

# **Znio Adventure**

## **Instruction manual**



# A safe passage ACROSS Polisemia

# Table of Contents

Foreword . . . . .	4
Welcome to Polisemia! . . . . .	5
Famous landmarks . . . . .	6
The inhabitants . . . . .	8
Getting started in Polisemia . . . . .	10
Customising your adventure . . . . .	13
Starting your journey . . . . .	15
Movement . . . . .	16
Exploration and your surroundings . . . . .	18
Item gathering and your own physical limits . . . . .	20
Location mapping . . . . .	22
Story of your journey . . . . .	23
Foodstuffs . . . . .	25
Updating your encyclopedia . . . . .	27
Souvenirs from your adventure . . . . .	34
Epilogue . . . . .	36
Appendix: contact information . . . . .	37
Appendix: credits . . . . .	38
Appendix: bibliography . . . . .	40

# Foreword

Greetings and welcome, dear traveller!

I hope this message finds you well. I'd like to personally welcome you to our country of Polisemia - a much more civilised part of our continent, yet still savage and unknown in some places. After all it's a fairly new country, since it was formed on Laramidia, around 75 million years ago (MYA), during the Late Cretaceous period. During my travels across this land, I have gathered all my knowledge about the region in this very little book. Please, take your time and carefully read all the information contained inside, as it may prove invaluable during your journeys across these vast outdoors.

# Welcome to Polisemia!

Before we begin, I feel obliged to tell you something more about Polisemia itself. After all, you should be familiar about the lands you're about to experience yourself!



This region was established as the result of countless arguments and misunderstandings between many different dinosaur species inhabiting these lands. At one point most of the creatures had enough of such endless conflicts, and created a common language - Unified Standard Dinosaur Language - helping many different species to communicate between themselves. As quarrels settled, some of the small communities started to flourish. This resulted in villages and even larger cities being built, including one of the most famous landmarks of the region - the city of Wajapulka. Though I don't want to skip ahead too much, as these will be covered in the upcoming chapter.

One thing prevailed through all these years though - the sense of loose connections between communities. There's no central government, or any kind of authority in Polisemia. Most of the settlements, villages or cities are governed by its own chief, and also having its own set of rules and laws to follow. Keep that in mind if you're planning on visiting many different communities scattered across Polisemia.

Geographically speaking, Polisemia is surrounded by mountains, with many rivers cutting through it, and even features an inland sea to the East. This favourable environment allowed many bushlands and forests to appear all across the country. And, as you might have already guessed, it makes documenting every single nook and cranny rather difficult.

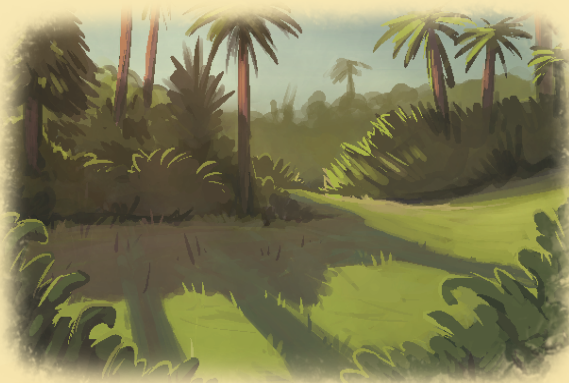
# FAMOUS LANDMARKS

As noted in the previous chapter, there's quite a few landmarks across Polisemia, that are known even in the farthest corners of the globe. Some of them include:

**WAJAPULKA** - while it may look like a fortified castle at first, in reality it's just a very large and impressive city, with tall protective walls. A true wonder of dinosaur engineering, Wajapulka was designed to provide safe and ample space for all creatures scared of living in the wild, both small and large. While the city has its own



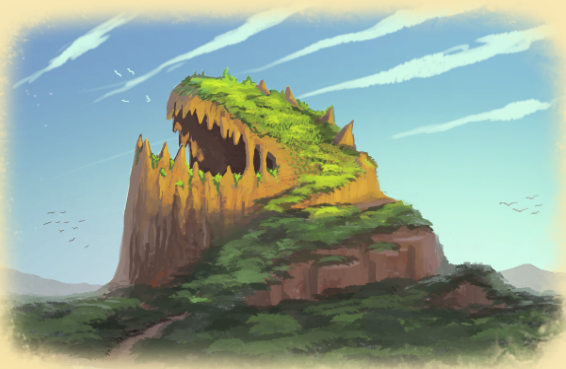
problems (lack of greenery due to many herbivores living in Wajapulka, as well as the possibility of being trampled by a larger, and careless, fellow), it definitely is a much better option than trying to survive in the often harsh and dangerous environments of Polisemia. It also houses quite a few accommodations, including huge apartments even for the largest of dinosaurs, water pools, libraries, and even a theatre!



**SCATTERED WOODS** - a lush forest area, spreading across the majority of central Polisemia, split by the Rivenn-na river into the northern and southern part, Scattered Woods was a major food source and offered beautiful scenery to its inhabitants. Unfortunately, the past tense is definitely intentional here, as current Scattered Woods

are only a shadow of its former self. A once densely populated forest area, with many small communities, became much more empty and dangerous after Wajapulka was built. Many of the folks decided to move to the big city, and live a much more carefree life, while only a handful of Scattered Woods inhabitants decided to stay in the forest. And if that wasn't enough, the area quickly became swarmed with all kinds of bullies, gangs and dangerous predators. What was once a perfect spot for a weekend family picnic became a place so dangerous, it's advised to traverse through it only with an experienced guard.

**RIVENN-NA FALLS** - if you paid attention, you already noticed Rivenn-na was mentioned before. Flowing to the east, and passing through Wajapulka, Rivenn-na eventually connects with the Great River, the largest river in Polisemia. Rivenn-na Falls, a large waterfall you can find along the way, still serves as a relatively famous tourist attraction many would love to see, despite the aforementioned dangers of these desolate, predator-ridden lands...



**JAW MOUNTAIN** - you can actually see it from many places all across Polisemia, as it looms over the horizon, looking like a predator ready to clamp its giant jaw... The mountain itself is shrouded in mystery, as many dinosaurs are intimidated by the looks alone, and the steep slopes don't make scaling it any easier. Most folks believe the

mountain is hollow inside, as they can see pterosaurs flying near the gigantic crack on the top, but only few of them know the truth.

