enemy. Also does some damage.
Blind	8	0	600	100	2.5	40	Everybody in the effective vicinity of this spell will go blind for a while.
Spirits of Wind	9	0	500	50	5	45	Cast it on yourself to increase your speed.
Cure	10	-39	200	50	5	-	Restores some health to yourself or any other creature.
Demolition Sphere	10	80	400	250	4.2	-	An energy sphere that is very effective against buildings.
Convert	12	0	500	50	3.7	30	Can convert some of the weaker monsters to fight on your side for a while.
Lighting Breath	14	50	200	100	0.8	-	Allows you to breathe lightning onto your enemies. Instant-hit weapon of considerable power.
LongStar	15	40	400	350	1.5	30	A magical arrow. Very long ranged, can freeze enemies.
Extended Invisibility	15	0	1800	50	5	120	Cast it on yourself to become invisible to your enemies for the duration of the spell. You will become visible as soon as you attack somebody. Just like the Invisibility spell, but works for a longer time.
Strength of Wing	16	0	500	10	4.2	1	Restores your stamina to maximum.
Mirror	17	0	900	200	4.2	45	Cast on yourself to reflect all attacks back to attackers.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Teleportation	18	-499	500	200	4.2	-	Allows you to teleport instantly to any spot in your visible range.
Quick Stars	18	60	600	200	2.5	-	Summons three magical stars that will follow your target.
Heaven Defense	19	0	800	200	4.2	180	Absorbs some of the hits that you receive.
Major Cure	20	-79	400	200	5	-	Restore a lot of health to yourself or any other creature.
Blink	21	0	800	200	5	300	Saves you from a deadly hit. This spell automatically teleports you in a random direction and then deactivates.
Mass Freeze	22	0	600	100	1.5	45	Freezes all creatures within its range for a while.
War Sphere	24	300	600	75	3.7	-	Creates a sphere that will attack everything in its range with lightning bolts.
Lightning Storm	25	42	1200	150	5.5	-	A hail of lightning falls from the sky.
Advanced Invisibility	28	0	2500	50	5	30	Allows you to stay invisible even while attacking.
Magic Stones	29	480	1600	200	5.5	-	Hails a barrage of stones onto heads of your enemies.
Extended Blink	31	0	2800	200	5	30	Saves you from a deadly hit. This spell automatically teleports you in a random direction. It could activate multiple times during its standard duration.
Advanced Convert	32	0	1500	50	3.7	120	Can convert most monsters to fight on your side for the duration of the spell.
Invade	33	-799	800	200	4.2	-	Teleports you to a nearest monsters' lair.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Super Mirror	34	0	2500	200	0.8	25	Cast on yourself to deflect all attacks back to attackers and protect yourself from damage.
Ultimate War Sphere	37	1300	2600	100	3.7	-	Creates an extra powerful sphere that will attack everything in its range with lightning bolts.

Black Dragon

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Minor Cure	1	-19	100	50	5	-	Restores a bit of health to yourself or any other creature.
Fear	1	0	300	350	1.5	60	Strike fear into the hearts of your enemies. They will flee in panic.
Ravine	2	70	350	50	1.5	-	A ravine goes in a straight line damaging everything on its path. Useful for attacking enemies standing in a row.
Raise Zombie	3	300	300	50	5.5	-	Raises a zombie that will fight for you for the duration of this spell. It has self-guiding magic missiles and strong hands.
Aid	4	-9	100	50	1.5	-	Restores health of any creature except its caster. Helps to prolong the existence of summoned creatures.
Small Crater	5	120	400	125	5.5	-	Creates a small crater on the ground that does damage. Especially dangerous on its edges.
Summon Giant Insect	6	800	800	50	5.5	-	Summons a giant insect that will attack your enemies. The insect will die as soon as the spell wears out.
Earth Skin	7	0	500	50	1.5	60	You cast this spell on yourself to make your skin absorb some of the inflicted damage.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Poison Trail	8	0	600	50	4.2	60	You cast this spell on yourself to generate a poisonous trail.
Wasteland	9	120	600	100	5.5	-	The ground turns to barren wasteland, hurting every creature in the vicinity.
Black Skin	10	0	300	200	1.5	60	Increases damage resistance of any creature except its caster.
Raise Dead	11	-99	500	200	5.5	-	Raise any creature from the dead. It will fight on your side and die as soon as the spell wears out.
Slow	12	0	200	200	1.5	60	Every creature in a certain radius is slowed down considerably. Especially effective against rapidly shooting monsters.
Stone Strike	13	160	800	100	2.5	-	Stones cover large area damaging everything there.
LongStar	15	40	250	350	1.5	30	A magical arrow. Very long ranged, can freeze enemies.
Raise Several Zombies	15	1200	1200	50	5.5	-	Raises a group of five zombies that will fight for you for the duration of this spell. Very useful against flying targets - zombies have self-guided magic missiles.
Haste	17	0	300	200	1.5	45	Increases speed of any creature except its caster.
Big Crater	19	320	800	125	5.5	-	Creates a big crater on the ground that does damage. Especially dangerous on its edges.
Summon Swarm	20	600	600	50	5.5	-	Summons a swarm of angry flying insects that will attack your enemies.

