

RISENZ

Dark Waters



INSTRUCTION BOOKLET

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

INTRODUCTION

«It began with a dark wave that washed over the land, and the departure of the gods from our world. The seals of the ancient prisons lost their power, and the Titans, once captive, were free. And they rose from the depths into the world. But not only the Titans were freed. With them arose those who had called themselves their masters: The Titan Lords. They remembered their magical powers, and controlled the Titans anew, using them for their own ends. The wrath of the Titan Lords, brought on by banishment and their lust for power, led to war – a war that laid waste to the Old Empire. The survivors fled, seeking refuge. Not every corner of the world, not every island was destroyed. Faranga, an island far to the East in the ocean, was spared from the destruction. But what of those who could not leave the Old Empire? Is there hope for them, also? »

- Writings of Carlos, Commandant of the Inquisition

The ships of the Inquisition have discovered new land to the South, and with it a new hope for the people. Pirates occupy the Southern Isles. It is said that they know of a weapon against the Titans. And who else, other than you, would be able to find this weapon? On your journey, you will not only meet old friends, but also new allies and enemies. Your deeds will effect your skills and your relationships with others. So make your decisions carefully!

Drunken sailors, hidden treasure, mystical natives, arcane legends, arcane temples, parrots and monkeys, black magic and guns, dangerous curses, notorious pirate captains await you – and lots of rum, of course. The Southern Seas are just waiting to be explored. So keep your sabre at the ready, adjust your eye patch, and set out on your next adventure!

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Special Thanks from Piranha Bytes to:

Technical Support

DEEP SILVER WARRANTY INFORMATION

BEFORE PLAYING

System requirements

To play *Risen 2: Dark Waters*, your system needs to fulfill certain basic requirements.

Minimum system requirements

Operating system: Windows XP (with Service Pack 2)
 Processor: Dual Core running at 2.1 GHz
 Memory: 2 GB system RAM, 5.5 GB free space on hard drive
 Video card: 512 MB Radeon 3870/GeForce 8800 GTX
 DirectX: DirectX 9.1c
 Sound: DirectX compatible sound card
 Keyboard/Mouse or Gamepad required
 Internet connection required for online activation and when starting the game.

Recommended system requirements

Operating system: Windows XP (with Service Pack 3), Windows Vista (with Service Pack 1), Windows 7
 Processor: Dual Core running at 3 GHz
 Memory: 4 GB system RAM, 5.5 GB free space on hard drive
 Video card: 1024 MB Radeon 4890/GeForce GTX 260
 DirectX: DirectX 9.1c
 Sound: DirectX compatible sound card
 Keyboard/Mouse or Gamepad required
 Internet connection required for online activation and when starting the game.

Installing the game

Insert the *Risen 2* DVD into your DVD drive. If Autorun is enabled for your drive, the installer will run automatically. If not, you will need to start the installer manually. To do so, double click on the My Computer icon on your desktop, and then on the icon for your DVD drive. Double click on the Autostarter.exe file. The game's launcher will appear. Click on the Install button and follow the instructions on-screen to install *Risen 2* to your computer.

Playing the game

To play *Risen 2*, you will need an Internet connection and an active Steam account. If not already present, the Steam software will be installed on your computer automatically, together with the game. As soon as you click on the *Risen 2* icon, now available on your desktop, you will be asked to enter your user details. Once you have done so, you will be ready to begin the adventure of a lifetime!

Creating a Steam account

If you do not have a Steam account yet, then after installing the game you can create one free of charge by double clicking on the Steam icon on your desktop and selecting Create account. Follow the on-screen instructions to register with Steam. As soon as that's done, you can start *Risen 2*. You will be prompted to enter your Steam account details (see above). Once you have done so, the game will start!

Activating the game

Once you have installed *Risen 2* and have an active Steam account, you will need to activate *Risen 2* in order to play it. To do so, in the Steam client click on the option + ADD A GAME at the bottom left, then on «Activate a Product on Steam». As soon as you are asked to, please enter your Activation Code for *Risen 2* (including hyphens), which you can find on the back of the manual. After doing so you will be able to see and start the game in your Steam client library.

Uninstalling the game

You can uninstall *Risen 2* at any time. To do so, in the Start menu click on All Programs, then on *Risen 2*, then select *Uninstall Risen 2*. If you are running Windows Vista and User Account Controls is activated, please note that you will not be able to uninstall the game from the Programs menu, or will only be able to do so in individual cases. In this case we recommend removing *Risen 2* from your computer via Programs and Features in the Control Panel.

MAIN MENU

After launching the game you will find yourself in the Main Menu of *Risen 2*. From here you can either begin a new adventure or continue an existing one.