**OTHER VILLAGES AND SETTLEMENTS** - while not as well known and grand as Wajapulka, there's a handful of smaller villages scattered all over Polisemia. Examples include the cliff town of Little Pteronia, housing many different pterosaurs, as well as Magmosia, situated in a valley under the volcano to the far north. As noted before, these lands are still not properly documented and mapped, so don't be surprised if you manage to stumble across a seemingly unknown settlement one day!



# The inhabitants

Just like the different landmarks, the inhabitants of Polisemia are varied as well. During your travels you might stumble upon the likes of:

**HERBIVOROUS DINOSAURS** — usually calm and non-aggressive, this delightful bunch features a wide array of different dinosaurs, joined together by their love for plant-based food. It's the most common kind of dinosaurs you will find in all settlements found across Polisemia, as more and more of them decided to ditch the old ways of survival in the wild, in favour of living in much safer villages and cities.



**CARNIVOROUS DINOSAURS** — while some folks believe all these tales about these 'bloodthirsty killers' are a bit exaggerated, nobody would like to find out the truth on their own. If you spot, or even sense the presence of one, it is strongly advised to run away to safety, and as quickly as possible. Unless you want to become a tasty treat to a *Gorgosaurus*

or *Daspletosaurus*. Still, some of the carnivores, such as *Hesperonychus*, have no problem living alongside herbivore communities, mostly because they aren't considered a threat to anyone. And as long as they're peaceful themselves, they're always welcome to live in one.

**PTEROSAURS** - the most skillful fliers in our world, pterosaurs are actually brilliant merchants as well. While many of them are completely indifferent to dinosaurs, sometimes even feeling superior to them, some of the pterosaurs decided to actually work with land dwellers, by acting as a delivery service - for both mail and special goods delivery. And it's much faster than ships or travelling by foot! It's not a selfless act, mind you - pterosaurs are well aware this kind of job will net them a lot of valuable currencies, tools and materials.



**OTHER CREATURES** - other creatures, that are prevalent across Polisemia include snakes, turtles, crocodillians or mammals. Crocodiles or turtles can usually be found near coasts and riverbanks, while mammals are considered a threat to the food supplies, and usually reside in settlements that are gathering large quantities of food, or are lucky enough to have their own farms.

# Getting started in Polisemia

Once you're all set and ready to go, it's really easy to start your journey! Just follow the leads below:


Main menu:




**Play** - opens the data selection window, where you can either load a previously saved game, or start a new one:




 empty slot

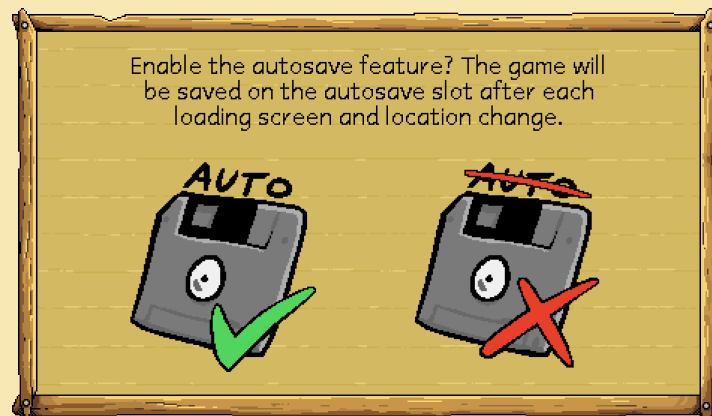
 saved game slot

 autosaved game slot

 Begin new game new game button

 close this window

Additionally, if you decide to start a new game, you can also choose whether you want to game to be automatically saved during certain parts of the story:



enables autosave for this playthrough



disables autosave for this playthrough

#### Extras

- here you can quickly access the encyclopedia pages, or bonuses you managed to unlock from your saved game. Check pages 26 and 34 for more details.

#### Options

- opens the options window, where you can customise some of the game aspects to suit your play style. Check page 13 for more details.

#### Credits

- curious who developed this game? You can check all of the names here!

#### Exit



- this button lets you end your current play session.

### In-game pause menu:



You can access it by pressing **Esc** key, or the blue pause button  during gameplay.

- Continue** - unpauses the game and resumes gameplay.
- Load** - opens the load game window, where you can quickly load an earlier saved game.
- Save** - opens the save game window, which lets you save your current progress. Note that the autosave slot is disabled here, as it's only used for the auto-saving operation.
- Encyclopedia** - opens the encyclopedia, where you can learn more about the creatures, items or locations you encountered on your journey. Check page 26 for more details.
- Extras** - opens the extras window, where you can view how many shiny pebbles you managed to obtain and which bonuses has been unlocked. Check page 34 for more information.
- Options** - opens the options window, similar to the one from the main menu. Check page 13 for more information.
- Help** - opens the special help screen, which further explains the controls, interface and verb coin action icons.
- Exit game** - similarly to the quit button from the main menu, this also lets you end your current play session.

If you are lost in these windows, and would like to close them, and return to the previous screen, you can always press the back icon , close icon , right mouse button or **Esc** key to do so.

# Customising YOUR Adventure

At this point it would be wise to adequately prepare for your upcoming adventures by modifying some of the aspects below:



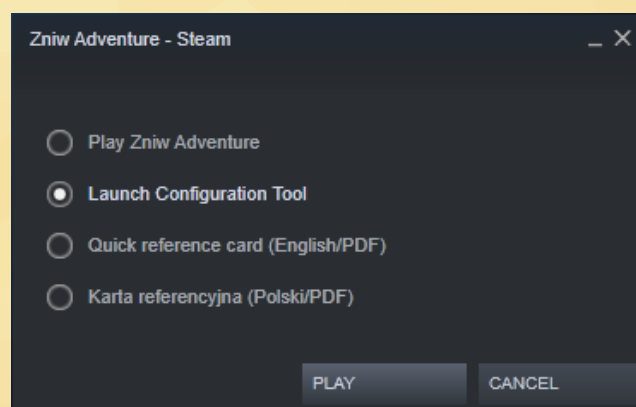
## Sound options:

### *Game volume*

This slider lets you set the overall volume of the game.

## Graphic options:

These options can only be changed from a special tool, which can be found in the Steam launcher (the second option - 'configure Zniw Adventure'), or from the game's directory (winsetup.exe) on Windows. You can change the same options on Linux by using additional CLI parameters or modifying the config file. More detailed instructions on how to use it can be found in the quick reference card:





## Gameplay options:

When using inventory items, the inventory view should...