Name	Level	Power	Capacity	Distance	Cast Time	Duration	Description
Knock	21	200	1000	200	5	-	A giant boulder falls from the sky on top of your enemies. Powerful and accurate.
Slow Death	22	0	700	150	3.7	600	Your enemy will begin to die slowly, unless its regeneration abilities are higher than the spell's power.
Star of Despair	25	800	800	50	5.5	-	An energy star is summoned from another dimension. It produces frequent energy bolts, very useful against flying enemies.
Poison Nova	27	0	1200	1	4.2	30	You cast this spell on yourself to generate a poisonous explosion.
Death Skin	29	0	500	50	1.5	60	You cast this spell on yourself to make your skin absorb most of the inflicted damage.
Raise mountain	30	360	1800	200	5.5	-	A giant mountain will rise on the spot, hurting everybody in range.
Star of Hope	33	1000	1000	150	1.5	-	An energy star is summoned from another dimension. It produces energy bolts and can heal friendly / summoned creatures.
Summon Earth Elemental	35	1600	1600	50	5.5	-	Summons an earth elemental that will attack your enemies. The elemental will die as soon as the spell wears out.
Infuriate	37	0	400	200	1.5	30	Increases speed and attack power of any creature except its caster.

Skills

The first number is the initial value for each dragon; the second one is upgrade cost.

Skills	Fire.	Air.	Earth.
Fly speed	40/3	55/2	35/3
Life	55/2	35/3	40/3
Regeneration	25/4	20/5	45/2
Fire power	50/2	25/4	40/3
Breath Capacity	30/3	25/4	45/2
Mana inflow	25/4	60/2	35/3
Spell Slots	1	3	2
Spells Cost	25	13	17

World

Areas.

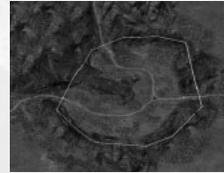
There are twelve areas available in the game.

They become available one by one as the game progresses. Each area is unique in its appearance, its monsters and the animals that inhabit it, the frequency of invasions and the monsters' aggressiveness to the town.

Any area that has only a human town is considered "yours". An area that has only lairs is considered "alien". Areas that have both lairs and town or have nothing are considered "neutral". New lairs can't appear in an area that has a town but having a town does not protect from invasions from outside. Monsters stop appearing only when all neighboring areas are "yours". Invasions happen more often if there are multiple neighboring "alien" areas. It's only possible for the dragon to move to areas located next to "your" areas. The user receives a message when monsters invade some of "your" areas. If he/she is not currently fighting he can switch to global map and fly to the area under attack. When enemies arrive at a town (the first town unit has seen them), the user gets the message: "town under attack."

Messages from other areas:

- A monster appeared in the area X
- A lair appeared in the area X
- A town is under attack
- A town is destroyed damaged by 1/4 ,1/2 ,3/4; a town is destroyed (the area is "alien" now).
- A town is repaired.
- There are no more enemies in the area.



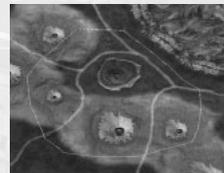
Mediterrano. The first area that the player sees. Here our dragon (and the player with it) learns to fly and locate things. A Simple green valley surrounded with mountains with a small plateau in the middle. Inhabited with Bugs and Starodruds. There are two connections - to Goldenwoods and Hole.



Goldenwoods. Second area that the player visits. Similar to Mediterrano, but with more mountains and height changes. There is a last human town (first level) here where a local king lives. Inhabited with Yackurds, Zombies, Chikusus. Connected to Mediterrano, Hole, Northstar, and Ferra.



