



Fairy Tales: Three Heroes

Table of contents:

<i>BASIC CONTROLS.</i>	<i>3</i>
<i>BASIC INTERFACE.</i>	<i>4</i>
<i>USEFUL ITEMS.</i>	<i>4</i>
<i>QUESTS</i>	<i>5</i>
<i>FIGHTING SYSTEM.</i>	<i>6</i>
<i>"AIMING" SYSTEM.</i>	<i>6</i>
<i>EXPERIENCE AND SKILLS.</i>	<i>7</i>
<i>SKILLS CHARACTERISTICS.</i>	<i>7</i>
<i>WEAPON.</i>	<i>8</i>
<i>WEAPON CHARACTERISTICS.</i>	<i>8</i>
<i>CONTROLLING HEROES.</i>	<i>9</i>
<i>SWITCHING AMONG HEROES.</i>	<i>9</i>



Welcome to the magic world of "Fairy Tales: Three Heroes"!

This manual is to help you to master controls and learn all nuances of heroic adventures!

If you need help during the game - you can always activate this screen by pressing "Help" key ("H" by default).

Basic controls:

- To move forward/backward press "W" and "S" (by default)
- To turn right/left press "Q" and "E" (by default), you can also use your mouse for this purpose if "free camera" mode is off (in Options)
- To move right/left press "A" and "D" (by default)
- To shoot/attack use **left mouse button** (by default)
- To apply chosen special ability use **right mouse button** (by default)



Basic interface.

In the right bottom corner of the screen there are two bars - red and blue.

- **Red bar** - shows *health* of the hero you control, when it vanishes completely - the hero dies. To recover health use special items that heroes can pick up, for example Meat or Apple.

- **Blue bar** - the amount of heroic *strength*. Strength is used to apply Hero's special abilities. Each special ability requires certain amount of Strength to use. Heroic strength recovers with time or it can be hurried with special items. For example, Milk.

Near the bars you see the weapon that is in the hero's hands at the moment.



Useful items.



- Picked up items have various effects and can be used as an advantage for heroes. All such items heroes take with them.

- In the bottom part of the screen near the hero icon the chosen item is shown.

- To use an item press "use item" ("**Enter**" by default). If you gather several different items you can switch among them ("**I**" and "**J**" by default). There is a description above an item telling what effect it causes.

Items affect only the hero who uses this item.



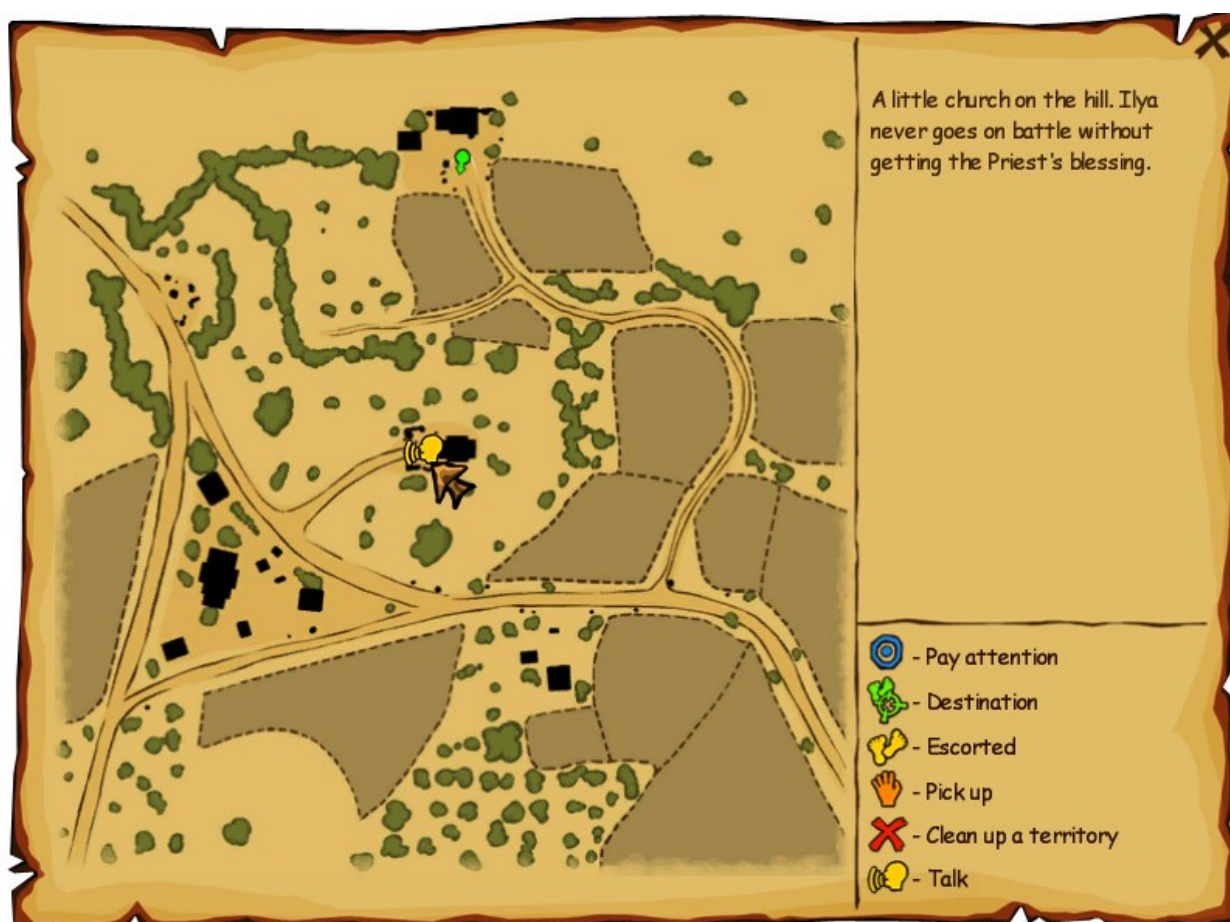
Quests.