*\* Hide \* Stay*

This toggle option modifies the behaviour of your backpack – by default when you choose an item from the backpack, the inventory view is automatically closed. Depending on your preferences, you can change it to stay, so you can close it manually later

After an unsuccessful combine, the active item should...

*\* Go back to inventory \* Stay on cursor*

This toggle option lets you choose whether your active item should return to the backpack when you unsuccessfully try to use it on something else, or combine it, or stay on the cursor, so you can manually hide it later.

Display the small, left-side in game GUI?

*\* Yes \* No*

This toggle option displays or hides the GUI buttons, that are normally found on the upper left of the screen during gameplay. Some people like their GUIs to be a bit less cluttered by buttons after all!

# STARTING YOUR JOURNEY

When you start your journey, this will most likely be the first thing you see:



- 1** - item/backpack icon. This is where you will find all the items you gather. Check page 20 for more details.
- 2** - left side GUI. This menu contains the pause, story so far and dropped items button. You can turn it on and off from the options menu. Check pages 20 and 23 for more details.
- 3** - it's Zniw, the heroine of this story!
- 4** - notification/status bar. This little bar will be temporarily displayed when you gather or drop an item, and during certain events. It will hide itself after a while, or when you click it.
- 5** - mini-map icon. Clicking this icon will open a mini-map of your current location. Check page 22 for more details.
- 6** - object/location/character name. Check page 16 for more details.

# Movement

You need to be quick and nimble, if you wish to survive in the vast (and often dangerous) Polisemian wildlands. Just follow the leads below, and you should be absolutely fine!



The game is played by using the mouse. Pay attention to the cursor's shape and colour during gameplay, as it indicates different things:



- a blocking action is happening (i.e. a cutscene), so wait a while until it ends!



- nothing interesting in this spot

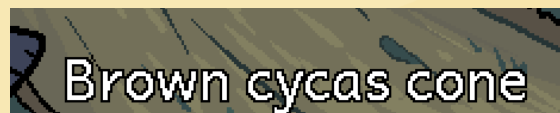



- indicates there's a walkable area here. You can move Zniw to this spot



- indicates there's an object, character, or something you can interact with here.

The name of the spot will be displayed on the bottom of the screen, for example:



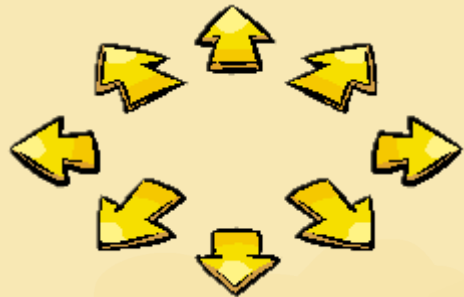
When the cursor is green , you can press the left mouse button to move Zniw to that spot. Quickly double press the left mouse button to move Zniw to the designated spot a bit faster!



To move between different locations, look for special waypoint arrows, that might appear on certain paths, corners or passageways. They will be displayed, along with their name, when you move the cursor to the designated spot:



There are a total of 8 different directions the waypoint arrows can point to, so be on a lookout for these!

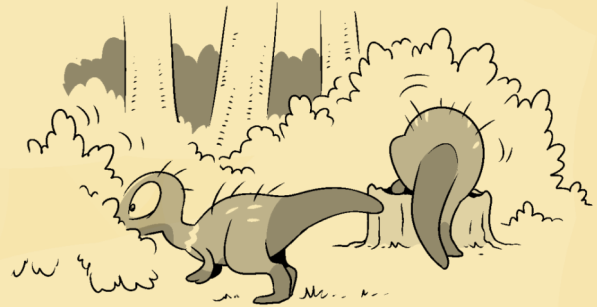



Finally, if you wish to quickly close visible windows or dismiss messages, you can press the **right mouse button** to do so!

One last tip - remember to stay sharp and have a look around, especially when you feel you're stuck. You could have missed a cleverly hidden walkable area, or an interactable object along the way. Keep your eyes opened for any **suspicious spots**! Also remember that time passes while you travel between locations - sometimes it's worth it to check the places you've previously visited.

# EXPLORATION AND YOUR SURROUNDINGS

Swift and careful movement is only one of the aspects you should be aware of on your journey. Remember you're not alone here - you will find many different items and friendly characters along the way that will definitely help you out.



When the cursor is yellow , and the name of the spot is visible on the bottom of the screen (excluding waypoint arrows)...



...press and hold the left mouse button, to open the verb coin menu.




**Hover** to the action you wish to execute... (the bottom name will change to your choice)





...and **release the left mouse button** to do so!




That way you can look at objects and characters, take, use and combine items, talk with others, or even do special actions in some spots (thoroughly searching, climbing, shouting, reading and more):

 - have a look at your spot of choice.

 - take or manipulate objects outside your inventory, use or combine objects inside your inventory.

 - talk with the character/object (hold **spacebar** for quick dialogue skip).

 - drop the object from your backpack (see page 20 for more details).

 - special action icons - see what they do yourself!

Don't be afraid to try **many different things**, and talk with friendly-looking folks. Some might share with you some very **valuable insight or hints**! Gathering items is also essential for your survival, as you never know what and when will come in handy! Even plain rocks, leaves or sticks could be useful during your adventure! Although you might want to refrain from blindly taking other creatures possessions. They will most likely **not** appreciate that!

## Item Gathering And your own physical limits

As mentioned before, gathering some items might be essential in your survival, whether they're common natural resources, like leaves or sticks, or highly specialised trinkets, such as metal tools or glass containers. Keeping everything with you might be a challenge, especially if you rely on your hands only, as you will quickly realise you won't be able to carry that much! A good adventurer never parts ways with their trusty backpack that can safely hold all of these useful objects.




You start the game with no backpack, and can only hold one item at a time. You can use it with the hand icon 🖐️, or drop it with the drop icon 🗑️. Try to not litter your surroundings with your items too much - if you've dropped too many items in one location, you'll have to travel someplace else to drop some more!

At some point of your journey, you will be able to acquire a proper **backpack**, that will hold more items. To open it either click the backpack icon 🎒, displayed on the upper left of the screen, or press the middle mouse button. That's not all - you can also combine the items you've gathered by using them on each other while the backpack view is open! Also - please remember that some items might have a secondary function, and some even can be used more than once!