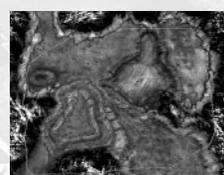
Hole. Labyrinth of green canyons where a huge Ganglin roams. Inhabited with Earthers, Smallsnatchers and Starodruds. There is a place for new town. Connected to Mediterrano, Goldenwood, and Northstar.



Northstar. Cold lands, huge craters and extinct volcanoes. Inhabited by Zerborgs, Bugs, Bigbugs and Trixters. There is a place for third-level town. Connected to Hole, Goldenwood, Ferra, and Wonderland.



Ferra. Not too an big area with huge height changes. There is a unique magician's castle here. Inhabited with tribes of Stalkers (Shamans, Swordsmans, Flailmans and Riders) and Zombies. Connected to Goldenwood, Northstar, Wonderland, and Rockwood.



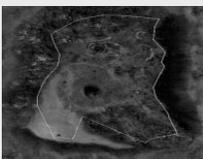
Rockwood: big, gloomy area with large plateaus and one sandy alley. Inhabited by Sinisterwings, Zerborgs, Snatchers, and Smallsnatchers.

Connected to Ferra, Wonderland, Forest and Earthskull.



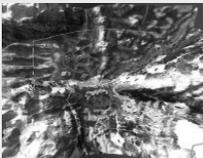
Wonderland. Located in the south. A flourishing country with a desert on the east edge and a valley on the north edge where a town stands. Inhabited with Bigearthers and Ganglins.

Connected to Northstar, Ferra, Rockwood, Forest, and Terra.



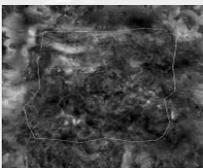
Terra. High-mountain valley with a few craters, surrounded by unassailable cliffs. Inhabited by Trixsters, Medusas, Pluchidos and Twoheaders.

Connected to Wonderland, Forest, Crimea.



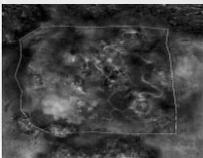
Earthskull. Snowy mountains, valleys, plateaus and canyons. Inhabited by Sinisterwings, Twoheaders, Chikusus and Chikusums.

Connected to Crimea, Forest, Rockwood.



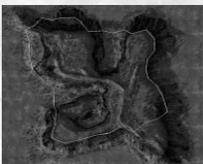
Crimea. Huge expanses of dark land. Inhabited by Biohelecopters, Pluchidos and Twoheaderbiggs.

Connected to Terra, Wonderland and Turf.



Turf. Even more space and more terror. Inhabited by Creepers, Amfibrahys, Twoheaderbiggs and Pluchidos.

Connected to Crimea and Gerra.



Gerra. The place of the final battle. Nobody is going to interfere.

There is no exit; there is only victory or death.

Towns

It's possible to build a town in a certain place on each area. There is no cost involved with building a new town. The existing town can be repaired and upgraded to a level that depends on the area

where it stands. Upgrade and repair can be performed only if the dragon and town's units are not fighting and the dragon is close enough to the town. Higher-level towns have more people inhabiting them and more defenders actively fighting. Each functional building in a town produces appropriate units. Barracks produce Knights and Bowmen, altars produce Reapers and simple houses produce common townspeople. The dragon needs energy to upgrade a town. Energy is collected by local Reapers from the monsters' bodies. Only buildings get added during upgrade, people appear over time, just like in a normal town if they get killed. The town is destroyed only after complete destruction of its central altar. It's possible to prevent the rebuilding of lairs in the current area by building a town in it and thus taking over the source of magic (blue pillar of magic power). Only in this way is it possible to destroy all lairs and all monsters in an area. Town people can repair the damaged buildings and heal injured people. Towns have their own defense system (guard towers, walls) and local army. They help the dragon to rest and restore health in relative safety.

Towns are used in some of the missions.

Lairs.

Lairs exist in each area of the world. Each type of the monster has its own lairs which try to keep the number of the monsters it produces constant. It's possible to set the frequency of initial monster appearance, the frequency of their subsequent reappearance after death, the number of monsters, etc.

The lairs themselves can be restored over time. It happens faster if there are many monsters in the area. If there is a human town in the area no lairs will be restored while it's not destroyed. When a monster appears from lair it can stay and defend the lair, walk about aimlessly or go to the town and attack it if there is one.

Some lairs contain magic stones. (see below)

Magic stones (TownStones).

When a lair is destroyed there is a chance that a shiny colored stone will appear over its ruins. These stones can be picked up by the dragon.

