

 XBOX 360

XBOX  
LIVE

# RISEN™

MANUAL

## INTRODUCTION

The sky darkens and the wind cracks upon the window shutters. Humans barricade themselves in their houses. A storm is gathering that the world has never before seen. The earth trembles and ancient temples rise. With them, unknown beings dig their way to the surface.

Tornadoes and typhoons rage across the sea, firestorms rampage on the land and thousands of lives fall prey to the forces of bygone days. A dark time has fallen, and hope fades with every hour, for the gods have forsaken the world. Humans are on their own, as the Dark Wave descends upon them.

Only a few enclaves of humanity have so far escaped the disaster. The volcanic island that you washed up on following your shipwreck is one of them. For an unknown force seems to be safeguarding the isle from the worst. However its protection is growing weaker...

Will you find a way to prevent its downfall? And what does it have to do with the temples and the strange forces?

Will you join the stern Inquisition and reveal the secret of the temples as a Warrior of the Order or will you go to the rebellious bandits who have retreated to the bog? Maybe you will also try to join the mages in the volcano keep to be let in on the secrets of magic...

The vivid world of Risen leaves all freedoms and possibilities open. You can resolve almost every situation in various ways. In this role-playing adventure, new friends await you as well as malicious creatures, hidden treasures and wealth, dangerous traps and puzzles as well as unexpected twists, legends and secrets.

Which path you will pursue and how you will change the fate of the island and its inhabitants lies in your hands.

The island lies ahead. The adventure awaits...



# RISEN

## Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

## 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](http://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](http://www.xbox.com/familysettings).

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[RISEN.DEEPSILVER.COM](http://risen.deepsilver.com)





## MAIN MENU

After starting the game, you arrive automatically at the Main Menu of Risen. From here, you can decide if you would like to start a new adventure, continue an old one or save the current game. In addition, you also have the option of adjusting the game to your particular preferences in terms of controls or audio/music



### CONTINUE

When you click on the Continue button, the last saved game is loaded.

### GAME

Under this menu item, you have the option of starting a new game, as well as loading or saving a game. You can backup a game as desired, even with a self-chosen label.

### Advice Achievements

*For completing certain quests, eliminating a certain number of opponents, learning specific skills and a whole series of other things in Risen, you will obtain so-called gamerscore points. Depending on how difficult it is to get an achievement, the number of points will vary between 10 and 50. Altogether there are fifty achievements in Risen with 1,000 gamerscore points in all. You will receive an overview of the achievements already attained and available in your gamer profile. Please note that some achievements will only be unlocked over the course of the game, so as not to give anything away about the plot of the game!*

## SETTINGS

Here you have the option of adjusting every aspect of the game to your own needs.

### Game options

The game options allow you to determine the difficulty level, invert the Y-axis of the controller and choose if the game dialogue should be provided with subtitles or not. In addition, you can also specify if the tutorial text should be displayed and if the game should inform you when you make an achievement.



## CREDITS

Here you will find information on Piranha Bytes and all the other hardworking folks who have sacrificed years of their lives to send you on this adventure.





## GAME CONTROLS

The controls of Risen are perfectly attuned to your Xbox 360™ Controller. The following commands are of particularly major importance here.

### IMPORTANT COMMANDS





#### ACTION KEY

As soon as you have something in view and the name/label of a person, an enemy or an item appears, then you can interact with it. Press the action key to perform the desired action, for example speaking with someone, picking up an object, opening a door, laying in bed, frying meat over a fire, striking or parrying in combat, etc.


#### MOVE

You move your character with the left stick of your controller. In addition, you can jump in the direction you are moving the left stick if you press the right stick button at the same time. You walk when you move the left stick only slightly up; whereas if you fully move it all the way, then you will run. As soon as you have learned the talent “sneak”, you will switch between the walk and sneak modes with a click of the left stick button.

#### COMBAT MODE

This mode is automatically activated as soon as you draw your close combat weapon. If you find yourself facing an enemy, press  to pick up your weapon, and then operate the action button  in combination with the left stick to perform individual blows or combos. In addition, you can toggle between your close combat and ranged combat weapons (if available) with  and . Please note that most actions (speaking, picking up, etc.) are not available in combat mode!

#### INVENTORY

You get to your inventory by pressing up on the directional pad. Here you will see everything you are carrying with you, arranged in a row of compartments for every type of item (weapons, alchemy, magic, letters, etc.). To use an item, simply select it with the left stick and press ; it makes no difference if it involves an apple, a magic scroll or a spell!

#### JOURNAL

All unresolved tasks that you have currently accepted, as well as all the quests already cleared can be seen in the journal. If at some point you just aren't getting anywhere in the completion of a task, take a look at the journal, where the most important information on the respective quests are summarized. Beyond that, the quest map reveals where the people relevant for that task are currently located, in the form of red and green points. Trainers and merchants that you have met up to now in the course of your journey are likewise marked here.

#### MAP

Press down on the directional pad in the game to call up the world map and where applicable the region and quest map (if available in the area where you currently are located). The world map will help you to roughly orientate yourself to the volcanic island; the region map provides you with a detailed overview of a few important places, like for example the bandit camp, the harbour city or larger dungeons; and the people relevant for the completion of a task are recorded on the quest map.