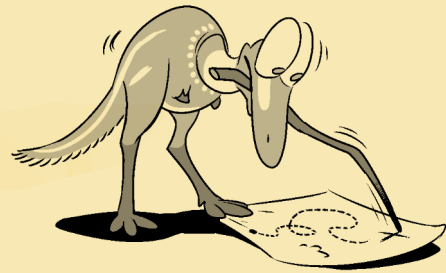
To close the backpack, either press the red **X** on the bottom of the backpack view, press the **right** or **middle** mouse button, or alternatively push the **Esc** key. When you drop an item, and you're unsure where exactly is it (for example, it might be hidden under a tree or a bush), click the show dropped items  icon from the left-side GUI, or press the **TAB** key to show a hand icon that will point you to


the location of the dropped item. What's more – you can click the visible hand icon to quickly pick up that item!

Managing your inventory is a tricky thing to do. Keep in mind that nobody is a super creature – you are still limited by your **own strength**, and your **backpack's capacity**. Don't be surprised when you won't be able to lift something heavy, or run out of free backpack space and have to drop something! A wise adventurer always marks the place an important item was left behind, and knows that dropping items blindly all over the place isn't the best approach – it's better to choose one convenient and easy to access spot to stash them, for easier future retrieval. But that shall be covered it in a separate chapter...

# Location mapping

A wise dinosaur always properly maps all of the visited locations, especially the ones they're not familiar with. You never know when you'll run into a dead end, and your map might prove to be an extremely valuable hint — especially all the suspicious spots, narrow pathways and barely visible alleyways you noticed along the way! Marking all of the places you left something behind is also very important, should you ever need that item again.



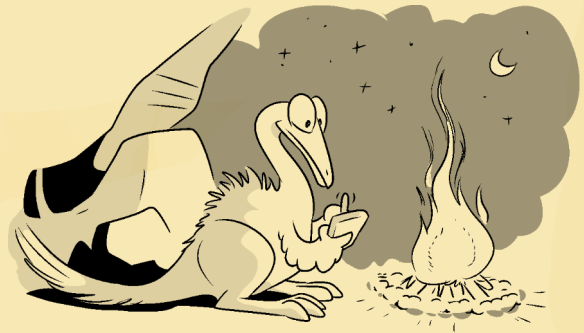
To open the mini-map of the location you're currently in, press the mini-map icon . A small clay slab will be displayed, showing all sorts of important things:




- 1** - name of the location you're currently in. If you managed to visit every single place of that location, a small star will be displayed on the left.
- 2** - dropped items marker. These will be displayed on locations where you dropped an important item.
- 3** - Zniw's position marker. It always shows where you're currently are.
- 4** - close button - hides the mini-map view and returns to the game.

# STORY OF YOUR JOURNEY

Gathering items and mapping your surroundings is just one of the many things you should take care of as you traverse through Polisemia. Keeping a proper track of your journey is also of the utmost importance. Documenting all the events that happened so far might not only refresh your memory, but also can serve as a very helpful hint!



To open the story so far window, press the story so far icon  on the left-side GUI. A stone slab will be displayed, with a summary of the current events:

1—

## The story so far...

Zniw's present-hunting quest didn't go very well. On one hand - she is still alive! But being stranded in an unknown part of the forest isn't the safest thing, especially at night...

Having no other options, Zniw decides to explore the forest a bit in hopes of finding any kind of non-violent creature.




2  
3

- 1 - the description of your current story progress.
- 2 - shiny pebble hint. Check page 24 for more details.
- 3 - close button - hides the story so far view and returns to the game.

# Foodstuffs

It should be a no surprise that every creature needs food to survive. But did you know eating some of your favourite things might have a secondary function, other than just satisfying your hunger and making you full?



There are several different items you can eat in the game. You will be able to identify them by a special verb-coin GUI action -  'eat'.

Eating things not only satisfies your hunger, but also gives you access to special **shiny pebble hints**. You can access them from the story so far window:

## The story so far...

Zniw's present-hunting quest didn't go very well. On one hand - she is still alive! But being stranded in an unknown part of the forest isn't the safest thing, especially at night...

Having no other options, Zniw decides to explore the forest a bit in hopes of finding any kind of non-violent creature.



Clicking on Zniw's head will show you a message box with some hints regarding the shiny pebbles in your current location. Beware though, as you can only use it when Zniw's full:



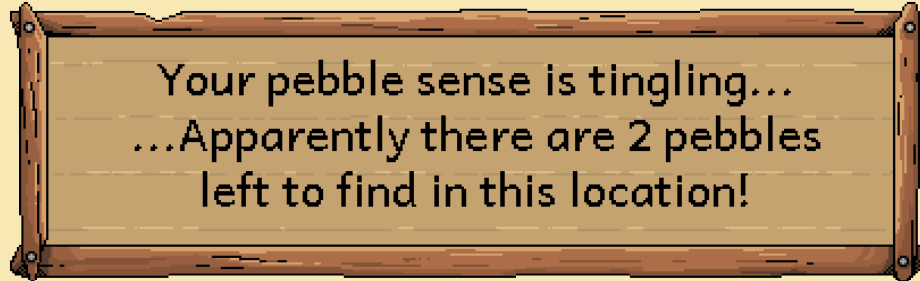
- Zniw is too hungry to focus on the shiny pebbles...



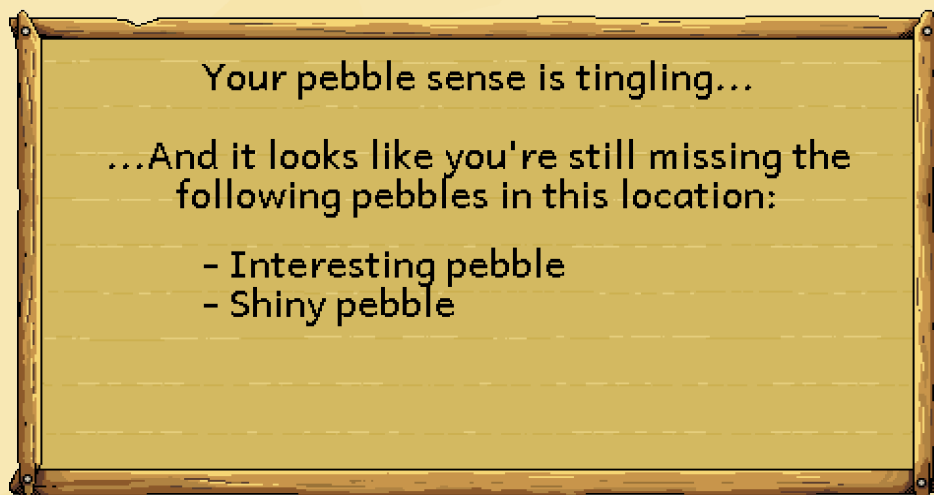
- Zniw is satisfied and full, ready to focus on shiny pebbles!

