



The Dark Eye

BLACKGUARDS 2

QUICKSTART
MANUAL

EUROVIDEO
MEDIEN

DAEDALIC
ENTERTAINMENT

Installation and Deinstallation

Installation

Insert the „Blackguards 2“ disc into your DVD drive. If the installation does not commence automatically, execute the setup.exe. Follow the on-screen instructions. After the installation is successful, start the game via the start menu or with a double click on the desktop icon.

Deinstallation

To deinstall the game from your computer, go to Start → All Programs → Blackguards 2 and run the file „Blackguards 2 deinstall“.

Controls and Shortcuts

Im Combat

W, A, S, D or Arrow Keys	Move Camera	F9	Quickload
Mouse Wheel	Change Camera Angle	1 – 10, Q, E	Hotkey-Shortcuts
Left Mouse Button	Standard Actions, Basic Attack/ Use Interactive Object verwenden	V	Highlight Interactive Objects
Right Mouse Button	Open Ring Menu	L	Battlelog On- Off
Space	Wait	H	Sow-Hide Hotkey-Bar
Return	End Turn	U	Use Interactive Object
F1 - F4	Use Belt Items	C	Open Character Sheet
F5	Quicksave	I	Open Inventory
F6 - F8	Swap Weapons	Escape	Pause Game / Open Menu
F	Change Hexfield	L	Open Compendium
X	Line Of Sight Tool	R	Open Tutorial

Worldmap

W, A, S, D or Arrow Keys	Move Camera	F9	Quickload
Left Mouse Button	Enter Location	1 – 5	Open Character Inventories
C, F1	Character Sheet	X	Jump to Active Quest
I, F2	Open Inventory	Y	Jump to Current Location
L, F3	Open Compendium	Escape	Open Menu

In Towns

Left Mouse Button	Interact	1 – 5	Open Character Inventories
C	Character Sheet	V	Show/Hide Icons
I	Inventory	Return	Leave Town
L	Open Compendium	Escape	Pause Game / Open Menu
F5	Quicksave		
F9	Quickload		

Vendors

Shift + Left Mouse Button (on Item)	Buy Item Without Confirmation Pop-up
Shift + Left Mouse Button	Sell Item Without Confirmation Pop-up
Escape	Leave Shop

Character Sheet

Tab	Switch Character
Escape	Leave Character Sheet

Game Menu

Select one of the following:

Continue your last session

New Game, to start a new game

Load, to load a specific savegame

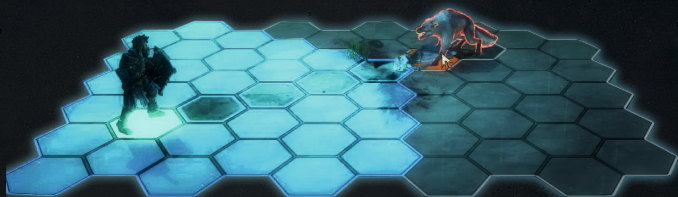
In **Options**, you can adjust settings for Sound and Visuals, as well as the game's difficulty. If you switch languages, you need to restart the game.

Achievements can be unlocked during the game. The Achievement Menu keeps track of your legendary accomplishments.



Combat

The various battles are the true heart of Blackguards 2. Combat is turn-based. That means, like in a chess game, characters take turns.



The Combat Turn

Each battle consists of multiple turns. After every character had their action(s) the turn ends and the next one starts. Turn order and action sequence depends on a character's initiative score (see below).

Usually, each character can move and take an action each turn. If a character moves farther than their action range, their action is forfeit. Actions like attacking aren't possible until next turn, in that case.



The Initiative Bar

The initiative bar indicates where a character's action takes place during a combat turn. The character on the left side goes first. After acting, this character will be shifted to the opposite end of the bar and the next character takes turn. There is also a turn indicator, showing when the current turn ends.

Above the portraits, the current Health and Astral Energy of your characters is displayed. Your characters look to the right, opponents to the left.



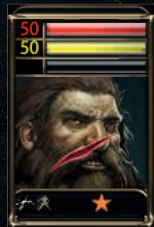
Death and Recovery

If a character's Vitality Points drop to 0 or below, the character must be healed within 3 turns. Otherwise, the character is incapacitated for the rest of the battle. If all your characters are incapacitated, the battle is lost. And that means Game Over



Wounds

Taking heavy damage not only costs Vitality Points, but can also cause wounds. A wound applies negative modifiers to most actions and skill tests. Wounds can be treated with bandages, healing magic or a healer in town. Having a high Constitution score lowers the chance of suffering wounds.



The Ring Menu



The Ring Menu is your most important tool during combat. Here you'll find all actions your characters can perform in combat. Right-click to open the Ring Menu.

1 **Attacks**

Here you can select attacks and special moves to engage enemies in melee or ranged combat.

2 **Damage**

Here you can find combat spells like 'Ignifaxius' or 'Wrath of the Elements'.

3 **Protection**

Here you'll find healing and protective magic, helping you to survive the Wild South's hazards.

4 *Bufs*

These spells will temporarily boost your characters' stats.

5 *Debufs*

These spells enfeeble your opponents. Enemies with a strong magic resistance, however, are harder to enchant.

6 *Wait/Hold Action*

Sometimes, a smart fighter lets his opponent go first. If a character holds their action, their initiative is set to the end of the current turn.

7 *End Turn*

If you can't perform any more actions (or don't want to) you can end your turn. Turn only ends for the selected character, not the whole party.

8 *Weapon Sets*

This option swaps weapons during combat. Keep in mind to properly equip weapon set slots before combat.

9 *Belt*

Here you can find potions, throwing weapons and traps you equipped before combat.