New Game

This menu item lets you start a new game.

Continue

This menu item becomes available once you have at least one saved game. Click on this option to load your most recent saved game.

Load Saved Game

Lists all saved games so that you can select and load one.

Options

Allows you to adjust every aspect of the game to your preference or to your system.

Video

Select this to configure video settings, such as the screen resolution and frame rate at which you want to play *Risen 2*, and to specify screen brightness and contrast.

Graphics

Select this to adjust graphics settings to suit your computer and your preference, and to ensure smooth gameplay. Besides quality of shadows, landscape and textures, you can also set the detail level for vegetation and water in the game. **NOTE:** The higher your settings for textures, shadows, effects, etc., the more performance will be needed to display the game! If the game is choppy or running slowly, it is recommended that you adjust the performance settings to less detailed graphics for smoother gameplay!

3D Support

Provided you have the right hardware (meaning a 3D graphics card, 3D glasses and a 3D monitor), you can immerse yourself even more in the world of *Risen 2* with the help of the NVIDIA Vision System. You can activate this feature in the settings for your graphics card, and then turn it on or off via your monitor's 3D settings.

Audio

Use this menu to adjust the volume for the game's sounds: Overall volume, language, music, effects and ambient noise.

Gameplay

Among other things, the *Gameplay* menu lets you adjust the game's difficulty level, invert the camera's X and Y axis, specify whether the sneak, sprint or walk button needs to be pressed for a particular action, and switch subtitles in dialogues on or off. You can also choose whether or not the game should display help texts or let you know when you have achieved something.

Key mapping

From this scroll down menu you can adjust the game controls according to your own preferences, if you don't like the default controls. See **CONTROLS** further on in this manual for more information.

Extras

This menu lets you access additional content for *Risen 2*, as well as view your achievements and the credits.

Achievements

In *Risen 2* you get so-called metascore points for finishing certain quests, eliminating a particular number of enemies, learning special skills, and for a whole slew of other things. The number of metascore points varies between 10 and 50, depending on how difficult it is to get the achievement. All in all *Risen 2* has fifty achievements with a total of 1000 metascore points. Select this menu for a summary of the achievements you have already won or that are still outstanding. Please note that some achievements will only be unlocked as the game progresses, so as not to give away too much about the story!

Credits

Select this for a list of everyone who gave their blood, sweat, and tears, and two years of their life to send you on the adventure of *Risen 2*.

Quit

Click on this button to return to the dreary grey of reality.

NOTE

The game can also be played with an Xbox 360 Controller, in addition to a keyboard and mouse. However, other gamepads are not supported!

CONTROLS

The controls in *Risen 2* are fully configurable, and you can adjust them to your preferences from the menu item Options → Key mapping. Particular emphasis is placed on the following commands:

Important commands

Action key

Left mouse button

As soon as you look at something (a person, an enemy or an item) and its name appears, you can interact with it. Press the action key to perform your desired action, like talking to someone, picking up an item, opening a door, using a bed, cooking meat over a fire, slashing or parrying in combat, etc.

Move

You control the direction in which you are facing by moving the mouse. By pressing the keys



you walk in the direction you are facing. Running is the default setting. To toggle between running and walking, press and hold down the key. lets you jump.

Combat mode

Before you pick a fight with the local scallywag, it's key to note that to enter combat mode, you must have a weapon

equipped! To equip a weapon, open your Inventory with the key and select one of the weapons available to you in your inventory. Simply click on the desired weapon and you'll instantly equip it. If you do not meet the requirements for using that particular weapon due to not having learned the required skill yet, then obviously you can't use it...yet.

Once you are facing an enemy, switch to combat mode by pressing the key and you'll draw your weapon. From there press the action key together with the movement keys forwards, left and right to attack with single blows or combos. If you have a (loaded!) gun you can fire it in combat with the primary action key. Note that most actions (Talk to, Take, etc.) are not available in combat mode!

Inventory

Pressing key opens your inventory. In *Equipment*, next to the picture of your character, you can see which weapons, objects and jewellery you have equipped, and which item slots are still available. Any changes to equipment are displayed instantly, so you can always see how new clothes and items look on your character. *Usable Items* contains all items that you're

currently carrying. To use an item (such as potions, provisions, and torches), simply click on it. *Plunder* contains all items that your character cannot consume directly or use as a primary weapon, such as stuff like plates, goblets, recipes, voodoo ingredients, tools and ammunition. *All* should be self-explanatory in this context. To equip or use an item, just click on it in the inventory. If you want to equip a different weapon or item, you just need to click on the new item to replace the old one with it. Clicking on an equipped item places it back into your inventory.