It should be noted that using the hint once will make you hungry again, so you will have to **find something to eat** if you wish to **use the hint again!**

When you click the shiny pebble hint for the first time in the given location, you will receive a more **general hint** of how many pebbles there are left to find...



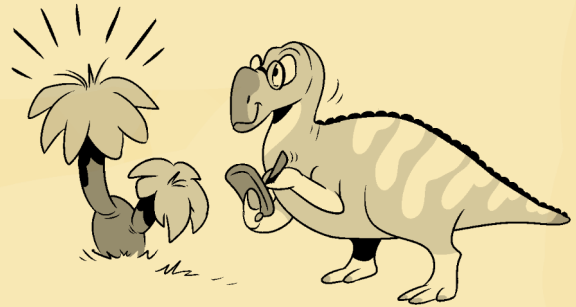
...However checking it for the second time in the same location will give you a much more **specific hint**, this time also showing the names of the pebbles you missed which might serve as a further hint!



# Updating your encyclopedia

If you've paid attention, you'll most likely remember I already mentioned some parts of Polisemia are still not documented properly, be it locations, items or creatures. That's why we rely on adventurers like you – brave dinosaurs, willing to share their stories and observations with others. Properly

documenting all the important things you encounter along the way will definitely benefit not only you, but all of the future generations too! Keep your eyes open for anything you find interesting – sometimes a mere glance at the object will be more than enough to write a thing or two about it...



At certain points of your journey, you will get a notification that your encyclopedia has been updated...



You can view your encyclopedia by either pressing the **Esc** key or the pause button  on the left-side GUI, and clicking the 'Encyclopedia' button.

Alternatively, you can also access the Encyclopedia from the **main menu**, by clicking the 'Extras' and 'Encyclopedia' button, and then loading an appropriate saved game.



**Creatures** - opens the creatures sub-page, describing the living beings you encountered on your adventure.

**Flora** - opens the flora sub-page, with information about common plants of Polisemia.

**Locations** - opens the locations sub-page, where you can learn more about the places you've visited.

**Items** - opens the items sub-page, describing some of the most important (or interesting) items you found during your journey.

**Glossary** - opens the glossary, which explains some of the more complicated terms.

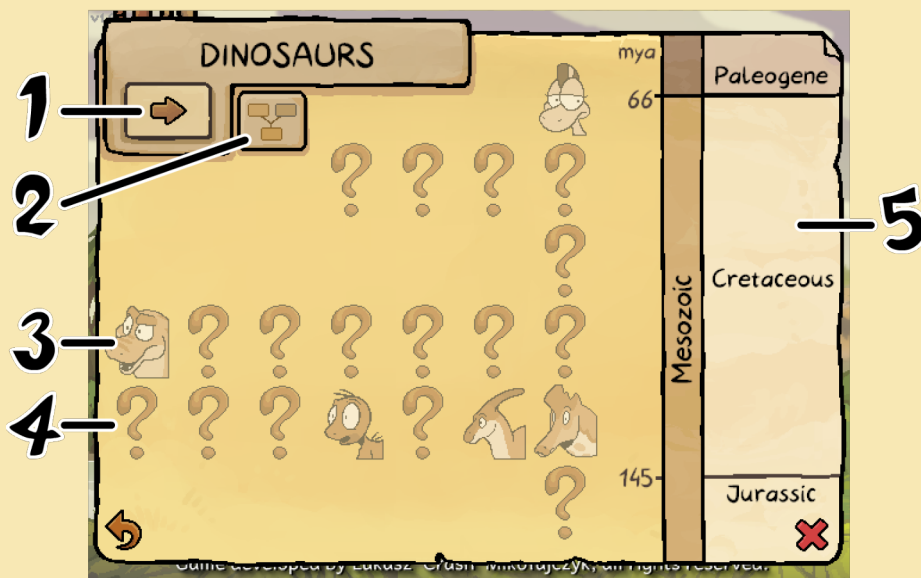
↩ - go back button, returns to the previous encyclopedia page\*.

✖ - quit button, immediately closes the entire encyclopedia component\*.

(\* - both the 'go back' button and 'quit' button have the same function on every encyclopedia page)

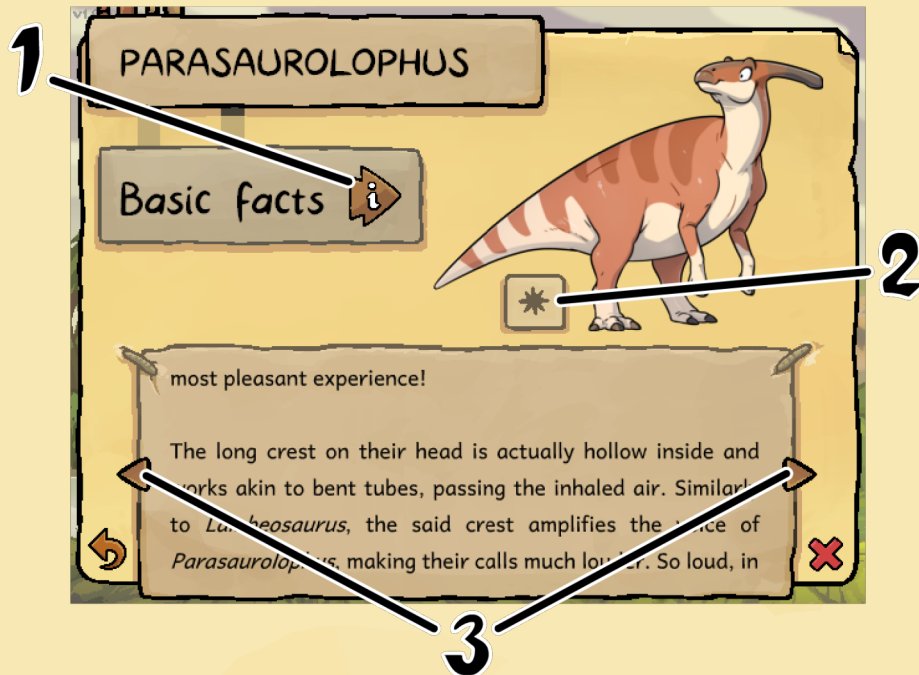
**CREATURES** – most of the creatures you've seen on your journey will be documented here. Check this sub-page often, as some of the unlocked pages might be updated with vital clues!

