



XBOX 360

Risen 2

Dark Waters



INSTRUCTION BOOKLET

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XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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.

Risen 2

Options

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

Video

This lets you configure your video settings, meaning brightness, contrast and the game's gamma setting.

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, and turn subtitles on or off in dialogues. You can also choose whether or not the game should display help texts or let you know when you have achieved something.

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 Gamerscore 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 Gamerscore 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 Gamerscore points. Select this menu item 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 of the story!

Credits

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

NOTE

You can activate or deactivate gamepad vibration in the *Gameplay* menu!

CONTROLS

You play *Risen 2* with your Xbox 360® Controller. The following will provide you with an overview of the game's most important commands.

Normal mode

Risen 2 provides several modes for you to choose from when playing. Usually you will be in normal mode, in which you move your character about, talk to NPCs and pick up or use items. If you draw your weapon, though, you automatically switch to combat mode (see the following two pages).

LB Walk/Sprint

Press this button to toggle between walking (default setting) and sprinting. If you hold down **LB**, your character will sprint until exhausted.

L Move/Sneak character

Use the left stick to move your character in the game world. If you push the left stick just a little, you sneak. If you push it all the way, you walk. Press **L** to toggle between walking (default setting) and sneaking.

START Main menu

By pressing this button you can return to the game's main menu at any time.

R Look around

Move the right stick to look around. As soon as you see something that you can use (like items, chests, or NPCs) it will be indicated on your screen.

Draw weapons/Combat mode

When you draw your weapon, the game switches to combat mode. Once you have targeted an enemy, you will attack automatically.

Quick slot

Press this button to access the Quick slot wheel, where you can keep items at the ready for instant use in combat, for example.

Dialogues/Inventory/Character screen/Map

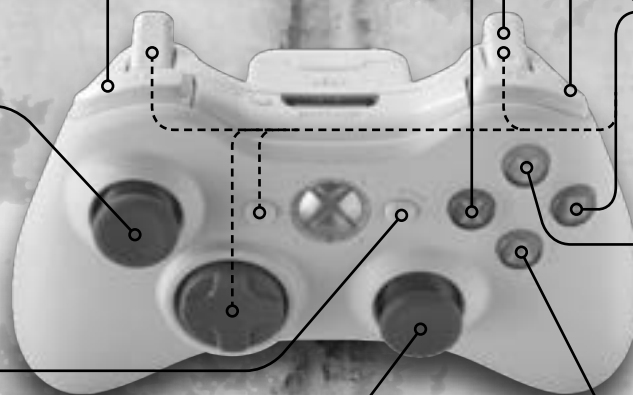
Press this button to open the Inventory, Character screen or the Map. Use the directional pad for quick access to the various dialogue options. The game will pause while you are navigating the dialogues.

Jump/Climb

Press this button to jump or climb, depending on what the current situation requires (and which options the environment presents to you).

Action (take/talk)

As soon as you look at something and the name a person, enemy or item appears, you can interact with it. Press this button to perform your desired action, like talking to someone, picking up an item, opening a door, using a bed, or cooking meat over a fire.



Combat mode

This mode is activated the instant you draw your weapon. However, to switch to combat mode you must have a weapon equipped! To equip a weapon, open your Inventory and select one of the weapons available to you at the moment (meaning it is in your inventory). Then simply select your desired weapon to equip it. If this is not possible, then because you do not meet the requirements for using that particular weapon, for example because you have not learned the required skill yet.

LT

Parry

Press and hold this button to parry an enemy's attack. If you press **X** promptly when parrying an attack, you dodge the attack. If you have the skill «Riposte», you can follow up with an especially strong counter-attack right afterwards by pressing the **Y** button.

LB

Walk/sprint

Press this button to toggle between walking (default setting) and sprinting. If you hold down **LB**, your character will sprint until exhausted.

L

Move

Use the left stick to move your character through the game world when in combat. Note that you need to be facing an enemy to attack them!

R

Look around

This lets you move the camera, meaning you can look around in the environment. Note that you need to be able to see an enemy to attack them!

Ranged weapon/Dirty Tricks

RT

Depending on the secondary item you have equipped (such as a ranged weapon, sand or a rock-hard coconut), you can use it in combat by pressing this button. Note that you need to learn the talent «Dirty Tricks» first, before you can use it!

Using a Quick slot item

RB

If you have placed items in your Quick slot, you can use them immediately by pressing this button, for instance health potions or certain herbs to regenerate your health during combat.

Kick

Y

When parrying, press **LT** and **Y** at the same time to kick at your target. A well-placed kick can damage your enemy, throw them backward or even flip them onto their back, gaining valuable time.

Put away weapon

A

As soon as you put away your weapon, you switch back to the normal game mode.

Primary Attack/ Attack Combos/Powerful Attack

X

Press this button to attack an enemy. You can combine several single attacks into one especially powerful combo attack by pressing **X** several times in a row. Once you have learned the right skill, you can also perform a very powerful single attack by pressing and holding **X** for a while.

CHARACTER TRAITS

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 weapons categories 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 persuasion/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

In *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. 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 button lets you attack a target with your primary weapon. By pressing the secondary action button 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 were given for it originally!



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 might only be doable 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. You character will grab the edge automatically, and pull themselves up.