#### CHARACTER SCREEN

The character screen provides you with an overview of all your attributes and skills. In addition, on this screen you have access to your inventory and can equip weapons, shields, rings and other equipment items. You'll find more detailed information on this in the section “Character Stats” further along in this manual.





## NORMAL MODE

*Risen* is equipped with multiple modes that you can access in the game. In general, you will be in normal mode when you move your character, talk with NPCs or pick up/use items. However if you draw your close combat weapon, you will automatically shift to combat mode. Equipping a ranged combat weapon or a crystal on the other hand, will take you to ranged combat mode.

LT

### Quickbars

LB

### Draw Close Combat Weapon

L

### Move Character

With the left stick button you can switch between walking (preset) and sneaking. You will walk when you move the left stick just a little; whereas if you move it all the way, you will run.

○

### Dialogues

The directional pad serves as quick access to the various dialogue options. The game is paused as you navigate through the various dialogues.

○

### Journal

○

### Inventory

○

### Map

○

### Character Screen

### Equip Weapon/Spell

LB

RB

You can only equip a weapon or a spell if you meet the requirements for it. Meaning you must have placed a close combat weapon in Slot 1 and/or a bow or a crossbow in Slot 2, or you have a magic crystal in your inventory.

### Draw Ranged Weapon

RB

### Activate Magic Mode

### Jump sideways or back

X

+left stick

### Cancel an action

B

### Action (Pick Up/Talk)

A

### Main Menu

START

### Move Camera

R

### Jump

The right stick button lets your character jump. If you move the left stick left and press the right stick button at the same time, then your character will jump to the left, etc.



## COMBAT MODE

This mode is activated when you draw your close combat weapon.

### Attack

Press **A**, to attack an enemy.

### Parry

Press **B**, to parry an enemy's attack. It is usually impossible to parry attacks by monsters.

### Target Aim

If you pull the right trigger in this mode, you will switch to targeting mode, which you can use to keep your enemy constantly in your sights.



## RANGED COMBAT MODE

This mode is activated when your character equips a ranged weapon and/or has a crystal in his inventory. **A**, **B**, **X** and **Y** switch back and forth between the three combat spells and the ranged weapon, in case the appropriate crystals are located in your inventory or you have equipped a ranged weapon.

### Bow

The right trigger is used in the following way: When you pull it, your hero draws his bow, and when you release it, you fire an arrow.

### Magic

The right trigger fires off a magic projectile.


### Crossbow

You fire off a crossbow bolt with the right trigger. With the left stick button, you can switch between the targeting modes: "Shooting from the hip" is preset, in which your character runs as normal while firing; the second is the targeting mode in which your hero can only walk, though in return has a greater chance of hitting the enemy.






## THE CHARACTER SCREEN

Press right on the directional pad in the game , to call up the character screen and view your current equipment. Here you can equip, among other things, other weapons, armour and jewellery. The character screen is split in two parts. While you see your attributes and defensive values against certain forms of attack as well as the equipment you currently have equipped (armour and weapons) in the first window, your skills are displayed in the second character window.

### *Advice* Levelling

*For every opponent that you vanquish, and every task that you successfully complete, you receive experience. As soon as you have gathered a certain amount of experience, you will move up to the next highest level, which means that your maximum life energy automatically increases. In addition, every time you level you are given a certain amount of learning points, which you can then invest in the purchase or upgrade of your attributes and skills.*


## EQUIPMENT SCREEN

With the right stick you can switch between the equipment slots and your inventory. With the left stick you can change the variety of your slots or items each time. With  you can place an item from your inventory in the selected slot.



## WEAPONS

### *Close combat weapons*

You can only ever use one close combat weapon at the same time. While bandits fight with swords and axes and in addition have the possibility when sword fighting of picking up a shield to fend off enemy attacks, staff fighters need both hands to wield their sticks. You block by pressing  in combat. However, you can't simultaneously block and strike!

*Advice* **Combos** - The more experienced you are in a weapons technology, the better the attacks that are available to you. In addition, you can join several different attacks into combos in order to rapidly strike two, three or four times in succession. By pressing the directional keys you will furthermore alternate between the varieties of strike. It is recommended to not always apply the same tactic, as various enemies react differently to your attacks.

### *Ranged combat weapons*

With bows and crossbows, you can set your sights on enemies further away in order to cause damage before you proceed to close combat. For ranged weapons you need bolts or arrows, which you can buy from merchants. Even eliminated enemies carry projectiles from time to time.

*Hint* If you press the left stick button with a drawn and combat-ready crossbow, crosshairs will appear, allowing you to better set your sights on your target!



## ARMOUR & HELMETS

Besides different close and ranged weapons like swords, staves or bows, various shields, armour, helmets as well as jewellery are likewise available to you in Risen. Every item is equipped with different values, which increase your attributes or skills. Whereas one gets a hold of common weapons and shields comparatively easily by taking them off of eliminated enemies for example, it is difficult to get a hold of armour. It is predominately the leader of the faction that you have chosen who relinquishes heavy armour to you for an ample lump of gold pieces; furthermore, lighter armour and helmets are also offered by some merchants.