### Creatures index:



- 1** - opens the „other animals“ index when you're on the dinosaurs index and vice versa.
- 2** - opens the traditional view of the dinosaur family tree (dinosaurs index only).
- 3** - unlocked animals, these are marked with the creature's portrait.
- 4** - locked animals, represented with a question mark.
- 5** - the timeline, it shows the approximate temporal range of the highlighted animal in the geologic time scale.

## Creature page:



**1** - opens the „more info“ sub-page, which displays further information about the selected animal:

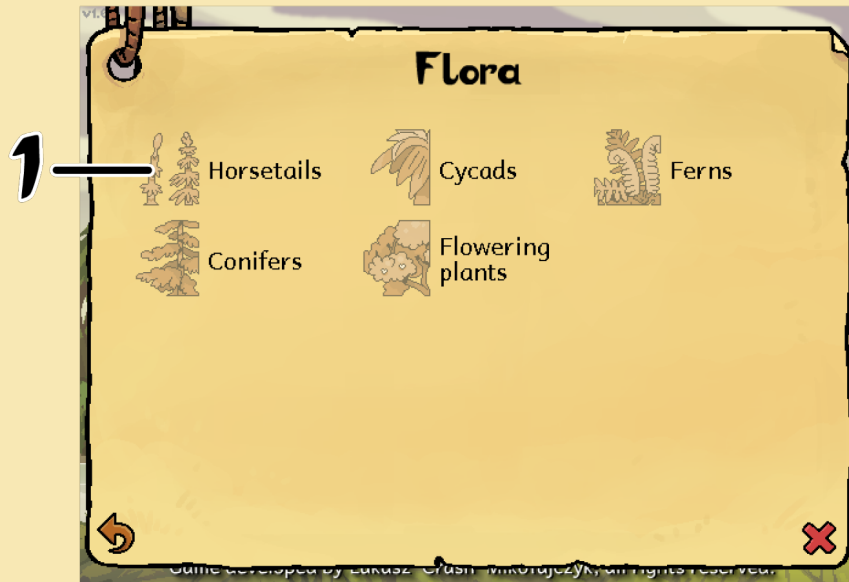


**2** - alternative artwork button (when available)

**3** - previous and next page buttons (when available)

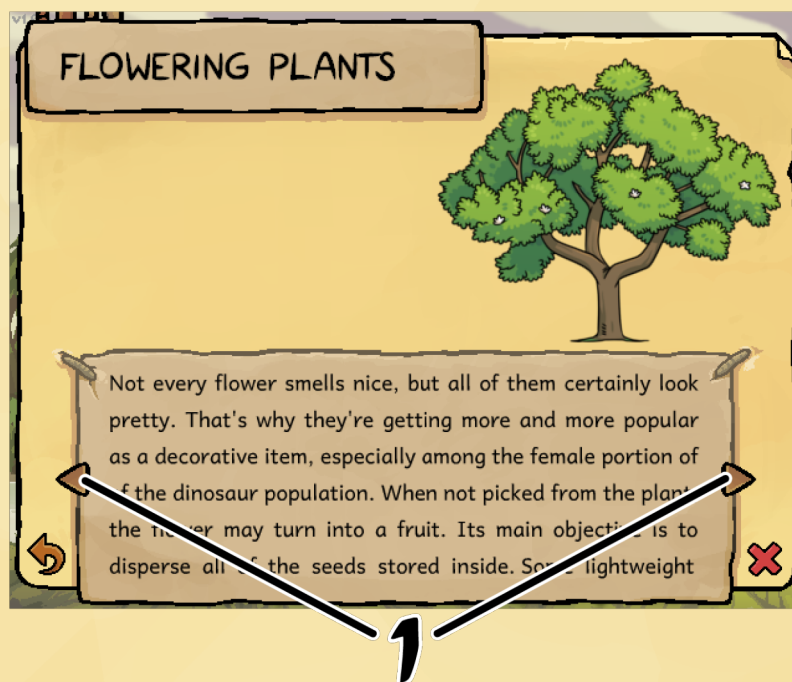
**FLORA** – if you're looking for some information about the plants growing around you, it's the best place to check!

### Flora index:



**1** – selected plant group, these are marked with the plant's portrait.

### Flora page:



**1** – previous and next page buttons (when available)

**LOCATIONS** — that's the best page to check if you're wondering about the locations you've visited.

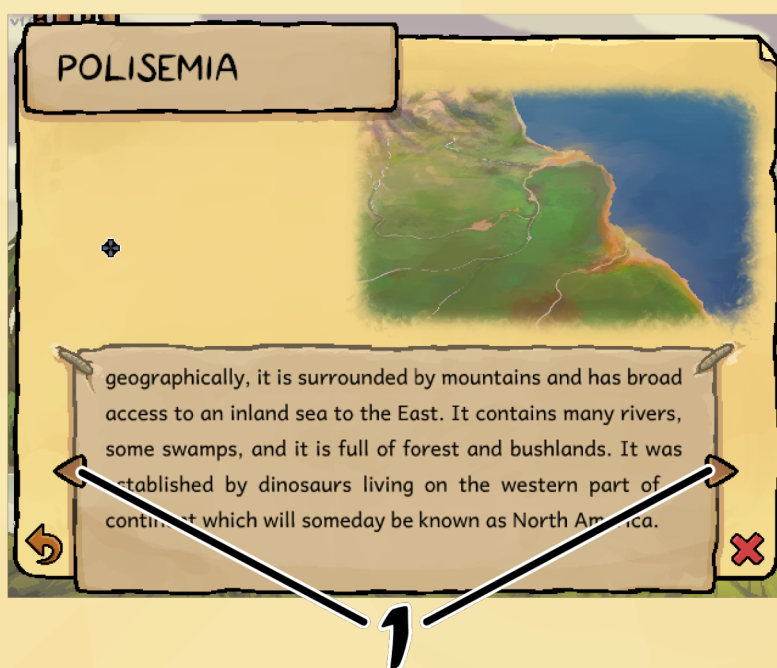
### Locations index:



**1** - visited locations, these are marked with a small thumbnail graphic.

**2** - unknown locations, represented with a question mark.

### Locations page:



**1** - previous and next page buttons (when available)

**ITEMS** – if you're unsure about some things you've seen or picked up, these pages might contain important hints for you!