Treasures

Treasures are buried in several places across the Southern Seas – usually in remote locations like caves or isolated beaches. For each treasure you will need a special treasure map to find it. Once you have a map, the location of the treasure it leads to will be marked in the countryside with a nice big X so you can't miss it, as tradition demands, and you will be able to see its location on your region map. You will need a shovel to dig up the treasure, though.



Traps

The Southern Seas are a dangerous place. Death lurks around every corner, also in the shape of treacherous traps that, sadly, you usually notice when it is almost too late. To escape traps like collapsing floors, pitfalls, and wooden stakes, you need to be quick. As soon as you hear that you have stepped on a trap, and see the button icon appear on the screen, press the Jump button to leap to safety and escape the grim reaper once again!

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.

Rowing boats

Somewhere along the coast of each island you visit (and along the Sword Coast) you will find one or more rowing boats with which you can row to other places that you discovered earlier on the island. This way you can get from A to B quickly and easily, without having to walk for miles!

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 you 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 achieved Firearms level 6, besides being able to make blades (if you apprenticed as a smith) you will 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.

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, it will go ill with you!

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. 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 so you can rob them. 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!

HINT

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

Dirty Tricks

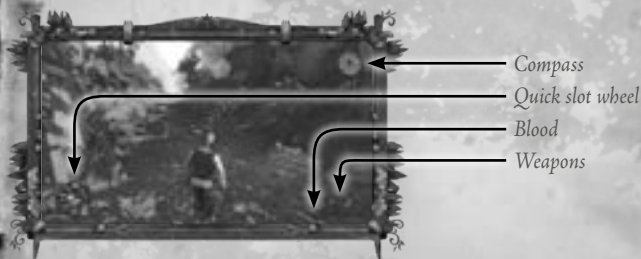
The «Dirty Tricks» talent gives you an unfair advantage over your enemies when in a fight, for instance by letting you throw sand or salt at their face, attack extensively, hurl things at them (like rock-hard coconuts) or try to injure their eyes. There is a catch, of course – you need to get your hands 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. Meaning 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 level, 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 save you a lot of trouble, time and effort.

THE INTERFACE

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



Weapons

At the bottom right of the screen you can see information on the melee and ranged weapons you have equipped, as well as how much ammunition (bullets, pellets) you have for your equipped ranged weapon.

Blood

At the bottom right of the screen, beneath the Weapons icon, you can see the status bar which shows your health, meaning your blood. This tells you how you are faring with regards to your health. If you have been injured in any way, your blood will not regenerate by itself. Instead, to regain your strength you will need to drink something (water or grog), sleep, use a health potion or eat something (food or herbs).

Quick slot wheel

In the middle of the screen you can see the quick access wheel, called the Quick slot wheel. You can place up to eight items in it from your inventory, which you can then use immediately by pressing the appropriate button. To place items in the Quick slot wheel, open the Character menu or your Inventory, select the item you want and drag it to where you want to place it in the wheel. Voilà! At the top right of the screen you can see a compass, which helps you get your bearings.



Risen 2

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 FACTIONS

In *Risen 2* you can join one of three opposing factions as the game progresses. The faction you join 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 unequipped to deal with, and 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 that *Dark Wave* that washed over 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 to seek sanctuary. For the Titans now threaten even these final bastions of man, including Caldera, the headquarters of the Inquisition since its inception. In an attempt to discover 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 did not favour them: he succumbed to the magic of the ancestors and threatened to destroy one of mankind's last 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 primarily 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 the Inquisition demonstrates 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 sail 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 their 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 Tonkas, 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 jewelry and armour for the warriors. The Kiki 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...



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.

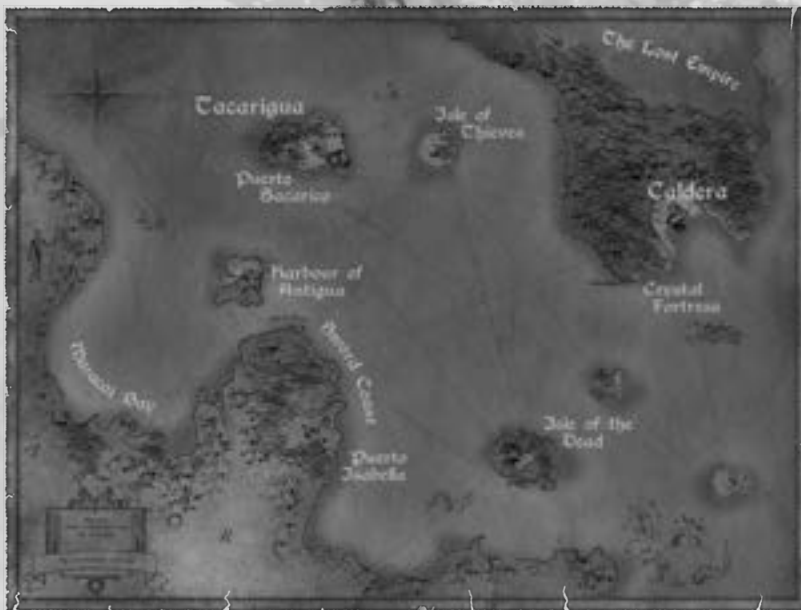
To the east of the archipelago lie the islands of Faranga and Gaurus. Fans of *Risen* are quite familiar with both of them: it was on Gaurus that the nameless hero began his journey, and on Faranga that he experienced his first adventure.

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.

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– **Andre H.**

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