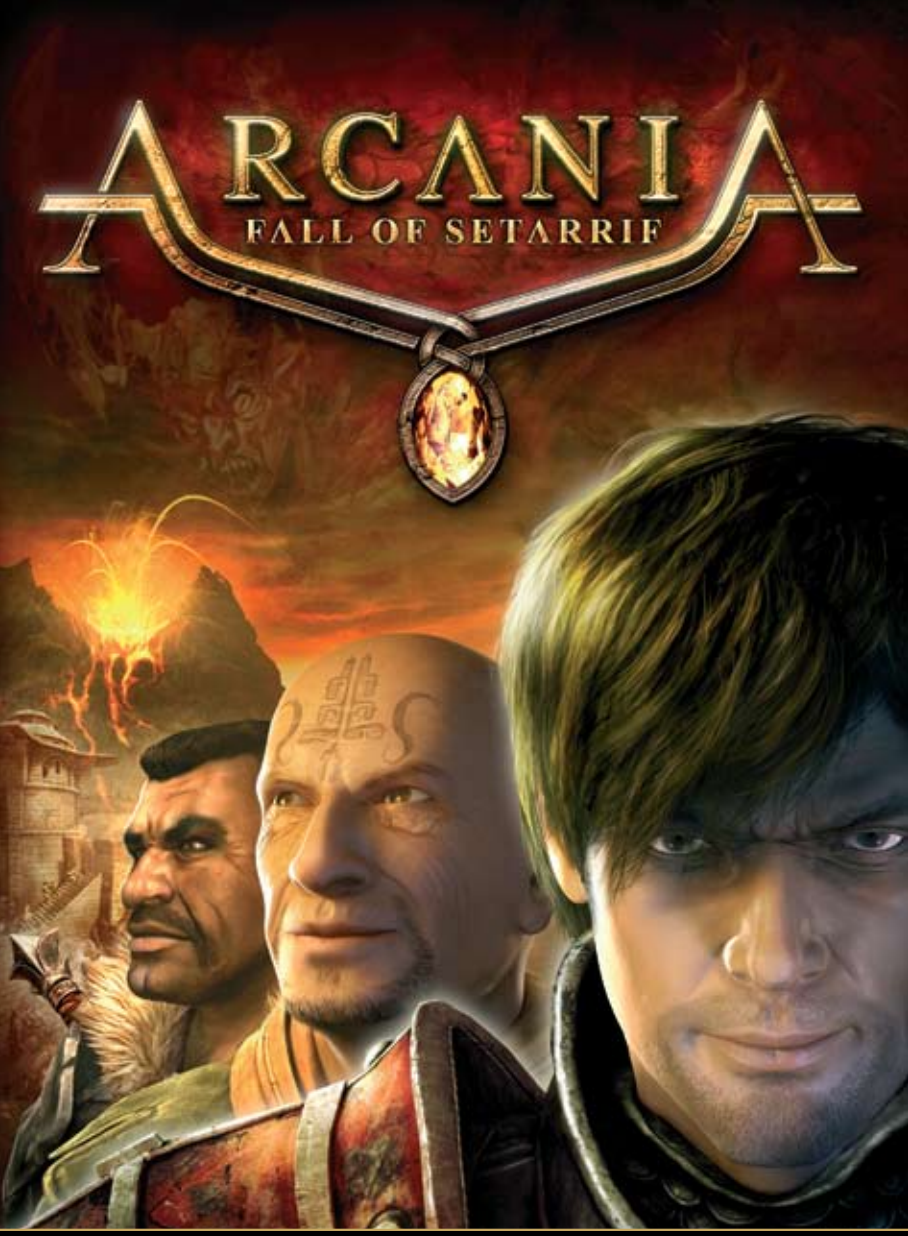
ARCANIA

FALL OF SETARRIF



nordic games

Manual

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Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

Support

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In Memoriam

Armin Gessert

(13th June 1963 - † 8th November 2009)

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System Requirements

Minimum:
* Windows XP/Vista/7
* Intel Core 2 Duo @ 2.8 GHz / AMD Athlon II x2 @ 2.8 GHz
* 2 GB RAM
* GeForce 8800 GTX, GeForce 8800 GT, GeForce 9600
* 5 GB HDD Space