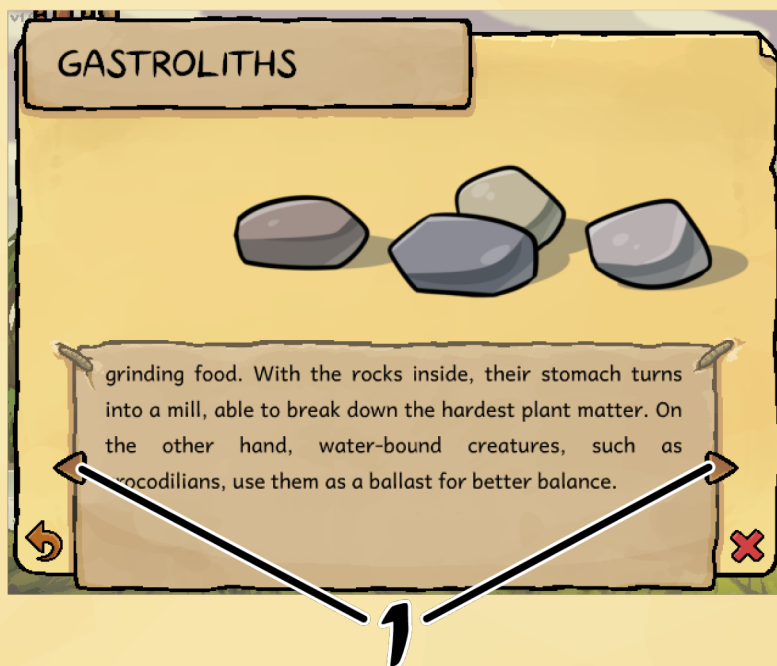
### Items index:



**1** – known items, that have been either seen or gathered by you.

**2** – unknown items, that have not been seen or gathered just yet, represented with a question mark.

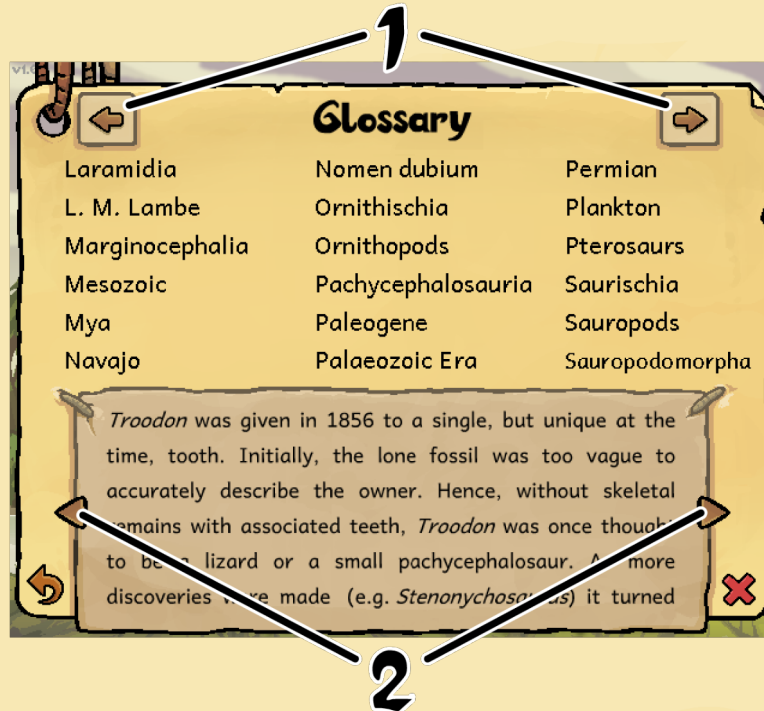
### Items page:



**1** – previous and next page buttons (when available)

**GLOSSARY** – the encyclopedia is filled with many terms and words that might not be clear to you. Visit the glossary to learn more about them.

**Glossary index:**



**1** – previous and next glossary terms set (when available)


**2** – previous and next page buttons (when available)

# SOUVENIRS FROM YOUR ADVENTURE

At some point all the adventuring, documenting, mapping, and item gathering can become rather tiresome. Remember to also think about yourself and take a break every once in a while. And while you're at it, you can also look for a certain souvenir, that will remind you of your journeys, which is a common thing to do among adventurers.

Some dinosaurs like specific trinkets, like stones or feathers, others would just resort to buying local gifts. Some even take pride in searching every nook and cranny to find the thing they're looking for!



When it comes to your particular adventure, keep your eyes opened for shiny pebbles . These sparkly little stones are essential for the ultimate hatchday gift for your mother you're preparing. But did you know they're also used to unlock some additional content...?



You can access the **Extras** window from both the main menu (by clicking the 'Extras' button - you will need to load a previously saved game first) or from the in-game pause menu!



- 1** - number of pebbles you managed to find so far.
- 2** - individual pebbles. If you hover over a pebble you managed to find, its name and location you found it will be displayed on the right.
- 3** - name and location of the pebble you managed to find.
- 4** - individual bonuses buttons. These are initially locked, but will be unlocked as you collect more and more pebbles. When locked, it will display how many pebbles are required to unlock it. When unlocked, it will display the name of the additional content.

Just please keep in mind finding these kind of trinkets might be **tricky**! Some can be in plain sight, others might be hidden. Several of them can even require a special tool to obtain, while others can be gifted to you from certain friendly folks, should you do them a favour. You will have to try many different things if you wish to collect as many of them as you can!

# Epilogue

You've reached the end of this document — well done! There's nothing more I can help you with, as that's the entirety of the knowledge I have about Polisemia. But on the other hand — with all the things you've learned, I'm more than sure you're going to do just fine. And I really hope all the information I've gathered in this book will be helpful in any way or form during your adventures. I wish you nothing but safety, dear traveller. May our paths cross again in the future...