Logbook

The logbook shows all unfinished tasks that you have accepted, as well as the quests you have completed. If you get stuck while trying to finish a task, take a look in the logbook, which contains a summary of the most important information for each quest. Also, the quest map uses different coloured Xs to show you where people relevant to your task are at the moment. Trainers and merchants who you have met on your travels are marked on the map as well, and by pressing can be marked on the sea chart just like quest NPCs.

Sea chart

Risen 2 has a world map that you can look at for orientation any time you need to: the sea chart. The sea chart

helps to give you a rough idea of where you are – it shows all islands in the Southern Seas. The blue arrow shows your current position. If you have marked merchants, trainers or quest-relevant people in the logbook, they will be indicated with red and green dots. In the game, press the key to look at the sea chart. Apart from the sea chart there are also detailed region maps for all islands that you visit throughout the game. Region maps provide you with a detailed overview of several important places, such as particular islands, areas or towns. The quest map shows people relevant for solving tasks. Unlike the sea chart, which is in your possession from the beginning, you have to get your hands on region maps first, one way or another. Once you have obtained a region map, to look at it you simply click on the area it is for on the sea chart.

Character sheet

The character sheet gives you an overview of your attributes, talents and skills. It also shows your crew, and your collection of legendary items discovered so far for you to enjoy. Plus, you can see how much blood, gold and glory you possess.

Blood shows your health, and you need glory to increase your attributes. See «Character sheet» further on in this manual for more information.

CHARACTER SHEET

Your character is distinguished by certain talents and skills that can be learned or improved on as the game progresses. In *Risen 2* there are attributes, talents and skills. Basically, attributes are the general term for your character's underlying traits, such as how well you handle certain types of weapons like blades or firearms, how much damage you can absorb (Toughness), your cunning, and how good you are at voodoo. Each attribute is divided into three talents with their own emphasis, allowing you to focus as you please, like specialising in slashing weapons instead of throwing weapons for your blade weapons talent, or preferring to rely on your Silver Tongue rather than Dirty Tricks for cunning. In Skills you can learn... well... skills, each of which is related to an attribute, helping you to specialise even more than would be possible through talent alone.

Attributes

Attributes can only be increased with Glory points. You get Glory points by accomplishing tasks and defeating enemies. As soon as you have collected enough Glory points to increase an attribute, you can do so in the matching submenu by clicking on the attribute you want to increase. Note that the number of Glory points required grows with each level!



Blades

The «Blades» attribute increases the base value for slashing weapons, thrusting weapons and throwing weapons. A lot of Blades skills can only be learned from a certain Blades value on up.



Firearms

The «Firearms» attribute increases your base value for the Musket, Shotgun and Pistol talents. A lot of Firearms skills can only be learned from a certain Firearms value on up.



Toughness

The «Toughness» attribute increases your base value for the Blade Proof, Bullet Proof and Intimidate talents. A lot of Toughness skills can only be learned from a certain Toughness value on up.



Cunning

The «Cunning» attribute increases your base value for the Thievery, Dirty Tricks and Silver Tongue talents. A lot of Cunning skills can only be learned from a certain Cunning value on up.



Voodoo

The «Voodoo» attribute increases your base value for the Death Cult, Black Magic and Ritual talents. A lot of Voodoo skills can only be learned from a certain Voodoo value on up.

Talents

You can increase talents by increasing attributes, learning skills, wearing equipment and collecting legendary items. This screen provides an overview of how good you have become at something.

Skills

You can learn skills by finding a teacher to teach you. You need to meet the requirements, though (such as having mastered «Blades 5» in order to learn «Blades 6»), as well as cough up a considerable amount of gold. Each skill is divided into several sub-skills. You can choose whether or not you want to become proficient at them. For example, you do not need to have mastered the Blades skill «Parry» in order to learn «Powerful Attack».

THE MOST IMPORTANT ACTIONS



Risen 2: Dark Waters offers you numerous actions to choose from.

Fighting

The Southern Isles are riddled with danger. Just about everyone and everything beyond civilisation (and sometimes even there) is not exactly out to become your new best friend. Living life as a pacifist is not going to get you very far in *Risen 2: Dark Waters*, so pick up your sword

and equip your pistol –or whatever you want to save your hide with– and be ready for anything!

You equip the weapons that you want to use in the inventory (press). Here you can also see the clothes or armour that you are wearing. In the left column, click on the hand you want (left or right) to see which weapons you can carry in this hand, then select the matching item to equip it. You hold blade weapons, spears and throwing weapons in your left hand. Your right hand is reserved for firearms and items that you need for your «Dirty Tricks» talent (like sand, to blind your enemy with in a fight). To switch to combat mode, just press the combat mode key. Pressing the primary action key lets you attack a target with your primary weapon. By pressing the secondary action key you switch to your secondary weapon. You'll find out how the rest works as you go along!