10 *Cover*

With this skill you can take cover behind objects and also aim and attack from cover.

11 *Use*

The hand symbol lets you open doors or pull levers. Click the hand symbol and select an interactive object afterward.

Loot

After winning a battle, you'll get your well deserved reward.

In the picture you see:

- [AP] Adventure Points (Experience) you earned through a battle.
- [Money] Coins. Your enemies surely don't need those anymore.
- [Items] Weapons, armor, potions...all that stuff your opponents carried around.
- weapons, armors and potions, you collect from treasure chests or secret areas



You can loot everything, nothing or a selection of items.

The Menu Bar

In the upper right corner of the screen you find the Menu Bar. It grants you access to all the different functions of the game.



Hotkey-Bar

The Hotkey-Bar makes even the tough life in blackguards a bit easier. Just open the Ring Menu and drag your favorite spells and abilities to the bar. Now you can activate those actions via shortcuts (1-10, E, Q) or clicking the corresponding icon. Keep in mind that every character has an own Hotkey Bar.



Character Sheet

Opens the character sheet, where you can check on your characters' stats and abilities.



Inventory

Opens the Inventory where all your equipment and quest items are stored.



Tutorial

All tutorial lessons you have learned inside the game could be accessed from here.



Compendium

Opens the Questlog which gives you a summary of all your actual main and side quests.



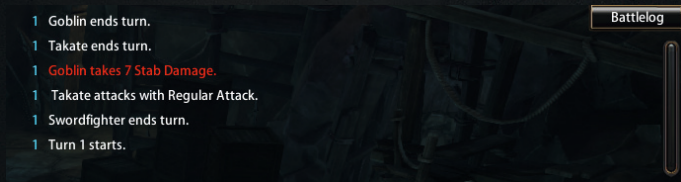
Game Menu

Opens the Game Settings Menu



Battlelog

A click on the Combat Log button opens the Combat Log. Here you get detailed information about your battles.

- 
- 1 Goblin ends turn.
 - 1 Takate ends turn.
 - 1 **Goblin takes 7 Stab Damage.**
 - 1 Takate attacks with Regular Attack.
 - 1 Swordfighter ends turn.
 - 1 Turn 1 starts.

Battlelog

Damage Types, Armor and Resistance

there are seven different kinds of damage in Blackguards:

Fire Damage:

Damage caused by fire, including elemental and magic fire.

Poison Damage

Damage caused by poisons. Poison damage completely bypasses ordinary armor.

Blade Damage:

Damage caused by Weapons like swords or sabers.

Blunt Damage:

Damage caused by slashing and blunt weapons like maces or axes.

Piercing Damage:

Damage caused by arrows, daggers, rapiers and other kinds of thrust weapons.

Heavy Damage:

Damage caused by large monsters or enemies without any chance to parry or dodge.

Magic Damage:

Damage caused by magic weapons or magic non-elemental-based damage like Fulminictus or Culminatio. Magic damage completely bypasses ordinary armor.

Falling and collapsing objects could cause heavy damage and instant death as well, so be careful and watch your steps.

Armor protects from various sources of damage. Each armor provides resistances to different types of damage. A chainmail, for example, offers good protection against blades, but less so against piercing or blunt damage. The better an armor, the better its protective qualities. Each type of armor (e.g. leather armor) has its own set. If a character is equipped with a complete set of armor (e.g. leather armor, leather boots, leather pants, leather helmet), they get a bonus for a matching set, like additional resistance to fire or poison.

The Character Sheet

The Character Sheet shows all relevant feat scores you acquire and improve during your playthrough: Attributes, skills, weapon skills, spells and special abilities.



Leveling Up

Under each feat, the current score or rating is displayed. The number below that indicates the required Adventure Points to improve the corresponding feat by 1.

Click the plus-icon and you will improve a feat. If you want to undo an improvement, click the minus-icon. Careful, though! As soon as you leave this menu and confirm the level up, you can't go back on your decision.



Weapon Skills

You can decide, for each weapon skill your character is proficient in, if you want a strong defensive or if you prefer your character to fight offensively. If you want a weapon skill to be used defensively, move the slider in direction of the shield; use a weapon skill offensively by moving the slider towards the sword.



You can change the stance at any time, but not in combat.

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Special Thanks

All the ones that helped
on make the first
Blackguards happen

Talke Blaser

Pofonmann

NASA

Mhairé and Nico

Sarah Engel

Jürgen

The Blackguards 2 team
would like to thank all
of you who helped us
on this big adventure.
You're truly awesome!

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Health Advice

Legal notice: Some persons may suffer epileptic seizures or impaired consciousness if they are exposed to certain lighting effects or flashes of light.

Such persons might suffer a seizure when using a computer. Even people without a medical history of epilepsy who never had an epileptic seizure in the past can be affected. If at any time symptoms associated with epilepsy (seizures or impaired consciousness) occurred in you or your family members when exposed to flashes of light, please consult your physician prior to using this software.

In any case, the following rules should be observed when playing a video game:

- Do not play when you are tired or suffer from lack of sleep.
- Please make sure that the room in which you play is well-lit.
- Please take a 10-15 minutes break once per hour.

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Support

Ihr kommt nicht weiter und braucht Hilfe? Wendet euch einfach an uns, und wir helfen euch gerne weiter!

Auf der offiziellen Website www.blackguards.de findet ihr jederzeit aktuelle Neuigkeiten und Downloads zum Spiel. Oder ihr besucht das Daedalic-Forum unter <http://forum.daedalic.de> und fragt dort Abenteurer nach Rat. Sollte alles nicht helfen, und ihr seid am Verzweifeln oder ihr habt ein technisches Problem, dann schreibt mit einer genauen Beschreibung eures Problems an support@daedalic.de.

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