

Slavia 2

User's manual

Beginning

When the game is loaded and you have typed in *run*, wait a minute for all the components to load. While you do this, you can see a likeness of the first historical ruler of Poland – Mieszko I.

In main menu you have two different options: *new game* and *exit*. Press “1” to start the game or “2” to return to Basic.

Tribe selection

The first stage of the game is selection of the tribe. Here you can decide, which of four authentic Slavic tribes you want to play. You can choose: Polans, Pomeranians, Moravians and Drevlans.

The tribes have different stats, but don't worry – you can improve them in the next step. The existing stats, however, suggest which ones you should pay special attention to.

When you have chosen your tribe, you can add some points to its stats. There are 5 points available. If you make a mistake, you can rearrange your choice.

Stats you choose now concern hand-to-hand combat (but we'll talk about it later).

Preparation time

Preparation time is a crucial stage of the game. Here we can (and even should) buy items and army. We have one day

(from 4:00 a.m. to 11:00 p.m.) to gather our followers and make ourselves invincible. You have to remember, that every action (hunting, item exchange, buying army) lasts 1 hour, so you should be careful performing them, be able to anticipate events and be economical with your goods.

At 11:00 p.m. you can't do anything – the only thing you can do is to get the opponent's code and wait for the final battle.

Trade

In game you can exchange or buy different items. Our inventory contains: gold, salt, pelts, grivnas, fish and meat. These things give you ability to recruit army and buy items. The prices of items are:

- 1 fish – 4 gold
- 1 meat – 8 gold
- 1 grivna – 16 gold
- 1 pelt – 16 gold
- 1 salt – 128 gold

These resources can be exchanged between players in “Others” panel. Three remaining panels are: “Swords”, “Armors” and “Magic”. In each of them you have two items to choose from. They increase your stats.

You can resell bought items, entering panels of the objects, we want to get rid of (f.ex. if you want to sell a sword, go to “Swords”). Note: you will get less money for it than you bought it for.

Hunting

Three of the goods mentioned before – fish, pelts and meat – you can obtain by hunting. Thanks to them you can extend your inventory and exchange them for goods you actually need.

To get fish, you need to go to the lake. There you can go fishing. Go to the forest to get some pelts and meat. There you can go hunting.

Fishing and hunting will not always be fruitful, because gods have various moods. If you see that you don't catch anything for a long time – do something different and don't waste your precious time – you can return to the wilderness later.

Army

An important thing to do is recruiting your army. The army will take part in the first stage of each battle and its remaining units will be converted to your stats.

To buy the army choose *Barracks* option, then *Recruit*. You can choose three different units:

- Warriors – a basis of any army; correspond to power
- Shielders – army's defence; correspond to defence
- Bowmen – make your army more intelligent

You have to buy units by hundreds. 1 hundred costs 100 gold and 1 salt. You can buy up to 9 hundreds of one unit at once,

but you can have more than 9 hundreds, of course. According to the mentioned rule – successful buying of units lasts 1 hour.

You have to buy army in good quantities and proportions, because your followers will be divided into squads!

Note: There are not enough basic goods to buy a powerful army, so you have to acquire and exchange them.

Battle

At 11:00 p.m. you can't do anything at all. You get to the battle mode.

The program will demand the enemy's code. That's the moment, when the game transforms into a two-player game. To get the enemy's code you need to connect with your opponent in any way – by any chat, text message, phone call or anything, that will allow you to communicate – and get their code.

IMPORTANT: You must be careful while rewriting the enemy's code. Any mistake won't be removable and this way the game won't work properly.

When the code is written, you get to the army fight panel. Here you have to choose how many hundreds of each unit you want to send as a squad. Any squad has its own power, defence and intelligence, according to the number of sent units. Your enemy will do the same. The exchange of codes goes the same way as it was said.

When your or the opponent's army is destroyed or its energy decreases to zero, this stage of battle is over. The program converts remaining units to your stats. The last stage of game comes – the hand-to-hand combat.

Here you can only attack or surrender. When energy of one of the players will decrease to zero, the game is over.

Additional information

Idea, programming:

Minimoog

Tests:

H3R0

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Translation of the game to English:

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May the Slavic Force be with you!

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