Buying and selling

To trade, talk to one of the many merchants who populate the Southern Isles, and click on the items that you want to buy, sell, or buy back from them. Doing so will display the value of the item in question, as well as its price in gold. One click on the wares is all it takes for gold and goods to change owners. By the way, if you sell wares to a merchant, and then buy them back again later, you only pay what you received for it originally!

RISEN 2



Sleeping

You can sleep in any unused bed that you find (at least as long as there are no enemies nearby and you are not in the middle of a fight). How long you sleep does not matter for regenerating your blood (your health). You will wake up

refreshed, in any case! Sleeping is also a way to kill time until you can start a particular quest that you might only be able to accomplish during the day or at night.

Climbing

The game has lots of places where you can climb – in these cases a message will appear on the screen (at least the first time you come across one of them). To climb, you need to stand facing an obstacle with a level edge that you can reach. Then press the jump key to jump upwards. Your character will grab the edge automatically, and pull themselves up.



Treasure

Treasures are buried in several places across the Southern Seas – usually in remote locations like caves or isolated beaches. To find each treasure you will need a special treasure map. Once you have a map, the location of the treasure it leads to will be marked in the countryside with a big X, as tradition demands, and you will be able to see its location on your region map. You will need a shovel to dig it up, though.

Provisions

You can eat herbs and food to regenerate your health, with herbs providing a greater benefit than «ordinary» food. You can buy provisions from merchants, pick them (mushrooms, for instance) or hunt animals and cook the raw meat, fish or poultry over a camp fire yourself. There are also a lot of drinks that restore your health, grog and rum being the most popular «cure-alls». Bear in mind that it takes a while for provisions to fully restore your health. This is indicated by the second red bar above your «blood-o-meter» at the bottom right of the screen.

Voodoo

To brew potions and create magical sceptres and voodoo dolls, you will need to make a fundamental decision on whether or not you are willing to cast your lot with the natives. If not, well, then you'll just have to forget about voodoo, as that particular gift is reserved for the natives. If, however, you master the art of voodoo, you can torment your enemies in ingenious ways, and procure powerful magical devices.

Voodoo dolls, rings and amulets

To make voodoo dolls and jewellery, you must possess the necessary skills, have a schematic in your inventory, and carry the required ingredients with you (which you can either harvest, or buy from merchants if you are lucky). If this is the case, you can use any voodoo altar you come across to produce the items you want. By the way: you use voodoo dolls to take control of the bodies of NPCs and make them do your bidding!

Voodoo alchemy

Alchemy is a special class of voodoo that lets you brew magic potions and perform rituals to strengthen yourself and weaken your enemies. As before, this requires a recipe, certain ingredients and a voodoo altar on which to brew the potions. Besides potions to regenerate your health, there are also some that permanently increase your attributes, like strength or dexterity.

Gunsmith

In *Risen 2*, once you have reached Firearms value 6, besides being able to make blades (if you apprenticed as a smith) you will now also be able to make guns, meaning pistols and muskets. Doing so requires that you find a gunsmith to teach you the proper skill. Once you have mastered it, you can find a workbench and use it together with a schematic and the right parts to build guns.

Distilling liquor

Once you have become a distiller, given the right recipe and ingredients you can use the pot still to make delicious liquor. Most liquors regenerate your blood quickly and are pretty easy to make.

Forging

To forge or repair blade weapons, apart from the proper skill (which any smith can teach you once you have achieved Blade value 6) you will need the schematic of your weapon of choice, a sword blank as raw material, and a fully equipped smithy.

THIEVERY

However decent and honest you may be otherwise –if you know how to pick locks on chests and doors, empty peoples pockets unbeknownst to them, and fast-talk your way to your heart's desire instead of resorting to violence or bribery, you will have a much easier time in *Risen 2*!

Sneaking

Sneaking is the most basic skill that a «thief» needs to master. If you sneak, you will have a much easier time of creeping up on unsuspecting enemies or victims without them noticing. Thieves find the art of moving silently particularly useful, as non-player characters (NPCs) do not wake up when you enter their houses at night to steal everything that isn't nailed down. Be careful, though: if you get caught, you will be in big trouble!



HINT

Make sure you only change into Sneak mode where no one can see you, for don't they say «People who sneak are not planning anything honest»? NPCs will keep a much closer eye on you if you just happen to be strolling along without a care in the world, and then start to sneak the moment no one is looking!