## JEWELLERY

Your attributes and skills will grow with amulets and rings. You can carry two rings and one amulet. You will find jewellery among other places on slain enemies, in chests or at merchants. For that matter, you can manufacture magical amulets and rings yourself as a goldsmith!

## CHARACTER STATS



In this window you will see your character stats. With the left stick, you can switch between all skills; information on the respective skill is then displayed in the top right corner of the screen.

## ATTRIBUTES

The attributes field of the character screen provides you with an overview of your physical abilities. In addition, you see your faction affiliation here.

**Level:** The level shows you how experienced you are.



### Strength

High strength enables you to use better weapons. Furthermore, you cause more damage in close combat. In addition, you must have a certain minimum strength to be able to use particular weapons.



### Dexterity

High dexterity enables you to use better bows. Furthermore, you cause more damage in ranged combat.



### Wisdom

You require wisdom to understand the magic seals.



### Mana

Your current Mana. Your Mana shows you how much magical power you have at the moment.



### Life Energy

Your current life energy. Your life energy shows you how healthy you presently are.



### Learning Points

Your current learning points. You need learning points to increase your attributes and to learn new skills.

*Hint* In the course of the game you will come across bookstands, potions, herbs and tablets, which allow your attributes and skills to increase. While bookstands and tablets permanently increase your wisdom, the ogre root for example positively affects your strength. Since trainers can only ever increase your attributes and skills (in "exchange" for learning points) up to a certain extent, it is certainly recommended to first resort to potions and herbs when nobody can teach you anything more!



## PROTECTION

In this field of the character screen, you see how well you are prepared for particular types of weapons.



### **Blade Protection**

Your defensive value against most bladed weapons and monsters.



### **Blunt Weapon Protection**

Your defensive value against blunt close combat weapons.



### **Piercing Weapon Protection**

Your defensive value against piercing weapons and ranged combat weapons.



### **Fire Protection**

Your defensive value against magical fire attacks.



### **Ice Protection**

Your defensive value against magical frost attacks.



### **Magic Protection**

Your defensive value against magic bullets.

## Skills

Skills refers to things that you can learn from trainers.

## FIGHTING

Here you see which fighting methods you master. All fighting skills can be enhanced in ten levels. Being a good fighter is vital to surviving, which is why you should attain true mastery of at least one fighting technique! The better you are in one technique, the greater your chance of hitting your enemy in battle and causing damage. In addition, further nuances are learned with every new fighting level, like for example new methods of attack or combos. If a critical hit is scored in combat, the strength of the hero is added onto the weapon damage!

*Hint* While bandits fight with swords and axes, mages and warriors of the Order delight in using staves!



### **Sword Fighting**

Talent for the use of swords and light close combat weapons.



### **Axe Fighting**

Talent for the use of axes and heavy close combat weapons.



### **Staff Fighting**

Talent for the use of staves and spears.



### **Archery**

Talent for the use of bow and arrow.



### **Crossbow**

Talent for the use of crossbows.

*Advice* Advice Inexperienced shooters will hardly be successful at inflicting considerable damage to their targets – only by increasing your mastery of the respective weapons technology (Archery or Crossbow) can you shoot quicker and thereby do more “mischief”. However, you should well consider who it is you have in your sights, as a strike from an arrow will feel at best like a mosquito bite to powerful enemies like ogres or ash beasts – and then in a fury, they will make a dash to squish the annoying mosquito (that is to say: you) ...

## CRYSTAL MAGIC

Here you see which kinds of crystal magic you have mastered. All crystal magic combat spells can be enhanced in ten levels.



### **Magic Bullet**

Your mastery of the knowledge of the magic crystal.



### **Fireball**

Your mastery of the knowledge of the fire crystal.



### **Frost**

Your mastery of the knowledge of the frost crystal.



## CRAFTING

You can learn a series of technical skills to produce things. Whereas “alchemy” and “smithing” are each upgradeable in three levels to produce better potions and weapons, “prospect ore” and “gut animals” are skills that you acquire at one time and immediately master perfectly.

### Alchemy



Alchemists can create powerful potions from plants. To do this, you need an alchemy table, the recipe of a particular potion as well as the appropriate ingredients (vials, plants, wine).

### Smithing



Your skill in the smithing of weapons and jewellery. In order to forge something, in addition to the appropriate tool (forging hammer), you need a blank sword as a working base as well as a completely equipped forge.

*Hint* The goldsmith - Besides weapons, you can also craft jewellery as a smith, using the goldsmith tongs and the goldsmith hammer!

### Prospect Ore



With this talent, you can prospect ore. In order to mine the various ore deposits you find throughout the island, you need a pickaxe.

### Gut Animals



With this talent, you can take valuable trophies from slain animals. Skins, claws, teeth and other pieces of loot earn good gold at merchants. However, you need particular tools to completely gut a slain wild animal, like for example jaw chisels, stinger breakers or wing shears!

## RUNE MAGIC

Here you see how well you master rune magic.



### Seal

The understanding of the magical seal is the basic requirement for the use of magic runes. The higher the seal, the more powerful the runes.



### Create Scrolls

With this talent, you can create magic scrolls.

## THIEVERY

Here you see how good of a thief you are.