Recommended:
* Windows XP/Vista/7
* Intel Quad Core / AMD Phenom X4
* 4 GB RAM
* GeForce GTX 250, GeForce GTX 260, GeForce GTX 280
* 5 GB HDD Space

Story

A mysterious demon roams Argaan: Terrifying the east he seems to be directing all his devastating powers towards the coastal city of Setarrif, his motives and goals indistinguishable. After king Rhobar III was freed from the demons control, the struggle apparently is not over. The king already dispatched his armies to conquer Setarrif, but so far no word from his troops, or the frantic population for that matter, has gotten through. To top it all off, a volcano erupts in the seaside mountains and blocks all main access routes to the troubled region. Following that the unnamed Hero rallies his strongest allies and the former associates of King Rhobar, Diego, Milten, Gorn and Lester, to set out to the east to unravel the mysteries that surround Setarrif.

Experience an all new adventure amidst demonic powers, political intrigue and inscrutable incidents – what's really going on in Setarrif?

Main Menu

Continue Game
Continues the game from the point where you last saved.

New Game
Starts a new game.

Load Game
Loads a savegame of your choice and lets you continue playing from there.

Settings
Opens the Options menu, where you can make changes to gameplay, graphics, audio and navigation settings. For further information see page 24.

Marketplace
Opens up the Marketplace, where you can buy different ArcaniA – Gothic 4 items.

Credits
Take a closer look at who took part in the development of ArcaniA – Gothic 4.

Extras
Artwork and design sketches for ArcaniA – Gothic 4.

Default Game Controls

E	Interact
F	Unequip Weapon
Space Bar	Jump
Left Mouse Button	Attack
Right Mouse Button	Block and Dodge
W, A, S, D	Move
1–0	Quick Launch Bar
Mouse	Move Camera
Z	Aim with Bow
Ctrl Left	Sneak
I	Inventory
K	Skills
M	World Map
L	Questbook
C	Crafting
F5	Quick Save
F9	Quick Load
ESC	Menu

Game Interface

Feedback-Bar (1)
On the left, you'll get feedback on certain events, such as quest updates and level-up announcements.

Interaction Tooltip (2)
The interaction tooltip appears at the bottom of the screen whenever you look at an object or character.

Health/Mana/Stamina (3)
Health, Mana and Stamina are shown in the lower centre of the screen. Mana (blue) is use when casting spells, and Stamina (gold) when using skills, and these refill over time. Your Health (red) shows your health.

Experience (4)
Your experience points appear beneath your Mana, Stamina and Health. When the yellow bar is completely full, you'll gain one level. The numeric values show how many points you have, and how many you need to level again.

Quick Launch Bar (5)
The spells and items displayed on the lower edge of the screen are those currently tied to your quick launch buttons (default 1-0)

Quickslotbar (6)
In the bottom-left corner of the screen are the spells and items you can quickly select with the directional pad. Hold the left bumper to select up to four more items.

Level-up (7) and Crafting Order (8) Reminders
These appear to remind you if you still have skill points left to assign, or if you could still craft more items.

Crosshair (9)
When you draw a weapon or prepare to cast a spell, a crosshair will appear in the middle of the screen. Some attacks are charged, and their progress appears right underneath the crosshair.

Mini-Map (10)
In the top right corner is an overview of your immediate surroundings and the points of the compass. Important characters and items can also be set to appear here. The arrows at the edge of the mini-map show which way your next quest objective is for you priority quest.

New Game

In ArcaniA – Fall of Setarrif you can either start a completely new game or import a completed savegame from the predecessor and main game "ArcaniA – Gothic 4". To use a character from the main game you need to have the end boss defeated. After the outro, a file named EndsaveXX.sav (XX represents a number because its also possible that more than one end save exists) in the folder "My Documents\ArcaniA – Gothic 4" is created. The EndsaveXX.sav in this folder is required for being recognized by Fall of Setarrif.