Lock-picking

The thievery skills that you can learn in *Risen 2* are incredibly useful, and not just for passionate pilferers. In actual fact, «Lock-picking» is one of the most important skills to have – preferably down to a fine art, as the locked chests and crates found scattered throughout the game

world contain loads of useful stuff! Picking a lock requires having the proper skill – and a lock pick. Each lock, whether on a door or a chest, consists of several bars. The better the lock, the more bars it will have. You need to open the bars in a particular sequence.

HINT

To become even better at pick-pocketing, learn the skills Thievery I through to Thievery III!

If you make a mistake, you will have to start over. Note that not all chests can be opened by dishonest means – some require a key!

Pick-pocketing

If you have learned this talent, you will see new dialogue options that let you distract the person you are talking to. Depending on how skilled you are as a thief, you can also chance more risky thefts, which by their very nature often bring greater rewards. If you can strike up a conversation with an NPC, you will have a certain amount of time to pick their pockets. However, bear in mind that you can only steal one item from each NPC, and only steal from each NPC once! So choose your prize with care!

Dirty Tricks

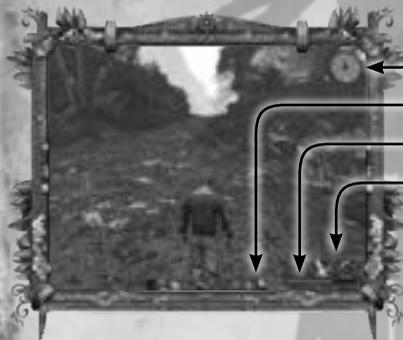
The «Dirty Tricks» talent gives you an unfair advantage over your enemies when in a fight, for instance by letting you throw sand or salt at their face, attack extensively, or try to injure their eyes. There is a catch, of course – you need to get your hands on some sand or salt, first. Also, the cooldown time is pretty high for Dirty Tricks, so you can't use it all the time in combat. You should also keep in mind that «Dirty Tricks» relies on whatever you are holding in your left hand. This means that, before a fight, you can select the item that you want to surprise your enemy with from your inventory. You can also switch the item during combat (if you get a chance).

Silver Tongue

This skill is not really a Thievery skill, but it comes under the heading «Cunning» and can prove extraordinarily useful in criminal doings. The higher your Silver Tongue value, the more likely you will be able to persuade NPCs to do something in a particular situation without needing to resort to bribery or violence. This will often spare you a lot of trouble, time and effort.

THE INTERFACE

The interface of *Risen 2* is both easy to understand and to use.



Compass

Quickbar

Blood

Weapons

NOTE

If you want to, you can «remove» the Quickbar as well as the Compass from the interface by pressing the right key.

THE MAIN CHARACTERS

Although you will meet dozens and dozens of characters on your adventures, most of whom have their very own story to tell, there is a handful of characters who are particularly noteworthy.

The nameless hero

In *Risen 2* you step into the shoes of this fearless, self-confident fighter. The nameless hero's hallmarks: his eye patch, and his ironic and dry humour. Some time ago he was forced to flee his home island of Gaurus, yet fate had other plans for him. The sea swallowed his boat and washed the hero up on the volcanic island of Faranga, where he defied all dangers to help the island's inhabitants to vanquish a wrathful Titan.

After these events, the nameless hero remained a member of the Inquisition in an attempt to find a weapon against the Titans who threatened mankind. Yet for all his services, all the suffering and anguish that he once took upon himself to save Faranga from certain destruction, instead of the acceptance he longed for, he was merely rewarded with distrust. Disillusioned, the nameless hero drowned his sorrows in rum. Cynicism and frustration seem to torment the broken man with the eye patch, who has long since given up trying to save the world. Still, an unexpected reunion with his old friend, pirate daughter Patty Steelbeard, as well as «outside forces» lead him to take up the struggle against the Titans once more. Travelling the isles of the

Southern Seas, he faces a seemingly insurmountable challenge and countless deadly dangers, yet as before you valiantly brave each threat, doing all in your power to put an end to the Titans – for good. Whether or not he will succeed depends on you!

Patty Steelbeard

Armed with a sabre, a pistol, and a very sharp tongue that at times cuts more deeply than any blade, Patty has boldly been at the side of our nameless hero since their days on Faranga. Patty is the quick-witted daughter of the most famous and notorious pirate to have ever lived: Captain Gregorius Emmanuel Steelbeard. She has spent most of her life searching for her missing father and his treasure, walking in his footsteps and making her way in life as a pirate. Her dream is to one day impress her father with her deeds, and also prove something to herself. She doesn't really care about saving the world.

Patty has actually managed to assert herself in the male-dominated world of piracy, winning the respect of her male counterparts. It goes without saying that she needs to be brusque, have a quick tongue and a healthy dose of courage. Yet there is also a charming side to Patty, although only friends ever get to know it (and she doesn't have many of those). Her relationship with the «nameless hero» in particular is very special, and when Patty arrives in Caldera unexpectedly to request your help in finding her father, you do not waste much time wondering what to do...



