

# HERO OF LUKOMORYE II: TAINTED BLOOD

## INSTRUCTIONS AND ADVICE

Thank you for buying our game. Here we provide some information that will be useful in your gaming experience. The latest version of this file is also available on our website (<http://www.zaristagames.com/hol2readme.html>)

### BEFORE YOU START

1. It's always wise to start with a "clean save" file before going into any new world. Here are instructions from Stewe – one of the creators of The Quest on how to clean your save (works for ppc/palm/pc).
  - start the game, go to the additional world screen
  - **DISABLE** expansions that you don't need (for example, Official Expansion or Hero of Lukomorye I)
  - load the saved game
  - **SAVE** it
  - exit (now the saved game is smaller! 'cause it doesn't have information about the exp pack)
  - start game, be sure to have Hero of Lukomorye 2 enabled
  - load the saved game
  - now go to the "Tainted Blood" world.
2. This expansion is very rich in graphics, both original and from the main game. However, we had to limit ourselves so the file size will not be too big for many devices. Thus, some of the objects introduced in other expansions are absent here. For example, if your character is equipped with a crossbows and carrying bows from the Official Expansion and you don't want to disable that expansion we highly recommend you to sell those items or store them outside of Hero of Lukomorye II as they will cause problems and restart the game. You can stash them in Your House in the main game.

### IN THE GAME

3. **Introduction:** You are the Hero of Lukomorye, a country occupied by enemies. Prince Ivan, your childhood friend and heir to the Tzar's throne, has been captured and imprisoned. The courageous people of this beautiful country fight day and night against the invaders - the mighty Savirian army supported by the powerful dark magic of Kozney the Deathless. You helped win the battle: defeated the Invasion's army near Zlatograd but the Savirs and Kozney's mages still occupy a significant part of western Lukomorye. Now it's time to help win the war!

Lukomorye needs your help in liberating Princess Zabava from the Savirian harem of King Ziligd in Tmutarakan where she's captive. They also need you to deliver a Neverending Mana Charger, the top-secret work of brilliant Lukomorian

scientists, to Princess Vasilisa in Ezersk. You can get this from Silvergirl at Redshift University in Tmutarakan. Finally, they need your help in freeing Prince Ivan but your friends have no idea where he is, they only know he's still alive.

4. There are very many doors and barrels that contain something when you first tap them. However, there are some that may seem to be unresponsive. If you find such an object we recommend you memorize the location (or Mark it) and come to it later.
5. The "Find a cure quest" is given in Redshift University by MuldrzSis. After receiving this quest we recommend you visit another professor in the same university, Old Shaman, who will help in solving this quest.
6. Removal of Kolobok. Yes! The favorite pastry/secret agent continues to help you, to sing songs, and to comment on the action. However, there will be a part of the game where he could be stolen from you. You can find him easily if you look carefully.
7. One of the most difficult parts of HOLII is Mad Dwarves Castle (MDC). Full of riddles, puzzles and surprises it should entertain you for hours (we hope!). You can finish HOLII without ever visiting MDC but if you liked Argimon's dungeon in HOLI, you must test yourself in the Castle. If you played his dungeon in HOLI, you know what kind of challenges to expect.  
To get to MDC you need to receive 1) a quest "Free Cat" (yes, again, life is hard on poor Cat!), 2) a sequential quest "Bring Cat a Rock".

While there, read carefully what Argimon is saying to you during your journey through the realm of MDC. Sometimes he gives you hints. There are hidden walls in the dungeon. For some you need special stones - you will find them during your way through the dungeon. Some walls could be broken by a weapon and some you just need to tap, but there are also walls you need to do something else to set them invisible.

8. When dealing with buttons and switches, especially in MDC, your PDA's buttons work better than a stylus. No matter whether you are using the stylus or PDA buttons and trying to activate buttons or levers, you have to use "use" instead of "hit".

#### **IF YOU NEED MORE HELP**

9. If you cannot find a solution to a particular problem or would like to discuss your feelings and thoughts of how hard it is to be the Hero of Lukomorye, we invite you to visit following websites.

PDAGround Forum <http://www.pdaground.com/forum/viewforum.php?f=36>

(For MDC, Argimon may have a walkthrough posted at pdaground.)

1src Forum - <http://www.1src.com/forums/forumdisplay.php?f=131>

List of all available quests <http://www.thequesthints.heinternet.de/>

## CREDITS

Let us lift our goblets of rich, Massandra wine to toast the testers (in alphabetical order): Ardenne, Argimon, Broono, CfsDoc, Chdo, Dea Firstianty (Lily), Demonstar, Duke60504, Eric1717, Gbol, Ghosthunter, Hawkfire, Imran, Manolan, Martelius, Moti, MuldrzSiS, Old Shaman, PointofLight, Roland, Silvergirl, Swimmer, Tux1212, Vaterguy and Yorrick.

You're cordially invited to the Testers Credits Award Ceremony!

Special thanks to [Redshift](#), Stewe and Sylon for the Quest base game and the editor and their support.

Zarista Games announces the winners of its Testers Credits Prizes:

Silvergirl is awarded the Silver Maple Leaf Tiara for organization of the team of testers who were interested in writing quests and helping to develop them and for testing above and beyond the call of duty.

Old Shaman is the recipient of the Golden Drum for active participation in some very difficult scripting, for designing the Cure quest with MuldrzSiS and for extensive testing, also way beyond the call of duty. He was not only our computer guru but a devoted bug detective.

Hawkfire is awarded the Raffaello's Brush award for his beautiful graphic contributions and for his quest.

Argimon is awarded the Hundred Spires Cup for the design and architecture of Mad Dwarves Castle, quest design and addition of new abilities, as well as for his quests.

Martelius is the winner of the Sword-in-the-Arm Cup for the design and architecture of the Order of the Sword and the quests therein.

MuldrzSiS is the winner of Avifer Aureus Cup for the design and architecture of the Yashkatoli Greenhouse and for contributing, along with Old Shaman, the Cure quest and for extensive testing.

Gbol is the recipient of the Theremin Award for extensive testing beyond the call of duty;

Vaterguy is the recipient of the Cold Red Star award for environmental action.

CfsDoc is the recipient of the Caduceus of Hippocrates.

Imran and Yorrick share the award for Most Noxious Spell.

Special thanks also to Dea Firstianty (Lily), Ghosthunter, Imran, PointofLight and Swimmer for contributing their wonderful quests.

Special thanks to Imran and Manolan for catching the many typos and grammar inaccuracies.

Special thanks to [Fractonia](#) for use of the fractal Evil Bug.

And special thanks to all the team , who are awarded the Order "Virtuti Patienti" for their support and help with developing of the game. The award ceremony will take place in Belovodsk City Hall after Thursday rain.

Dress code: black tie with gowns (Attention to wizards of both genders: no, wizarding gowns are not suitable!).

*Sincerely yours,  
Zarista Games*