Getting five stones of the same color the dragon gets additional bonus to some statistics. There are three kinds of stones: red, green, blue. Five red stones add some life. Five green stones add one spell slot. Five blue stones add a dragon-specific thing. For the black dragon its regeneration value, for the red one - fire power, for the blue one - mana inflow.

CHARACTERS

CREATURES INHABITING THE WORLD.

Animals.

Snails - small peaceful creatures, green and ugly.

Roadrunners - average-sized creatures, run fast on their hind legs, used by humans as riding

beasts.

Bullito - local cattle.

Tinelopes - local kind of antelope.

Peaceful people.

Village Man. Lives in towns, panics, runs away. When angry - throws stones, can repair buildings.

Town Man. Walks around, panics, runs away, sometimes throws stones.

Village Woman. Panics, runs away, can heal injured.

Town Girl. Can also walk in small villages, panics, runs away.

War people.

Bowmen. Distant attacks with long range but small damage. Fast attack speed, low defense at short distance. Special ability: fire arrows.

Knights. Close combat, average damage, average defense.

Heavy Knights. Close combat, average damage, good defense.

Reapers. Distant attacks, heavy damage, flies. Special ability: gathering of enemy bodies to get magic power for town repair and upgrades.

Light riders. Fast, distant attacks and close combat, average defense.

Maloric riders. Strong, distant attacks and close combat, good defense.

Simorans. Fast distant attacks, good defense.

Mission-related people.

Tutor. White Reaper on red rug. The first NPC that the player meets in the game. Follows the dragon around throughout the game, appearing from time to time and giving advice and quests.

King. Lives in the first town, wears a crown, gives a few quests.

War chief. User gets to play for this NPC in one of the missions.

War chief on Maloric. User gets to play for this NPC in one of the missions (with a team of Maloric Riders).

Zealot. Takes a direct part in one of the missions.

Hunter. NPC that user meets in one of the missions.

Monsters.

While in game, the Dragon kills monsters. Each monster has a property called "soul". In game terms soul is a kind of energy. This energy is worked over by human shamans and then transferred to the Dragon for building, upgrading and repairing towns. The quantity of "soul" is equal to the XP value of the monster.

Each monster has its own, usually unique, weapon. Some monsters have magic abilities.



Stardrud: Small green animal with tentacles evenly distributed over the body. Through evolution, some tentacles have transformed into locomotors. The ancient ancestors of Stardruds dwell in deep caves undisturbed by natural light. The upper front tentacle of Stardruds developed a lantern to lure prey. Once on the surface, this tentacle developed the ability to fire pulses of energy. Stardruds use these new capabilities for hunting and to defend their lairs.

Life35 **Type of Movement**Walk **Size**Medium
Audibility Range150 **Visible Range**200 **Attack Rate**.....Medium
Distance0-100 **Accuracy**Medium **Fire power**5



Bug: Yellow-feathered spider. May be found in any portion of a world. Lives in all kinds of environments. Is slow, cowardly, has some measure of pack behavior. Kills enemies by direct injection of poison from its lower glands or by shooting lightly poisonous green liquid from front pseudopodia.

Life18 **Type of Movement**Walk **Size**Small
Audibility Range100 **Visible Range**150 **Attack Rate**Low
Distance0-50 **Accuracy**Low **Fire power**4



Zombie: Undead raised from old cemeteries by the Enemy's dark energy and forced to attack everything that could intervene in His advance. Zombies attack with self-directed portions of dark energy that find targets on their own. In close combat zombies are equally dangerous as their never tiring hands beat enemies with frightening force.

Life35 **Type of Movement**Walk **Size**Small
Audibility Range100 **Visible Range**150 **Attack Rate**Low / Fast
Distance0-50 / 0 **Accuracy**- **Fire power**15 / 5+5



Earther: Powerful silicone based being. It's believed that their appearance is connected with volcanic and geyser activity in magically saturated places. These beings are smart enough to build shelters and evade direct confrontation. Also they have very high defenses and XP. They prefer to move on their back limbs helped by overgrown front limbs. In close combat they those powerful front limbs. For remote attacks they concentrate high potentials of magic energy of different polarity on their left and right hands and then release this energy in the direction of the target by clapping hands. Earthers are especially dangerous in narrow fissures where they feel at home.