### Open Locks

Your skill in opening locks without a key. To pick a lock, you need a lock pick and must then enter the correct combination. Every time that you press the wrong button (left or right), the lock pick will break, and you will have to start over again from the beginning. There are three different lock strengths, which can only be picked at their respective skill levels: easy (four-digit combination), medium (six-digit combination) and difficult (eight-digit combination).



### Pickpocket

Your skill in stealing from people.

*Hint* Hint The ideal complement to this skill is naturally the talent “sneak”, which allows you to look around in other people’s huts unnoticed and to relieve chests of their – hopefully – lucrative contents!



### Acrobatics

Acrobats are able to fall from great heights and roll so that they take less damage.



### Sneak

With this talent, you can move silently. Please note: You can’t sneak with a drawn bow!



## Thievery

### Open Locks

The thievery skills there are to learn in Risen are of great benefit to not only avid pilferers. First and foremost, the skill "open locks" is actually one of the most important gifts you should possess - and it's best to do this to perfection, as lots of useful stuff is located in the locked chests and crates scattered across the island! Picking a lock not only requires the appropriate talent, but also a lock pick. However, not all chests can be opened in dishonest ways; some you can only get open with the appropriate key.

### Sneak

If you sneak, then it is easier to stalk an unsuspecting enemy or victim without being noticed. The art of silent movement is decidedly useful first and foremost for thieves, as non-player characters (NPCs) will not wake up if you sneak into their houses at night and take everything that isn't nailed down. But watch out: if someone does catch you however, it can have dire consequences!

### Pickpocket

Once you have learnt this talent, you have new conversation options in dialogues, to distract your enemy then steal from them. Depending on how high your skills as a pilferer are, you can also attempt riskier thefts, which naturally usually bring more profitable loot. If you let yourself engage in a conversation with an NPC, a certain amount of time is available to you to perform the theft. Be aware that you can take just one item from each NPC and can also only steal from each NPC once! Therefore, select your loot carefully!

## THE INTERFACE

The interface of Risen is as equally clear as it is user-friendly.



Quickbars

Weapons

Life Energy & Mana

Compass

### WEAPONS

Left of your health indicator you will find information on the near combat weapons that you currently have equipped as well as on your shield. Right of that stands information on your ranged combat weapons and quantity of available projectiles (arrows/bolts).

### QUICKBARS

Bottom left and right on the screen, you will find the quickbars. You can "store" eight items from your inventory here, which you will then have immediate access to by pulling the left trigger and pressing the appropriate symbol on your controller. To place items in the quickbar, open your inventory, select the corresponding item, hold down the left trigger and press the desired symbol. Voilà!

### LIFE ENERGY & MANA

Two status bars are located on the bottom edge of the screen, indicating your life energy (red) and your mana (blue). Were you to be injured in any way, your life energy would not automatically regenerate. Instead, you have to drink water, sleep, use a healing potion or eat something (food or healing herbs) to regain your strength. Whereas by drinking mana potions and eating mana plants, you will refresh your mana, which indicates how good a shape your magic power is currently in.

### COMPASS

Top left on the screen you will see a compass, which will help you to orientate yourself.



## ACTIONS

In Risen, a number of action possibilities are available to you.

### TRADE

To trade, speak to one of the many merchants that populate the world of Risen, and select the items you would like to buy or sell. After that, selecting the button Trade Shopping Basket will suffice to make gold and goods change hands.



*Hint* A merchant will always charge more gold for his goods than you get when you sell them to him! A miserable rip-off ...

*Hint* It is worth it to visit a merchant once again at a later time to see if he has new goods!

### CLIMB

In order to climb, you have to stand within reach of an obstacle with a horizontal ledge. Then jump up, so that your character can automatically grab the ledge and pull themselves up. In hard-to-reach places you will often find particularly good loot – or particularly nasty enemies ...



### TORCHES

You can light torches to better find your way in the dark. To discard a torch, press the **B** button on your controller.

*Hint* A light spell also brings light to the darkness!



### SNEAK

As soon as you have learned this skill, you can press the appropriate button to sneak. This is especially useful for stealing tours through other people's quarters and to stalk your enemies so that you can ambush them without warning.

### SLEEP

You can sleep in almost any vacant bed that you find (that is, as long as no enemies are in the area). No matter how long you sleep, your life energy and your mana will regenerate, so that you wake up refreshed! In the course of the game, you can become the proud owner of several houses and huts on the island, which will in a way serve as your home!





## FRY & COOK

To regenerate health and mana, you can consume healing herbs and foodstuff, whereby the full effect of many herbs will only develop with alchemy. It is different with “proper” dishes like meat stew or ragout, which immediately strengthen you for the long term. However, along with the respective recipe, you need a ladle, the appropriate ingredients and a cauldron to prepare these dishes.



*Hint* Along with a pan (which you should always have with you), you need a campfire or a stove to fry raw meat, raw onions or fish! In addition to simple fare, you can also prepare more elaborate dishes on stoves!

*Hint* Drinking from water drums regenerates health. If on the other hand you need to move quicker, then you can resort to a healing potion at any time.

## BREW POTIONS

To brew potions, you must be powerful in alchemy. Furthermore, you need recipes, the necessary ingredients and an alchemy table to produce potions. Besides potions that regenerate your health and your mana, there are also those that permanently increase your attributes like for example strength or dexterity.