Captain Steelbeard

Captain Gregorius Emmanuel Steelbeard is an old-school pirate and a man of honour, but without manners. The Pirate's Creed is his law, and the well-known proverb that the end justifies the means might well have been coined by him. Steelbeard still recalls the good old days when there was a king, and he and his crew took his ship, Eleanor, to pillage the coast of the lost empire and the Isle of Khorinis. Past decades saw Steelbeard rise to prominence as the most famous and notorious pirate captain of the Southern Seas, his gruff and self-confident manner (which he passed on to his daughter, Patty) often coming to his aid.

Once the pragmatic Steelbeard lived for raiding ships of the Inquisition, which he loathed with every fibre of his being. To amass gold was his purpose in life, and he never avoided violent disputes over a barrel of rum or a beautiful woman. Meanwhile, however, in these troubled times when nothing is safe, Steelbeard has changed his priorities. Now, above all else, he endeavours to halt the Titans who are terrorising the seas – a task that he shares in common with the one they call the «nameless hero», so that their paths cross more than once (not least because of Patty). Steelbeard doesn't think much of you at first, but as he treats everyone the same, be they a crew member or a stranger, giving each a chance to prove themselves, it is up to you and you alone to earn the pirate captain's respect.



Jaffar

Jaffar the gnome is small, quick and always on the lookout for spoils. Put differently: he steals everything that isn't nailed down. Equipped with numerous bags and sacks, Jaffar is about to leave his home on the Isle of Thieves, for when a gnome reaches a certain age the Shaman sends him on his own personal «great journey» to find a unique item of special, spiritual value. This item is the so-called «Auri Culci», which one day will be buried with him as grave goods, so that he need not appear empty handed before his maker. This desire is greater than his fear of enemies and the coming darkness, which he defies with his sword and numerous small objects he has repurposed from throwing weapons.

On his travels he forges ties to the human race, mostly in the hope that they will help him acquire his «Auri Culci». However, it is not always easy for him to get along with humans, as occasionally the «big people» behave in ways that he simply cannot understand – a circumstance that gets him into trouble more often than not. Nevertheless, he does try to embrace the humans' values, and his rudimentary command of their language is proving to be of great assistance to him. Still, he tends to use simple sentences, often only describing what he wants to say, and frequently reverting to using the gnomes' language.



THE WORLD

The game world of *Risen 2* consists of two continents: the Old Empire to the north, now lying mostly in ruin, and Arborea to the south, as well as several large and small islands in between. At the southern tip of the Old Empire, nestled in apparent safety, lies the Inquisition's final refuge: Caldera. The remainder of the world is at the Titans' mercy, and has not survived the Great Storm.

People call the archipelago to the south of the Old Empire the Southern Seas. Its islands are scattered over many miles of sea. Some have been colonised, about others dark tales and legends abound. For this reason, many an island is neither inhabited nor has ever been explored.

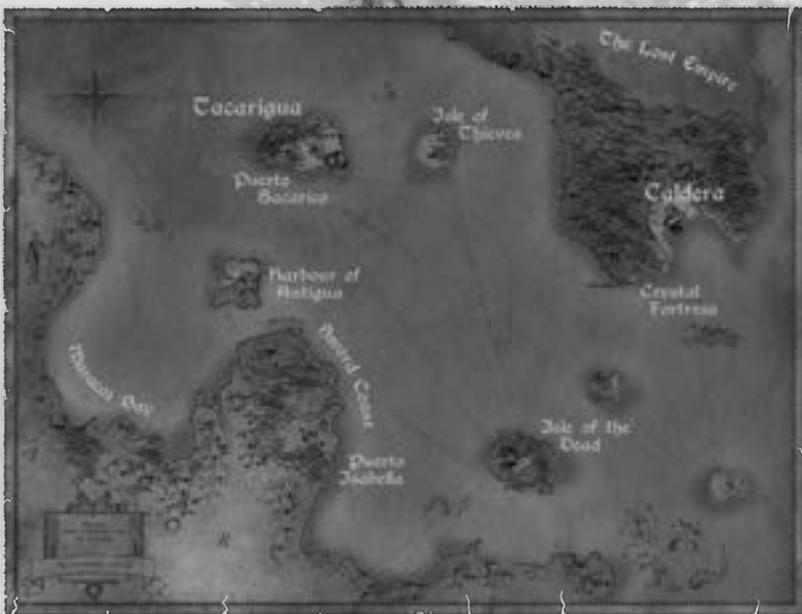
To the east of the archipelago lie the islands of Faranga and Gaurus. Fans of *Risen* are quite familiar with both of them: it was on Gaurus that the nameless hero began his journey, and on Faranga that he experienced his first adventure.