Life60 **Type of Movement**Walk **Size**Small
Audibility Range150 **Visible Range**200 **Attack Rate**Med / Fast
Distance0-100 / 0 **Accuracy**- **Fire power**15 / 10



Yackurd: Eat "gera" crystals. This defines their form and dwellings. Yackurds live in caverns, which they make themselves in search of their darling crystals. Their lower jaw has grown into the upper neck portion of a spine. Their brain is located at the base of the lower jaw. The upper jaw is extremely versatile, as it has to give an unobstructed exit for energy generated by a gland in the middle of the skull. Powerful pulses of this energy destroy rock, allowing Yackurd to mine food.

Life60 **Type of Movement**Walk **Size**Medium
Audibility Range100 **Visible Range**200 **Attack Rate**Low / Fast
Distance0-250 / 0 **Accuracy**Hi **Fire power**125.5 / 15+5



Chikus: Big upright-walking mammalians. First known as Cyclopes in the most ancient of legends, Chikus were endowed with giant size and force, but even the dumbest heroes were able to outwit them. Chikus live in small tribes and are really dangerous when attacking in groups. In fact, the forks they use to throw boulders great distances are their only weapons. They are very good with this weapon. They throw boulders not only with amazing accuracy but with amazing frequency also.

Life50 **Type of Movement**Walk **Size**Medium
Audibility Range150 **Visible Range**200 **Attack Rate**Fast
Distance0-300 **Accuracy**Hi **Fire power**7.5



BigEarther: BigEarthers are relatives of Earthers but much bigger in every respect. With a height of more than ten meters and enormous power it can crush a man and leave only a wet spot with single blow.

With all their clumsiness BigEarthers are very dangerous because of their power.

Life200 **Type of Movement**Walk **Size**Big
Audibility Range200 **Visible Range**300 **Attack Rate**Med / Fast
Distance0-150 / 0 **Accuracy**Hi **Fire power**25 / 520



SmallSnatcher: Small shellfish. Mandibles are extremely altered and look and function more like reptilian fangs. The inner part of their claws has shrunk. The outer part of their claws has become solid. This way the claw became much stronger. Attacks by these claws are extremely dangerous. Snatchers reproduce by laying roe into living beings. The roe, when shot, is very nimble and uses magical flows to track the nearest living target. After entering body, the roe tries to suppress the immune system and then kills completely, and keeps an optimum temperature of 35 degrees Celsius in the "incubator".

Life35 **Type of Movement**Walk **Size**Medium
Audibility Range150 **Visible Range**200 **Attack Rate**Med / Fast
Distance0-75 **Accuracy**- **Fire power**6.6 / 5*8



Trixxter: Trixxters evolved from spotted lizards when their front limbs changed. Their embryonic development stalled, and separate cartilage outgrowths connected and grew into each other as they matured. These outgrowths formed a cartilage sheet, which acted as a wing allowing Trixxters to rise from the surface of the land. Trixxters are very fast and agile but have

low endurance. This refers not only to motion but also to attacks. Specific features of their eyesight make them vulnerable to attacks coming directly from above.

Life50 **Type of Movement**Fly **Size**Medium
Audibility Range150 **Visible Range**250 **Attack Rate**Med / Fast
Distance0-100 **Accuracy**Medium **Fire power**5



BigBug: Giant violet spiders found in the forests on high mountains or plateaus. Usually they are surrounded by their smaller kin. This extremely poisonous bug can not only spit poison in the ordinary manner but also can concentrate magical energy and throw it powerfully together with loads of long lasting powerful poison.

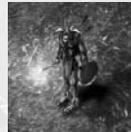
Life140 **Type of Movement**Walk **Size**Large
Audibility Range200 **Visible Range**250 **Attack Rate**Med / Fast
Distance0-100 / 0-200 **Accuracy**Medium / Hi **Fire power**4 / 20



Zerborg: created by true dark magic - they are spawns of the Enemy. Zerborg is quite mobile, have good defenses and regenerate quickly. Zerborg have the ability to pump enormous amounts of magical energy through their bodies. When aimed, powerful clots of magical energy can be thrown. The source of this ability is a high concentration of some chemical solution produced by a gland in the base of the tail, which allows a high rate of exchange of magical

energy.

Life80 **Type of Movement**Walk **Size**Medium
Audibility Range150 **Visible Range**300 **Attack Rate**Fast
Distance0-100 **Accuracy**Medium **Fire power**10



Shaman: Stalkers which joined the Enemy almost from the start. Shamans, who were the most influential members of their tribes, received power from the Enemy to persuade tribesmen to join Him. In close combat shamans are nearly helpless and prefer a fast retreat. But when surrounded by their tribe they can turn a battle to their advantage by throwing small fireballs that, despite their size, ignite everything they touch. Shamans can also heal

themselves and tribesmen and most important they can slow down whole platoons of enemies, robbing them of their chance of victory.