## MAKE SCROLLS

To make a scroll, you must first learn the appropriate skill. Beyond that, you need in addition to a rune and a parchment roll, a quill and a desk as well. Anyone who possesses the talent for it can “write” scrolls!

*Hint* The runes necessary for making scrolls have to either be found or bought!

## SMITHING

In order to forge something, besides the appropriate talent and the necessary tool, you need a blank sword as a working base as well as a completely equipped forge. In smithing, the blank sword is first heated in the forge, then properly hammered on the anvil and subsequently chilled in the water trough, before the weapon is finally sharpened on the whetstone.



*Hint* As a smith you can also craft rings and amulets; to do so, in addition to a goldsmith hammer and the appropriate forge, you need gems!

## TELEPORT STONES

Later in the course of the game, you will have the opportunity to find and to use teleport stones that allow you to teleport to various locations on the island, which will save you a lot of time and marching!





## The JOURNAL


The journal is possibly your most important “tool” of all. Here you will find not just data for all your current quests (tasks), but also information on all trainers and merchants who you have already met. Moreover, you have access here to a large overview map of the island as well as to regional maps of cities or dungeons, that are however not originally available to you; instead you must first find the corresponding maps or get them handed over to you from a non-player character.


*Advice* By pressing left on the directional pad you will access your journal! You can move the cursor across the quest list and the quest text. With **LB** and **RB** you can shift between the various quest categories such as **Current**, **Completed**, etc., and with the left stick, you can change the respective quest window.


## QUESTS

You receive quests exclusively from other characters. You first find out whether an NPC has a task for you or not when you chat with them. For this reason, it is recommended that you speak to everyone you encounter as a basic principle! You can subsequently find accepted quests in your journal.

The current quests listed in the journal are divided into the following categories:

 **World**  
Here you will find the quests that you complete or receive from beyond the three camps.

 **Harbour City**  
Here you will find the quests that you complete in the harbour city or receive there.

 **Volcano Keep**  
Here you will find the quests that you complete in the volcano keep or receive there.



### Bandit Camp

Here you will find the quests that you complete in the bandit camp or receive there.



### All

All of your accepted quests are presented under this point.

*Hint* If you don't currently know what you should do, simply take a peek at your journal and look at which quests you still need to complete! As a general rule, you will find hints in the quest text or on the quest map that suggest what needs to be done next.

## MAPS

In addition, you have access to the world map of Risen via your journal as well as to regional maps of the volcanic island, which however always only show the area you are directly located in (for example the volcano keep, a certain dungeon or the like). Initially, only a rough overview map is available to you; you will then obtain a better one later. Your character is displayed on it as a golden arrow.



### WORLD MAP

This map gives you a rough overview of the volcanic island.




## REGION MAP

Depending on which area you are directly located in (and if you have a corresponding regional map), here you will find a detailed overview of your immediate surroundings. This is especially helpful in dungeons, where you can easily lose your orientation.



## QUEST MAP

When you click on a quest and additionally open the quest map, the quest giver will be indicated here as a green point, while the locations/people that you need to find to complete this task are marked in red.

*Hint* Press  on the directional pad in the game to access the maps dialog!

## THE FACTIONS

The Dark Wave threatens the entire population of the volcanic island. However, each faction has its own way of dealing with it: The Inquisition – headed by Inquisitor Mendoza – is attempting to sustain order and to establish an army that can stand against the perils; the bandits are exploring the ruins rising from the ground solely for the purpose of grabbing the gold that is to be found there; and finally, the mages deliberately keep away from the ruins. Instead, they protect the sacred flame that has mysteriously appeared in the volcano keep, while they mentally prepare themselves for coming events.

### THE INQUISITION

The Inquisition was founded a few years ago by the king's mages. Their original assignment was to take on all "magical" difficulties that the ordinary troops were in no position to manage. In the time before the Dark Wave, the Inquisition primarily dealt with rogue mages who abused their power or had even pledged themselves to the Dark God. The Inquisition has always consisted of a handful of inquisitors, with several commanders at a time serving under them, who in turn each command a group of warriors of the Order. The apprentices of the Order are called recruits.

On behalf of the king, the Inquisitor Mendoza is finally travelling with his ship in this dark time to the Faranga Islands. Having arrived there, he assumes power over the isle and appoints Carlos, one of Mendoza's most loyal followers, to be the new commander of the harbour city.





Don Esteban, who up until now called the shots in the city, fled to the bog with his companions to seek sanctuary from the Inquisition there, while the Inquisitor again cast off with his ship to head to another isle in the island chain and to see to law there. The weird ruins have also risen from the ground on this island. Inquisitor Mendoza decides to return to the first island to explore the ruins there.

For this purpose, the Inquisitor leaves the ship set up in the harbour. For blatant fear of being left behind “alone” on the island, the desperate citizens urge to come along, yet the Inquisition will not yield: Nobody is allowed to leave the island. Despite the ban, two people sneak on board the ship as stowaways: a young woman named Sara – and a valiant champion, who (as will become apparent later) will change the fate of the island’s inhabitants ...