New Game
In case you dont have a savegame from „ArcaniA – Gothic 4“,you can choose the class of your character here. As a Mage you will have mastered all magic schools, as a Warrior, all close combat skills and as a Hunter, range weapon skills. In addition you always get some skill points to freely distribute.as a Warrior, all close combat skills and as a Hunter, range weapon skills. In addition you always get some skill points to freely distribute.

Load
Here you can select savegames from the game.

Game Menu

Continue Game
Exit the Game Menu and return to the current game.

Save Game
Save the current game in a new slot or overwrite an older savegame.

Load Game
Loads a savegame of your choice and lets you continue playing from there.

Options
Opens the Options menu, where you can make changes to gameplay, graphics, audio and navigation settings. For further information see page 24.

Back to Main Menu
Ends your current game and takes you back to the main menu.

Questbook

The questbook lists all your current tasks. If your list comprises several tasks, you can prioritise one by selecting it and clicking „Prioritise Quest“. On the map and the mini-map, directional markers for this quest will then be highlighted in red, with the arrows at the edge of the minimap pointing in the direction of your quest objectives. You can also review successfully completed quests in your questbook under the „Completed Quests“ tab. To view the bestiary, click the „Creatures“ tab. Whenever you defeat a specimen of a new species, an entry about it will be added to the bestiary.

Inventory, Equipment and Character Stats

The inventory is on the right side of the screen. It is divided into seven different categories. Click on the category names to move between them.

Move the mouse over an icon to highlight it. Right-clicking an item will set it as your current melee or ranged combat weapon, or equipment item. Right-clicking also consumes food or learn a recipe. The equipment your character is currently wearing is displayed on the left side of the screen.

Drag items to the quick launch bar to quickly equip them from there at any time. Note that not all items can be placed in the quick launch bar.

Your hero‘s attributes are displayed in the middle of the screen (see Attributes of the Hero).

Skill Menu

Skill Points
Skill points are awarded with level-ups and are used to acquire new skills.

Acquiring Skills
Move your mouse cursor over the skill lines and boxes to look at the different skills in more detail. Click the „+“ to invest skill points in a skill line, and „-“ to remove them. Clicking „Save“ will set your points permanently, so spend them carefully!

Skill Descriptions
Descriptions of each skill appear on the left of the screen.

Active and Passive Skills
Active and unique passive skills and spells are marked with a larger, shield-like icon. As the tooltip says, spells can be manually cast or assigned to the quick slot bar by dragging the spell icon (see left of the skill line) to it. Some spells are passive, permanently improving the functionality of other, existing skills. Some skills permanently enhance the functionality of other skills. Passive skills appear in smaller fields and improve your basic attributes. Investing in passive skills allows you to access higher active or unique passive skills.

Map

Moving the Map
Hold the left mouse button on the map and move the mouse in order to change the map selection.

Zooming in or out of the Map
Use the mouse wheel to zoom in or out of the map.

Toggle between World Map and Underground Map
With a click on the button „Show Underground“ or „Show Surface“ you can toggle between the outside world and the underground realms.

Known Goals / Places
Goals or places you have already visited are marked with clear, bright outlines, whereas unexplored areas are dark and blurry...

Teleportation Stones
Teleportation stones are marked on the map with concentric circles.

Travelling on Argaan

Rich or poor, Argaans usually walk. But there are a few ancient stone circles on the island, allowing certain chosen people to instantly travel from one circle to the other.

Attributes of the Hero

Your Inventory screen also displays the level, fortune (Gold), Health, Mana, and Stamina points, as well as their regeneration rates, fighting power values, armour, experience and fighting damage of your hero.

Health, Mana and Stamina points are shown as Current/Maximum values, with regeneration rates as points per 30 seconds.

The value in brackets next to the armour value shows how much damage from an equally strong opponent is mitigated by the armour. Note that armour does not protect against magic damage.

As with the xp bar on the main screen, your experience points are shown as Current/To Next Level values (see Level-up on page 19).

The first value of fighting damage shows the average damage of your melee or ranged attacks; the second one shows the damage of a charged attack. Fighting damage depends on your fighting power as well as your armour and skills. Keep in mind though that these damage values can change, as they are also subject to factors like your opponent‘s armour etc.