Life50 **Type of Movement**Walk **Size**Small
Audibility Range150 **Visible Range**300 **Attack Rate**-
Distance0-150 **Accuracy**Medium **Fire power**50



CrossBowMan: Raider's archers. They have no shortcomings as do human archers, and have many advantages over them. Unlike humans, CrossBowMen use crossbows and can shoot "akimbo" from two hands simultaneously which affects does accuracy, but the firepower of the group is astounding. Another interesting characteristic is that stalker females always fight on equal terms with males but prefer ranged weapons.

Life20 Type of MovementWalk SizeSmall
 Audibility Range150 Visible Range300 Attack Rate.....Fast
 Distance0-150 AccuracyMedium Fire power2.5+2.5



Rider: Stalker females have tamed uramatures for ages and recently have started to breed them. Riders are very good at steering animals with their knees. But it's believed that Riders have constant mental or magical connection with their steed allowing them to precisely control the uramatures. Such a battle unit greatly enhances the military potential of stalkers, as it is effective both in ranged and close combat. The mighty tusks of the uramature are often forged with iron. This not only protects the tusks but also allows them to break even the strongest armor.

Life100 Type of MovementWalk SizeMedium
 Audibility Range150 Visible Range300 Attack Rate.....Fast
 Distance0-150 AccuracyMedium Fire power 2.5+2.5 / 2.5+2.5



Swordsman: Stalkers military elite. Highly trained, fast, and smart. Simply, they are very good fighters in general. Swordsmen traditionally avoid using armor, preferring to count on their speed. Two swords allow them to strike with high frequency. Their only weak point is their bad organization. In combat, a swordsman finds the strongest enemy and charges into a fight, thus giving a chance of victory to a disciplined opponent.

Life40 Type of MovementWalk SizeMedium
 Audibility Range150 Visible Range200 Attack Rate.....Fast
 Distance0 Accuracy.....- Fire power 2.5+2.5 / 2.5+2.5



FlailMan: Striking force of raiders troops. Flailmen are chosen in childhood - the strongest and biggest boys are turned into mountains of muscle that use only the "morning star". These fighters don't rely on speed, unlike swordsmen. They disable opponents with a single crushing strike of a flail.

Life45 Type of MovementWalk SizeMedium
 Audibility Range150 Visible Range200 Attack Rate.....Medium
 Distance0 Accuracy.....- Fire power20



Snatcher: it's unlikely that giant snatchers are of natural genesis. These monsters are dark in color, have an almost impenetrable shell and overwhelming size - a village hut can easily fit into their maw. Their overgrown reproduction organs shoot killing roe in much bigger quantities and with higher speed than a smallSnatcher. The roe itself has a strong connection with magic flows and gathers high speed while pursuing the target. Usually giant snatchers appear surrounded by their kin and ordinary yellow snatchers.

Life60 Type of MovementWalk SizeLarge
 Audibility Range150 Visible Range200 Attack RateMed / Fast
 Distance0-75 / 0 Accuracy.....- Fire power20 / 5*8



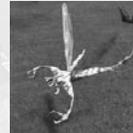
SinisterWing: Born fliers. Only recently it was proven that the Enemy created SinisterWings. They withstand heat and cold easily so their range of habitation is astounding: from the snowy mountains of Earthskull to the very deserts of Wonderland. The Enemy gifted SinisterWings with the natural ability to cast some spells. "Power arrow" is the most dangerous of these spells. Overall, their maneuverability, speed, vitality, firepower, ability to cast spells and the fact that it's almost impossible to find a SinisterWing alone makes them very dangerous opponents.

Life100 Type of MovementFly SizeLarge
 Audibility Range150 Visible Range200 Attack RateMed / Fast
 Distance0-75 / 0 Accuracy.....- Fire power20 / 5*8



Ganglin: formerly absolutely peaceful herbivorous beings living in the hot areas of Territory. Powerful lower fangs and an almost skinless skull make them very good at getting to roots and root crops. Ganglins are very good at adapting to heat and can even magically change the temperature of the environment. They became good soldiers for the Enemy who turned their natural abilities into powerful weapons.