## THE BANDITS

Before the arrival, Don Esteban held the office of governor of the harbour city. Though since he was unwilling to bow to the “law of the Inquisitors” like everyone else, he fled the city with his men and set up his camp in the bog, in an old, already looted temple ruin, where he since plots to win back control over the harbour city.

The captains of the bandits serve under the Don, and in turn lead the fighters. The fighters are in charge of guarding the camp and the excavation work that the Don has conducted, in order to attain gold and magical artefacts. The true drudgery is handled by the workers, – after the hunters, the end of the food chain, as it were – hired support staff, who do the real back-breaking work.



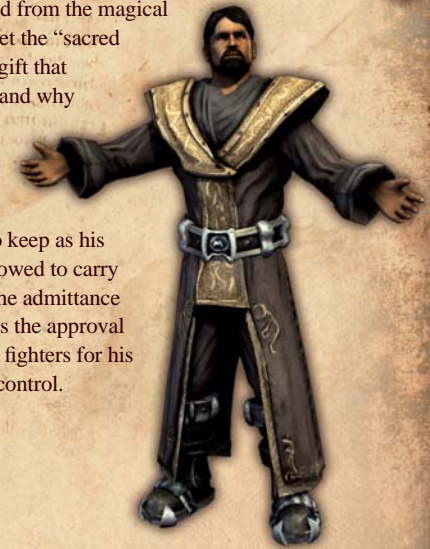
## THE MAGES OF THE VOLCANO KEEP

Since the volcano keep was built at the foot of the mountain, it has been the home of powerful mages who use the site as a training school for their novices. The order of the mages and its master Ignatius are appropriately highly esteemed throughout the island.

In the months following the Dark Wave, during which humans lost almost all their cities and settlements, the certainty grew that the gods had forsaken the world.

The mages proclaimed that the gods have delegated responsibility to humans to deliver the world from the magical storms. As a sign of this, they interpret the “sacred flame” as a “last gift of the gods”. A gift that protects the island from doom. How and why though, no one knows...

The Inquisition presides over the mages in the keep. Meanwhile, the Inquisitor has chosen the volcano keep as his headquarters. Only the mages are allowed to carry on their business as always, even if the admittance of new novices into the order requires the approval of the Inquisitor, who needs as many fighters for his own plans as he can bring under his control.





## THE MAIN CHARACTERS

Although you will encounter dozens upon dozens of entirely different characters in the course of your adventures on the volcanic island, the most of which will have their very own story to tell, there are a handful of figures who are of particular importance for the events you will see yourself confronted with in Risen.

### INQUISITOR MENDOZA

Mendoza is the commander-in-chief of the commanders and warriors of the Order on the island. He is travelling on behalf of the king and came to the island with his ship, to search for a way to hold back the Dark Wave. In the course of this, he has the ruins that have risen from the depths of the earth throughout the isle explored, and is also not reluctant to forcibly recruit respectable citizens for this thankless task.

He has no scruples and is more feared than respected – no wonder that he holds absolute authority on the island!



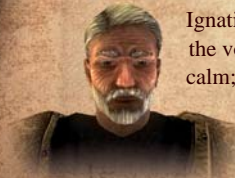
### COMMANDER CARLOS

Carlos is the new commander of the harbour city, since the bandits and their leader Don Esteban fled to the bogs. Carlos is disciplined, proud and a loyal acolyte of the Inquisition. He does his utmost to maintain order in the city, to prohibit the influence of the bandits and to run interference for the Inquisitor's scheming. He has a military disposition, and in order to earn his respect you will have to act for the purpose of the Inquisition.



### MASTER IGNATIUS

Ignatius is the supreme mage and master of the volcano keep. He is already very old, wise, prudent and calm; a loud word never crosses his lips. Furthermore, he runs the library. Before the arrival of the Inquisitor on the island, he held authority over the keep; now he must dance to Mendoza's tune, just like



everyone else, which is a bit of a thorn in his side. Nevertheless, he is devoted to the Inquisition and enjoys great esteem among the populace.

### DON ESTEBAN

The Don is the leader of the bandits and the former governor of the harbour city, from which he was however expelled by the Inquisition. Now he strikes with the majority of his band from a ruin in the bogs and seeks to recapture

"his" city. With ardent zeal, he collects all the artefacts his workers find in the ruins, and tries to maintain control over his affairs in the harbour city while away. He is tough, strong, egocentric and last but not least hungry for power and gold. If you allow it, he will recruit you for his purposes.



### PATTY STEHLBART

Patty is the daughter of the famous-notorious pirate captain Gregorius Emanuel Steelbeard. A tavern on the wharf of the harbour city belongs to her. She is searching for her missing father, around whom numerous adventurous stories are entwined. Over the course of time, Patty will make friends with you. She is proud and at times somewhat stubborn, but also very brave and a true friend.



### ELDRIC THE DRUID

Eldric is a wise old hermit, who has been living in seclusion for many years on the island. He is extremely close to nature, gifted in magic and eccentric. Eldric's knowledge of magic far exceeds that of the mages in the volcano keep. Just like Don Esteban and the Inquisitor, he is also investigating what the ruins are all about, and will significantly help you along time and again.