Pay attention to the piece of birch bark at the bottom of the screen next to the hero's icon.



There is the number of quests available for heroes. If the map is gleaming, it has been updated and you've got new tasks.

Open the map by pressing "Map" ("M" by default).



- Active quests are marked with conventional signs.
- Move the cursor to a sign and read the description of a quest.
- Clicking on the sign will choose this quest as the main one.
- The arrow will appear above a hero showing the right direction.
- The place itself is marked with a column of light.
- At the right bottom of the map there is a short list of signs and their descriptions.

*

Close the map by pressing "Esc".

Fighting system.

You can attack an enemy with either simple strikes pressing "Attack" (**Left mouse button** by default) or special strikes (**Right mouse button** by default).

The special strike to be used is shown at the bottom next to "Items".



To switch strikes press "**1,2,3,...,7**" (by default). You can apply only the strikes you have already learnt.

Applying special strikes requires Heroic *strength*. If you are lack of strength for a certain combo, the picture of this combo will be covered with "*grid*". It disappears as soon as there are enough strength to hit an enemy!

A hero may get up to 150 conventional units of Heroic strength!

"Aiming" system.

To aim turn the camera so that your target is as nearer to the screen center as possible. When yellow angles appear around the enemy press "Aim" ("**Tab**" by default).

If "Autoaiming" is on, just press "Attack" (**Left mouse button**) when yellow angles appear, the aiming will be done automatically.



The enemy aimed by the hero is marked with green frame with his health bar above him. Your hero always tries to hold himself face to face with his "*aim*".

To take the *aiming off* press "Aim" again ("**Tab**" by default).

Experience and skills.

To see how much experience Hero has to accumulate, open the *skill tree window* ("T" by default).



At the bottom of the window there is a *bar and numbers* showing how much *experience* Hero has accumulated and how much experience he needs to improve his skills.

Move the cursor to a skill picture and read its description on the right explaining advantages of different stages the hero can achieve.

As you reach the required experience a blinking star appears on the hero's icon. Then open the skill tree window and choose whether you improve a *learnt skill* or *learn a new one* (**with Left mouse button**).

Skills characteristics.

- **Damage:** +100% - with this skill your weapon will bring double damage to an enemy.
- **Critical damage:** 50% - with probability 50% your strike will be 4 times stronger than the usual one, causing much damage to an enemy.
- **Accuracy:** +50% - Alesha shoots twice as precisely as usually!
- **Autoaiming:** +80% - the arrow itself reaches an enemy with high accuracy!
- **Blinding** - a useful feature, the struck enemy sees less than three steps around during a short period. Use it to slip by without being noticed!
- **Uninterruption:** 90% - With probability 90% an enemy can not interrupt hero's special combo with an artful action!
- **Probability of knocking cold:** 30% - With probability 30% an enemy loses consciousness for a while.
- **Stunning:** 10% - 2 seconds - An enemy will be stunned for 2 seconds. He stands motionless trying to come to his senses.
- **Panic:** 50% - An enemy may be frightened by hero's skill so much that he runs away crying in panic!
- **Defence:** 50% - during this combo the hero suffers half damage!

Weapon.

To pick up a weapon get up on it. If your hero's able to pick it up, a window with weapon characteristics appears at the bottom. It shows the difference between this new weapon and the one the hero holds in his hands.

- To change weapon press "Pick up" ("G" by default).



Weapon characteristics.

- **Damage** - for all weapons, shows how much damage the enemy will suffer.
- **Accuracy** - for bows, each bow has its own accuracy rate. The bow affects Alesha's abilities strongly in any event.
- **Defence** - for shields. The more defence rate is the more probability of blocking enemies' hits the hero has.
- **Attack speed** - for all heroes, not every weapon is easy-to-use, one is quick, another is slow but destructive!
- **Move speed** - weapon differs in weight as well and therefore affects the hero's speed! Compare weapons first before you choose to change your weapon!



Controlling heroes.

Sometimes heroes have to separate from each other to be delivered to the necessary positions or just not to run in a crowd and frighten enemies.

- To leave heroes at a point press "Stop" ("C" by default)
- To call them press "Call" ("Z" by default).

Using these commands you can take heroes to different places, lay an ambush or solve other tasks switching to the necessary hero at necessary place!

Switching among heroes.

- You can easily switch among heroes, each hero has his own key (Ilya - **F1**, Dobrynya - **F2**, Alesha - **F3** by default).

Other heroes follow the one you control. To switch among heroes sequentially press " ~ "!



We hope you enjoy our game!

Cats Who Play team.