Life120 Type of MovementWalk SizeLarge
 Audibility Range150 Visible Range300 Attack RateMed / Slow
 Distance0-150 / 0 AccuracyHi Fire power.....25 / 20



BioHelekopter: this insect is famous for its quickness. Many researchers died trying to get a sample for study. BioHelecopters often attack long before their prey can see them. If its first strike doesn't kill the prey, the insect moves to a safe distance and starts its next attack... only after gathering power for the next strike. BioHelecopters have no natural enemies so over time they have become very clumsy.

Life50 Type of MovementFly SizeLarge
 Audibility Range150 Visible Range300 Attack RateSlow
 Distance0-150 Accuracy.....- Fire power20



Elefantom: this animal moves on two limbs. Its elongated body is perfect for balancing in motion. Big ears and the use of echolocation allow the elefantom to have a nocturnal life style relying more on hearing than sight. Some minerals that the elefantom eat turn into a highly flammable liquid in upper stomach. As an attack, the elefantom belches this liquid and ignites it with an electrical discharge in the tip of its snout. Elefantom can both "breath" fire

continuously and spit fire for great distances.

Life250 **Type of Movement**Walk **Size**Large
Audibility Range150 **Visible Range**300 **Attack Rate**Med / Slow
Distance150 / 50 **Accuracy**.....- **Fire power**20 / - / -



Pluchido: These giant reptiles survived only because of their phenomenal vitality and defensive mechanisms. On a pluchido's back there are two crests of oversized scales. Each crest consists of several dozen scales. When in danger, the reptile shakes its whole body making a wave from tail to head. Scales rub on each other and charge with power. At the end of the wave, the pluchido uses its horns to direct and discharge all of the gathered energy in

the direction of danger. A very high regeneration rate and strong shell can defend the pluchido from almost any enemy.

Life380 **Type of Movement**Walk **Size**Huge
Audibility Range150 **Visible Range**200 **Attack Rate**Med / Slow
Distance200 **Accuracy**.....Low **Fire power**40



Twoheader: A strange mutation made this being, once called the Centaur in legends. Strangely, human fantasy pictured them as genteel and noble. Actually Twoheaders are slow, devious and quite dangerous animals. In close combat they use powerful lower tusks. The upper part of their body is very mobile and leaves almost no blind spots, which nullifies all attempts of sudden attacks from behind. Also, a twoheader can throw fire charges, which can

burn through the wall of wooden house.

Life175 **Type of Movement**Walk **Size**Large
Audibility Range100 **Visible Range**200 **Attack Rate**Med / Fast
Distance200 **Accuracy**Hi **Fire power**20*2 / 16



Meduza: once per year all medusas start a migration in the direction of the Garpin islands. Hundreds of thousands of heavy bodies darken the skies. In the periods of migration and breeding medusas become almost harmless - changed stinger cells on the edges of the wings direct all their energy for the purposes of breeding. After returning to their usual living areas medusas become very dangerous and aggressive. Often medusas have Trixsters as satellites.

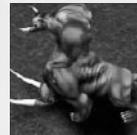
Life250 **Type of Movement**Fly **Size**Large
Audibility Range150 **Visible Range**200 **Attack Rate**Fast
Distance200 **Accuracy**.....Low **Fire power**15*2



Chikusum: Leaders and chiefs of chikus tribes. Usually they are the biggest and strongest females. Chikusum easily control a tribe because of strength and intellectual advantage. Chikusums make themselves huge hammers of "sky stone", in other words - rocks with high "gerra" crystal content. Using simple shamanic spells chickusums can generate lightning strikes from their

hammers. These lightning strikes can break thick trees into slivers.

Life75 **Type of Movement**Walk **Size**Medium
Audibility Range150 **Visible Range**300 **Attack Rate**Slow / Fast
Distance200 **Accuracy**.....- **Fire power**.....25 / 21



TwoheaderBig: These huge oversized mutants simply crush with their power. When a big Twoheader was comes to a fortress wall, people can see its upper head even from the Central Square. Several times the Enemy used these monsters to conquer towns in the beginning of the war. Towns surrendered unable to withstand their attacks even for a few hours.

Life200 **Type of Movement**Walk **Size**Huge
Audibility Range200 **Visible Range**400 **Attack Rate**Med / Fast
Distance200 **Accuracy**Hi **Fire power**75 / 20*2



Guarno: a big mollusk which adapted for life on the dry land. Through evolution, some of its tentacles turned into legs. So Guarno became able to move very fast. Its body has a "beak" that can extend suddenly in direction of a prey and catch it. Afterwards a dose of paralyzing poison is injected into the prey and then it is wrapped by tentacles and digested. Apart from this, guarno

can concentrate energy on the tips of their tentacles and shoot in direction of prey.