## BESTIARY

The world of Risen is full of danger. Doom is lurking around every corner. A single inexperienced step can turn into a catastrophe for even the most valiant of champions. Good for those who know what is menacing in the shadows and are able to defend against it!

### SEA VULTURE

Sea vultures are not a rare sight on the Faranga islands; you'll frequently see them crouching on rocks, where they await their next meal with their cold, rigid eyes. The vultures are scavengers, which means that they consume everything lying dead on the ground, even if they haven't slain it themselves; it is also occasionally reported that they feast on creatures that are still alive, but too weak to escape their greedily hacking beaks. In general, sea vultures are peaceful creatures; however they don't like it when someone gets too close to them. Troublemakers who might lay their hands on their food, after initial threatening gestures, will be emphatically expelled. Sea vultures display a distinct disingenuousness, which has already led to catastrophe for many a careless adventurer suddenly attacked from behind by one of these powerful birds, which are indeed land-based though still possess rudimentary flight abilities.



### STINGRAT

A "small" rodent that mainly lives in the woods. Stingrats are extremely adaptive, as pertains to the terrain in which they scurry (you'll find them just about everywhere on the island), and aggressive beyond measure. If someone comes too close to them, then they will erect the long, sharp stingers on their backs in a threatening gesture before proceeding to attack.

Stingrats are agile and can inflict nasty wounds on less wellprotected champions with their bites; however they can also be incapacitated without a lot of a fuss on their part.



### BOAR

Although it may not appear so at first glance, the boar is among the most dangerous animals of the island. Many an inexperienced adventurer has already fallen prey to their murderous tusks and their boisterous rage, and the authorities urgently recommend keeping away from these wild animals, which is however not that easy, as they have meanwhile spread across the entire isle. Best to slay boar from a safe distance with the bow or the crossbow, before they get the scent of you and proceed to attack. If this happens, only prayer will help you – and a grip on the nearest, best close combat weapon ...



### GRAVE MOTH

Grave moths prefer to stay in the shadows; they lurk in caves, tombs and dark vaults, which has earned them their name. With their dark hue, they almost blend with the darkness of the night, whereas it serves as camouflage during the day. A grave moth's sole purpose in life apparently consists of eating. Indeed, these tremendous insects feed mainly on carrion; nevertheless if nobody is directly present to relieve them of the "dirty work", they also aren't reluctant to slay their "food" themselves.



### TALON MOTH

In contrast to their – more harmless - relatives, the grave moths, talon moths like the light and therefore mainly stay in the open, mostly in sunlit clearings and nearby open bodies of water. One should not however be deceived by their colourful hue – talon moths, which are commonly encountered in large swarms, are in no way inferior to their "dark relatives" as far as voracity is concerned, yet however are, on top of this, substantially more dangerous and resistant.



*Advice* You will find a complete list of all monsters and enemies in the official strategy guide to the game!



## WOLF

Since many of the natural prey on the island have already fallen victim to the ever-hungry creatures of the underworld, hosts of hungry wolves wander through the woods in search of food. Once at the top of the food chain, the wolves have been so starved in the meantime that they attack everything and everyone they encounter, even if that involves larger and obviously superior adversaries (such as humans). Hunger has driven the animals out of their minds, and since the bony beasts primarily hunt as a pack, nothing and no one is safe from their mighty fangs. Many a victorious champion, wanting to plunder their victim after a hard battle, has been driven away by wolves suddenly emerging from the undergrowth and robbed of his well-deserved loot. That may be annoying, but is always better than being attacked by a big, black wolf and mauled due to a prospective pair of leather boots ...



## GNOME

Since humans first set foot upon the Faranga islands years ago, the gnomes native to there are just as famous as they are notorious. Gnomes are intelligent – even if in no means reasonable – beings with a distinct preference for everything that doesn't belong to them. They don't need the majority of the stuff that towers up to the ceiling in their dwellings at all, and yet since you ultimately never know if you perhaps could use it one of these days, they carefully hoard everything that comes into their hands and shuffle off anew, time and again to the prowl. In order to steal as much as possible in the process, every gnome buckles on a round dozen smaller and larger bags and pouches. There are commonplace gnomes and chieftains, who are stronger and more resistant than the "normal" members of their species.



## SKELETON

Skeletons are undead beings that, for reasons scholars have argued about for ages, did not come to reach the kingdom of the dead. Although skeletons mostly appear in cemeteries or in old crypts, they are not directly ranked among the creatures of the underworld. Since they were already on the island before the Dark Wave, many suppose that an ancient curse was possibly placed upon them, refusing them their Eternal Peace, until somebody or something one day releases them from their not-dead existence. Although once human, skeletons lost their reason along with their flesh and walk around as mindless horrors, driven solely by the desire to destroy all life that they encounter. Skeletons can be defeated with ordinary weapons, whereby it has proven to be most effective to throw any combat subtlety overboard and crack their brittle bones with crude, brute force and strong blunt weapons; while projectiles will only do very little against them.