At present, the Inquisition is exploring and colonising Arborea, the continent to the south. To date, only little is known about these shores. However, because Arborea has thus far escaped the Titans' anger, it has become mankind's last hope for a new home.

The Lost Empire

Caldera

Caldera, once a flourishing trading city, is now but a shadow of its former greatness. At the height of the old kingdom, Caldera was the seat of the Inquisition. It was then that the Crystal Fortress was built, a mighty city ramparts whose towers are equipped with anti-magic crystals to defend against all



magical attacks. Today the Fortress protects the city against the Titans, and although severely crippled, Caldera is the last remaining bastion of the Old Empire. It is only here that the power of the crystals below the Fortress is strong enough to keep the Titans at bay. The few people who remain have gathered beneath the Inquisition's banner

in the capital city which, even today, is the seat of government. Following the death of the King, the magicians were stripped of their power, and the High Council convened in Caldera to guide mankind from that day forth. Yet now Caldera's days are

numbered and the end seems inevitable, for the Titans are destroying the ships that bring essential goods to its citizens, and the city's supplies are dwindling. Its people are desperate, and there seem to be no signs of recovery – far from it...

The Southern Isles

All islands in the Southern Seas are collectively referred to as the Southern Isles. They include the islands of Faranga and Gaurus located in the ocean to the east, which you know from *Risen*.

Tacarigua

The Isle of Tacarigua is covered by dense jungle. The Inquisition has established sugar plantations here, which are worked by slaves and captives who in forced labour are working off their penalty for crimes committed. It is all the more surprising that one part of the island also harbours a secret pirate's den. It is entirely conceivable that the pirates believe the last place people would look for them is right under the Inquisition's nose. However, the reason they are here may well also lie in the allure of the rum made from the sugar cane that is grown on the island, letting the pirates throw caution to the winds. After all, Tacarigua rum is not just in demand on Antigua, but throughout the whole Southern Seas. The island's main bastion is the harbour town of Puerto Sacarico to the south. It is here that a handful of Inquisition soldiers guard the slaves who do the field work. As such, the climate on the island is tense, as people keep disappearing without a trace. For obvious reasons, this is making the Inquisition nervous, particularly because

of how it is effecting the rum industry in a place where at times, rum is valued higher than even gold.

The Isle of Thieves

The Isle of Thieves originally owed its name to the gnomes who inhabit it, or rather a very peculiar trait of these little people, who passionately «collect» everything that is not nailed down. Put differently: the gnomes steal like magpies, and would even steal from themselves if they could.

They live in a small, peaceful village on the island, cared for and guided by their Shaman. Gnomes dwell in adjoining caves, where they like to display the treasures they have acquired.

Antigua

The Isle of Antigua owes its prominence most of all to the fact that it is the pirates' main port of call: Port Antigua. This is where the self-styled «Admiral» calls the shots, controlling all supplies for pirate vessels. The Admiral resides at the «Captains' House», where the five greatest pirate captains of the Southern Seas meet regularly to discuss matters, the legendary Pirate's Creed ever open and within reach should the need arise to settle a dispute among the captains.

The Isle of the Dead

The alleged Isle of the Dead lies off the coast of Arborea. The natives bring the bodies of their greatest, most glorious warriors here by boat, so that they might take up their rightful place in the Underworld.

Arborea

Arborea is the continent located to the south of the Old Empire. It is home to the natives, who have inhabited Arborea for generations. In search of a new, safe refuge, the Inquisition recently began to explore and colonise the continent, and there is still much uncharted territory.

THE FACTIONS

In *Risen 2* you can join one of three opposing factions as the game progresses. The faction you joined will determine how your character develops. Also, it will say much about your social ranking and how you make a living.

The Inquisition

The Inquisition was established by the King's court magicians, who also acted as royal advisers, several years ago. Initially, the Inquisition was made up of paladins and a few magicians. Originally, their task was to tackle all manner of «arcane» difficulties that ordinary troops were unable to deal with, and to solve crimes committed with magic. Even though combat grew in importance in the lives of soldiers of the order, with many a bloodbath bearing their mark, they always fought in the belief that they were doing the right thing.

In the time of the *Dark Wave*, the Inquisition busied itself primarily with renegade magicians who abused their powers, or worse, had sworn service to the dark god. With each *Dark Wave* that descended upon the world like a flood, the Inquisition was faced with its greatest challenge, a challenge they were not equal to. They were unable to prevent the resurrection of those ancient powers known as the Titans, who rose and in their wrath destroyed the lands, leaving only pale ash in their wake. Today, mankind stands on a precipice, only a step away from utter annihilation, with few places left on Earth in which to seek sanctuary. For the Titans now threaten even these final bastions of man, including Caldera, headquarters of the Inquisition since its inception. In an attempt to dis-



cover more places of refuge, the King sent out a fleet of ships. One of these ships bore Inquisitor Mendoza.