Level-up

Whenever you gain enough experience points, your hero will gain one level. His basic attribute values will then automatically rise, and you will also receive additional skill points to further improve your hero (see the Skill Menu section for instructions on how to do so). As long as there are skill points left to spend, you will see a reminder icon at the bottom of the screen.

Fighting

To attack an enemy with an active melee combat weapon, turn towards the enemy and press the attack button (default left mouse button).

You can use single- or two-handed weapons in the game.

Single-handed weapons attack faster; two-handed weapons are slower but do more damage.

You can also block enemy attacks (default right mouse button) with either a shield, your weapon or even your magic. Keep in mind though, that some attacks will still penetrate your blocks.

If you have a ranged weapon active, you can fire it with the attack button. Remember that bows must first be drawn by holding the attack button down. When you let go, the arrow will be released. Crossbows fire when you press the attack button and don’t need to be drawn first.

To execute a magic attack, you need a magic skill active (see Skill Menu). Cast active spells with the attack button.

Armour reduces physical damage, but not damage caused by magic. Check your hero‘s attributes to see how damage your armour can mitigate.

During a battle you can heal your hero with food and healing potions, if the situation is about to become critical. Outside of battle there are also highly effective bandages at your disposal.

Documents

In the ‚Documents' section you will find three different kinds of items: Recipes, scrolls and runes.

Scrolls can only be used once, and then they disappear.

Runes can be used any number of times. However, after being used they need time to recharge.

Right-click on a recipe or rune in your inventory to learn or activate it.

To use runes and scrolls outside of the inventory, they must first be assigned to the quick access menu. For more details, see Game Interface on page 7.

Consumables

Apart from food you can also find potions and bandages in this category, i.e. anything that can be consumed. Most of these items have a healing effect. Powerful magic potions can also have different effects. Whether they are positive or negative will always be shown in the tooltip.

Bandages cannot be used during battle, but on the other hand, they are much cheaper than healing potions.

Crafting

From the crafting menu you can create your own items from various categories: "Equipment" (Weapons, shields etc), "Alchemy" and "Consumables" (Food and potions). Flip between them by left-clicking the category tabs.

To create an item you first need crafting instructions. You can find these throughout the world, or buy them from a trader. If you bought a recipe, you also have to learn it first by selecting it in your inventory and right-clicking it.

After you have learnt a recipe, it will appear in the list of craftable items in the relevant category. Select a recipe with the mouse to view more detailed information.

Next, you need the components for your item. These will be listed in the detailed information after you've learnt the recipe.

To craft an item, select it from the list and click „Create". If you have sufficient resources, they will be consumed and the finished item will appear in your inventory. The number in the square brackets by each recipe shows how many of that item you can create with your current resources.

Dialogue Menu

Dialogue Options
Start a dialogue with a character by looking at them and pressing the interaction button (default "E"). Some characters address you first, in which case the dialogue starts automatically.

During a dialogue you might have choices every now and then. Click a dialogue option to carry on with it.

Subtitles can be turned off and on in the Options-menu.

Additional Topics
Some of the people you meet on your adventures know interesting things not directly relevant to your quests. Try talking to people more than once to see if they have anything else to say.

Trading

Buy/Sell
Some characters on Argaan are traders, and part of their dialogue choices include trading options. In the trading window, drag items between your inventory and theirs to buy or sell them, or right click them.

Rebuy
The last item category contains all the items you just sold to him. You can rebuy them without a loss, but as soon as you quit the trading menu they become unavailable.

Lockpicking

Some chests on Argaan are locked, but can be opened with a lockpick you can buy during your adventures. To open a lock, you have to stop the rotating keyholes at the right moment with a left-click. If you left-click at the wrong moment, the lockpick won't break, but you'll have to start again.

Options and Settings

Click the different headings in the Options menu to flip between the following different submenus:

Video
To adjust graphics settings.

Audio
To adjust different sound volumes and switch subtitles on or off.

Controls
To adjust the controller and camera navigation.

Gameplay
To adjust the following options:

- Difficulty level
- Hint display

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JoWooD

TRINIGY

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