## THUNDER LIZARD

Thunder lizards are the largest natural inhabitants of the island. These eight to ten metre-long colossi are herbivores and ordinarily peaceful – at least, as long as you don't come too close to them, as they possess a distinct territoriality and react with brute force to everything and everyone that gets in their way. In order to drive out troublemakers, they strike the ground with their powerful tail in a threatening gesture, which has earned them their name. Thunder lizards ordinarily strive to move their tremendous mass little to not at all, with the consequence that plants even sprout on the thick, grey layer of volcanic ash on their backs. If one of these monsters is aggravated however, it will charge without hesitation and will in doing so show itself to be surprisingly fast, which has already led to catastrophe for many a careless person. Accordingly, you should only mess with thunder lizards if you bring along the appropriate combat strength!





## GAMEPLAY FAQ

### ***How can I set my character class?***

Unlike many other role-playing games, you don't have to already set the class of your hero before the beginning of the game. Over the course of Chapter 1 you will first have the option of aligning yourself with one of three factions (Bandits, Mages, Inquisition). Each of these factions has different abilities at their disposal, which are not available to the others or only available in limited measures. Mages for example inherently employ powerful magic, whereas the Inquisition's warriors of the Order chiefly resort to scrolls and staff weapons; bandits on the other hand are more "hatchet men" and fight with swords and axes, without magical frills.

### ***I'm dying too often at the beginning – what can I do?***

Use the save function frequently. Your hero is still very weak right at the beginning of the game and must often rely more on cunning and guile, than on his physical strength and dexterity. You will find a few hints that should make the start of the game easier in the section "Getting Started" further along in this manual.

### ***Where can I find better items?***

Just keep your eyes open! Off the beaten track, far away from the main plot of the game, you will time and again find smaller monster caves, ruins, more difficult to defeat enemies and dungeons where there are particularly good weapons and lots of gold to obtain. Other items can be made or modified by the hero. If you have raw meat in your inventory, for example, and use a stove or a campfire, prepare fried meat that you can use to replenish your health. Depending on the faction you belong to, you can also create runes and scrolls, forge weapons and learn other skills. Furthermore, if you have acquired thievery skills, then you can steal helpful items from the NPCs again and again.

### ***A character in the game is mad at me – do I have to load an old game?***

The NPCs and members of the various factions will react very differently to the actions of your character: An argument with one character may bring problems in the short-run, yet can then open up new solution possibilities at a later point. Furthermore, more often than not you can placate people you have angered with the scroll "tell a joke", and since it is moreover not

possible for you to send NPCs who are important for the progression of the plot to kingdom come once and for all, the game will always remain beatable.

### ***Which faction is the best?***

The game was carefully balanced so that the three character classes or factions are evenly matched. Whichever alignment one chooses should depend on their individual preferences. If you prefer to play the daring adventurer who is not always so particular about morality, then the bandit is a good choice; if on the other hand, you would rather confront your enemies with magic, then you will feel that you are in good hands with the mages of the volcano keep, whereas the Inquisition's warriors of the Order are arranged "in between". Since there are partially different quests for all factions and the storyline differs accordingly, it is possible to confidently play through Risen many times and still make new discoveries!

### ***I was caught in a crime – now what?***

If the player steals from NPCs (and is caught doing so), threatens others with a weapon, attacks them or sends somebody to the happy hunting grounds within sight of a third party, then the non-player characters will react to this – and more often than not, not very enthusiastically at that. Even NPCs don't like it when someone murders their livestock, wakes them from their sleep and disturbs their privacy in general, for example by looking around in their dwellings without being asked. In this case, it can happen that somebody attacks you or won't talk to you anymore. You do certainly have the option of applying the magic spell "tell a joke" to make things good again. But be careful: Some decisions are irreversible and change the opinions of non-player characters of you for good!

*Hint* There are several trainers on the island who will teach you how to sneak, pick locks and pickpocket. All essential skills if you aspire to a career as a pilferer ...



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Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified. If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:

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Weekends and Public Holidays  
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## CONTROLS: OVERVIEW

Button	Normal Mode	Combat Mode	Ranged Weapon/ Magic Mode	Dialogue Mode
	Action (Pick Up/Talk)	Attack	–	Use
	–	Parry	Fireball	Back
	Dodge	Dodge	Frost	–
	–	Counter Parry	Magic Bullet	–
	Draw Ranged Weapon /Activate Magic Mode	Draw Ranged Weapon/Activate Magic Mode	Deactivate Spell/ Put Away Ran- ged Weapon	Next Category
	Draw Close Combat Weapon	Put Away Weapon	Draw Close Combat Weapon	Previous Category
	Quickbars	Quickbars	Quickbars	–
	–	Target Aim	Shoot	–
	Journal	Journal	Journal	–
	Inventory	Inventory	Inventory	Choose Dialogue Option
	Character Screen	Character Screen	Character Screen	–
	Map	Map	Map	Choose Dialogue Option
	Move Charac- ter; left/right/ jump backwards (simultaneously with the right stick button)	Move Character; left/right/jump backwards (by simultaneously pressing the right stick); Flank Attack with	Move Character; left/right/jump backwards (simultaneously with the right stick button)	Move Cursor/ Switch Window (in Journal Mode)
	Move Camera	Move Camera	Move Camera	Scroll Within The Text Box/Switch Window
	Toggle Walking/ Sneaking	Toggle Walking/ Sneaking	–	–
	Jump	Jump	Jump	–

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