His destination: the Faranga Islands. Upon his arrival, he went on land with a group of soldiers to bring the island's inhabitants news from the continent, and to seize control «In the name of the King». Unfortunately for him, the King had meanwhile fallen to a Titan attack on the Old Empire's capital city, and even though Mendoza, Commandant of that legendary expedition, was with them, fate showed no pity: He succumbed to the magic of the ancestors and threatened to destroy one of mankind's final places of refuge – a deed that was prevented at the last minute. Despite this, magic has since been looked upon as the root of all evil, and so the Inquisition, which once employed the arcane arts itself under the guidance of the magicians, fled forwards and from that day onwards forbade any use of magic. The few magicians remaining in Caldera were forced to renounce their craft or were banished.

Today, guided by the High Council, this mighty organisation now dedicates itself to the task of finding a weapon against the Titans, to save mankind from utter destruction. The attitude that the Inquisition shows toward the game's other two factions is clear: Whereas they view the natives as primitive savages, whom they fight or enslave to work on their sugar plantations, they generally see pirates as a bunch of criminals and cut-throats – an assessment that is not too far off the mark.

The Pirates

When you think of pirates, a definite picture springs to mind: rough guys wearing bandanas, earrings and eye patches, a cutlass at the ready, and willing to make their own grandma walk the plank for a bag of gold. Well, that is exactly the way the members of this dubious faction are in *Risen 2*. Freedom-loving and ever ready for a profitable adventure, the pirates roam the Southern Seas, and in spite of Inquisition henchmen who are always hard on their heels, have managed to settle on nearly every isle in the region. Antigua, «home» to all pirates, is where they have their headquarters. This is also the seat of the so-called Captains' Council, which existed long before the High Council was established in Caldera. All pirates that live and breathe in these waters belong to the council. It is led by Admiral Alvarez, who predictably is referred to as «The Admiral». The Admiral's current objective is to break the Titan's curse. Regrettably, not all are as keen on doing so as Alvarez. Instead, the pirates are divided into two camps: those who are simply trying to come to terms with the situation while still taking their cut, and those who are trying to stop the Titans before it is too late. One of the latter is Captain Gregorius Emmanuel Steelbeard, Patty's father.

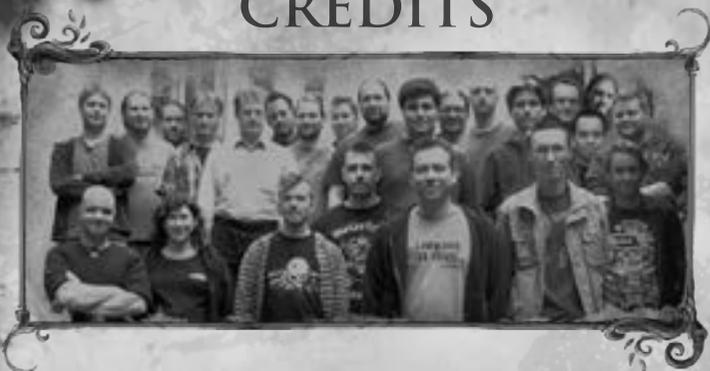
The Natives

The natives are the indigenous peoples of the Arborean continent. Their ancestors built the great temples, whose ruins now populate the jungle in Arborea. Built over the sources of the natives' magic, even now the temples are sacred places. The natives believe that magic is of divine origin, and that the Titans are the manifest wrath of the gods.

There are several indigenous tribes in the Southern Isles, not all of them particularly well-disposed toward each other, or for that matter toward pirates and the Inquisition, which recently began enslaving natives to work on the sugar plantations. Tribal hierarchy is strict: They are led by the Chaka, their chieftain, who is usually also a powerful voodoo priest and lends the warriors and hunters of his tribe strength through his magic. Tradition demands that the Chaka be elected from among the Tonka, the warriors, whose foremost task is to protect the village and the tribe's sacred places against intruders, no matter their origins, skin colour or intentions. They are assisted by the Kiki, the «Daughters of the Chaka», who likewise command powerful voodoo magic, and make jewellery and armour for the warriors. They have also placed sacred idols throughout the jungle to placate the «powerful spirits» who have entered the world. However, it is rather doubtful that this apparent mumbo jumbo will really protect them against the Titans...



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– *Andre H.*

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– *Sascha*

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