Life120 **Type of Movement**Walk **Size**Large
Audibility Range150 **Visible Range**300 **Attack Rate**Med / Fast
Distance75 **Accuracy**.....- **Fire power**.....75 / 25



Amfibriahiy: a marsupial mammal the lives in wet and warm climates. A unique feature of this animal is that both sexes have pouches. Female Amfibriahiy raise their young for quite a long time and release them from a pouch completely formed, differing from adults only in size. Amfibriahiy use stones to hunt. They heat the stones in their pouch, which serves as a

chemical furnace when not used for carrying young.

Life330 **Type of Movement**Walk **Size**Huge
Audibility Range150 **Visible Range**200 **Attack Rate**.....Medium
Distance250 **Accuracy**Hi **Fire power**50*2



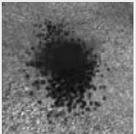
Creeper: Giant flying insect. Has an extremely strong chitin cover, which can withstand even the strongest blows. It uses a concentrated magic charge to attack, which travels short distances. To fly, creepers use thin bladed wings which are too small for normal flight. To support its mass creepers use magic flows, which give their wings twice the lifting power.

Life200 **Type of Movement**Fly **Size**Huge
Audibility Range150 **Visible Range**200 **Attack Rate**.....Medium
Distance50 **Accuracy**Hi **Fire power**42

Summoned Creatures



Creep: Giant flying insect. Has an extremely strong chitin cover, which can withstand even the strongest blows. It uses a concentrated magic charge to attack, which travels short distances. To fly, creepers use thin bladed wings which are too small for normal flight. To support its mass creepers use magic flows, which give their wings twice the lifting power.



Swarm: A swarm of insects that appears as a single entity. It is a very effective summoned "creature" because it is almost invulnerable to most attacks. Only breath weapons, attacks with volume-based damage and some spells can damage and destroy the swarm



Star Of Despair: This spell calls up the strong crystalline creature. It flies on magic streams that resonate with its crystal body and creates a bluish halo around it. The Star Of Despair attacks with rapid magic impulses at very long distance.



Earth Elemental: Earth Elementals are relatives of Earthers but much bigger in every respect. With a height of more than ten meters and enormous power it can crush a man and leave only a wet spot with single blow. With all their clumsiness Earth Elementals are very dangerous because of their power.

Credits

PRIMAL SOFTWARE

DIRECTOR
Petr Petukhov

DIRECTOR OF DEVELOPMENT
Slava Pismenny
Project Leader
Dmitry Zhukov

INTERNAL PRODUCER
Pavel Grodek

GAME CONCEPT
Slava Pismenny

GAME DESIGN
Dmitry Zhukov

PROGRAMMING
Dmitry Lisitsa
Andrey Ekimov
Andrey Mironenko
Konstantin Bogomolov

STORY & DIALOGUE
Dmitry Zhukov
Pavel Grodek

SCRIPT
Ilya Solomentsev

CONCEPT ART
Boris Radionov
Oleg Zaharov
Pavel Gorohov
Sergey Suvorov

LEVEL DESIGN
Dmitry Vlasov
Boris Radionov
Pavel Gorohov

ARTISTS
Oleg Zaharov
Igor Zaharov
Pavel Gorohov

3D MODELERS
Oleg Zaharov
Igor Zaharov
Boris Radionov
Pavel Gorohov
Dmitry Zhukov
Dmitry Vlasov
Sergey Suvorov

3D ANIMATION
Igor Zaharov
Oleg Zaharov

MUSIC / FX
Uri Galdstyan
Vadim Kruglov

ACCOUNTANT
Galina Pavlova

TESTERS
Oleg Khazhinskiy
Igor Babinov
Dmitriy Mikhailov
Alexey Platonov
Vladimir Avdeev
Chernova
Boris Galkin
Vladimir Beruchashvily

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STRATEGY FIRST INC.

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Jeff Giasson

DIRECTOR OF PRODUCT DEVELOPMENT
George Chastain Jr.

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PR / MARKETING
MANAGER
Kelly Ekins

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Les Parsons

GRAPHIC DESIGN
Martine Belanger

MANUFACTURING
COORDINATOR /
ADDITIONAL PRODUCTION
SUPPORT
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