Kurasiu

# Appendix: Contact information

If you have further technical or gameplay questions, or would just like to chat with the developers, the easiest way to reach us is via Twitter...

Łukasz Mikołajczyk – <https://twitter.com/kurasiupl>

Karolina Twardosz – <https://twitter.com/twarda8>

...or [Discord](#), alternatively our [Facebook](#) profile. Feel free to visit our website too: <https://zidandzniw.pl/>

If you'd like to write us an email instead, feel free to send it to [azm.lukasz@gmail.com](mailto:azm.lukasz@gmail.com)

# Appendix: Credits

## PROGRAMMING & SCRIPTING

Łukasz Mikołajczyk

## WRITING

Łukasz Mikołajczyk

Karolina Twardosz

## CHARACTER AND GAME DESIGN

Karolina Twardosz

## ARTWORKS

Karolina Twardosz

## ANIMATIONS

Karolina Twardosz

## ADDITIONAL ANIMATIONS

Łukasz Mikołajczyk

## COMPOSER (MAIN)

Denis Comtesse

<http://www.problematic-music.com>

## COMPOSER (CHIPTUNES)

Kamil 'Pator' Patecki

<https://soundcloud.com/patormusic>

## SOUNDS & AMBIENTS

Łukasz Mikołajczyk

Denis Comtesse

Alex Mott

GDC 2019 Game Audio Bundle

FreeSFX (<https://freesfx.co.uk>)

FreeSound (<https://freesound.org>)

## TESTING

Łukasz Mikołajczyk  
Karolina Twardosz  
Caleb 'Moco13' Brand  
Pantera Północy  
Kamil 'Pator' Patecki  
Izabela Latak-Grzesik  
James Daniel  
Anna 'Kai' Ladd  
Denis Comtesse

## SPECIAL THANKS

Tom Vandepoele  
Edmundo Ruiz  
Tzach Shabtay  
Ferry 'Wyz' Timmers  
Indie Game Lover (Danelle)  
Tom Parker  
Zniw Adventure Discord server community  
Kurki Games community  
AGS Engine community

©2014, 2015-2020, Karolina Twardosz.  
Game developed by Łukasz Mikołajczyk, all rights reserved.

# Appendix: Bibliography

The following literature has been consulted while creating Zniw Adventure:

Currie P. J., Holmes R. B., Ryan M. J., Coy C. (2016). *A juvenile chasmosaurine ceratopsid (Dinosauria, Ornithischia) from the Dinosaur Park Formation, Alberta, Canada*. Journal of Vertebrate Paleontology. 36(2).

Fowler D. W. (2017). *Revised geochronology, correlation, and dinosaur stratigraphic ranges of the Santonian-Maastrichtian (Late Cretaceous) formations of the Western Interior of North America*. PLoS One. 12(11): e0188426.

Hsiang A.Y., Field D.J., Webster T.H. et al. (2015). *The origin of snakes: revealing the ecology, behavior, and evolutionary history of early snakes using genomics, phenomics, and the fossil record*. BMC Evol Biol, 15, 87.

Karala M. (2014). *Flora in the Time of Chasmosaurs (botany for paleoartists, part IV)*. Retrieved from: <https://hummingdinosaur.wordpress.com/2014/10/19/flora-in-the-time-of-chasmosaurs-botany-for-paleoartists-part-iv/> (Date of access: 01.12.2020).

Karala M. (2014). *Fruit for the Dinosaurs (botany for paleoartists part II)*. Retrieved from: <https://hummingdinosaur.wordpress.com/2014/09/21/fruit-for-dinosaurs-botany-for-paleoartists-part-ii/> (Date of access: 01.12.2020).

Karala M. (2014). *Not All Ferns Look Like Ferns (botany for paleoartists part I)*. Retrieved from: <https://hummingdinosaur.wordpress.com/2014/09/08/not-all-ferns-look-like-ferns-botany-for-paleoartists-part-i/> (Date of access: 01.12.2020).

Karala M. (2014). *On Grasses and Not Exactly Grasses (botany for paleoartists part III)*. Retrieved from: <https://hummingdinosaur.wordpress.com/2014/09/29/on-grasses-and-not-exactly-grasses-botany-for-paleoartists-part-iii/> (Date of access: 01.12.2020).

Mallon J. C. & Holmes R. B. (2006). *A reevaluation of sexual dimorphism in the postcranium of the chasmosaurine ceratopsid Chasmosaurus belli (Dinosauria: Ornithischia)*. The Canadian Field-Naturalist. 120, 403-412.

Mazin J., Billon-Bruyat J., Padian K. (2009). *First record of a pterosaur landing trackway*. Proceedings of the Royal Society B. 276, 3881-3886.

Naish D. & Barrett P. (2016). *Dinosaurs: How They Lived and Evolved* (1st edition). Washington, DC: Smithsonian Books

Ragone D. (2006). *Artocarpus altilis* (breadfruit). In: Elevitch C. R. (editor), *Traditional Trees of Pacific Islands: Their Culture, Environment, and Use. Permanent Agriculture Resources*.

Downloaded from: <https://agroforestry.org/free-publications/traditional-tree-profiles> (date of access: 14.12.2020).

Royse D. J., Beelman R. B. (2007). *Six steps to mushroom farming*. Second edition. Retrieved from: <https://extension.psu.edu/six-steps-to-mushroom-farming> (date of access: 14.12.2020)

Sullivan R. M. & Fowler D. W. (2011). *Navajodactylus boerei*, n. gen., n. sp. (Pterosauria, ?Azhdarchidae) from the Upper Cretaceous Kirtland Formation (Upper Campanian) of New Mexico. New Mexico Museum of Natural History and Science, Bulletin 53, 393–404.

Syromyatnikova E. V. & Danilov I. G. (2009). New material and a revision of turtles of the genus *Adocus* (Adocidae) from the Late Cretaceous of Middle Asia and Kazakhstan. *Proceedings of the Zoological Institute of RAS*. 313, 74–94.

Wings O. (2012). *Gastroliths in coprolites – a call to search*. New Mexico Museum of Natural History and Science, Bulletin 57, 73–78.

Witton M. P. (2013). *Pterosaurs: Natural History, Evolution, Anatomy*. Princeton: Princeton University Press.