

RISENTM 3

TITAN LORDS



MANUAL



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Sincerely,

The Koch Media Team

EPILEPSY WARNING

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights over longer periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always recommended when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, **TURN IT OFF IMMEDIATELY AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.**

Precautions during use:

- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Make sure that there is sufficient lighting in the room.
- Be sure to take a 10-15 minutes break every hour.

INTRODUCTION

The gods have abandoned humanity. The ground shatters, splits open, and from the boiling lava in the depths of the earth rises a nameless horror. A black wave of destruction washes over the land, and bizarre creatures of the Underworld annihilate all living things – all that is beautiful and good. Once again, the Titan Lords rise up, and the world becomes their battlefield. They have broken free from their thousand-year prisons within the mountains and below the seas, and their rage is terrible to behold. Their Titans ravage the land; the demise of the world seems inevitable. Humanity must now find a way to fight for its own fate. Mankind will never again have another chance – because this time, the enemy is death itself.

The destruction of large tracts of the old empire caused a mass exodus to the still mostly intact islands of the Southern Seas. These islands off the coast of the unspoiled continent of Arborea, once a harbour for sugar cane merchants and pirates, have now become a refuge for all. Two worlds collide in the Southern Seas: From the ruins of the old empire, the Inquisition attempted to stabilise and unite the Southern Seas under its own leadership. But instead, the Inquisition's plans only served to fragment society further – neither the pirates nor the proud, reclusive natives of Arborea would ever dream of submitting to the rule of outsiders. The Southern Seas know no masters. But now, in addition to the Inquisition, the region is also faced with the traditional guilds of the old empire. Strict hierarchies, heavy armour and weaponry now assail the Southern Seas' way of life. The ancient alliance of Demon Hunters has reformed and is scouring the past for a way to counter the threat in the present, while the banished mages of the old empire insist on continuing their research into crystal magic, come hell or high water. The only thing that unites these disparate groups is their unstoppable determination to drive the demonic creatures back into the shadows.

Evil forces claw at humanity – a danger that goes far beyond mere death. Mysterious forces from the Underworld threaten the planet, and the only way to counter their assault is with equally powerful magic. Against your will, you are suddenly hurled into a battle for the fate of the world. All you really wanted was to be a strong pirate captain like your father, Steelbeard. But all of a sudden, you find yourself mired in the situation and facing much more pressing problems...

Prepare yourself for a journey that will not only take you to every corner of the Southern Seas, but also test the limits of mortality. Warriors from a bygone era and powerful mages await you, as do dark voodoo priests, natives of the jungle, stranded pirates with pistols, unscrupulous cutthroats, dangerous wild animals, monstrous enemies from another world, conflicted spirits, and even a battle for your very soul.



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BEFORE PLAYING THE GAME

System requirements

Your computer must meet certain basic technical requirements in order to run Risen 3. The following components (or better) are required:

Minimum system requirements

OS: Windows Vista SP2, Windows 7 SP1, Windows 8

Processor: 2.4 GHz Dual Core Processor

Memory: 2 GB

VRAM: 512 MB

Graphic card: Radeon HD 3850 or GeForce 9600 GT

Sound: DirectX 9.0c compatible

8GB Hard Drive Space

Recommended system requirements

OS: Windows 7 (64-bit), Windows 8 (64-bit)

Processor: Intel Core i5 at 2.5 GHz or better or AMD Phenom II x4 940 at 3.0 GHz

Memory: 4 GB

Vram: 512MB

Graphics: Nvidia GeForce GTX 470 or AMD Radeon HD 5850

Sound: DirectX 9.0c compatible

8GB Hard Drive Space

Installing the game

Place the Risen 3 DVD ROM into your DVD drive. If your drive's auto-start option is enabled, the setup program will start automatically. If not, you will need to launch the installation program manually. To do so, open the 'Computer' or 'My Computer' icon – one way to do so is by clicking the shortcut on your desktop – and then double-click the icon for your DVD drive. Now double-click the file 'Autostarter.exe'. This will open the DVD's start menu. On this screen, click the 'Install' button and follow the instructions to install Risen 3 on your computer.

Uninstalling the game

You can uninstall Risen 3 at any time after installing it. To do so, click 'Programs' in the start menu, then click on Risen 3 and select the option 'Uninstall'. Alternatively, you can uninstall Risen 3 via the Programs and Features menu option in the Windows Control Panel on your computer.

MAIN MENU

Like many great stories, Risen 3 begins with a map of the seas. Once the game begins, you will be asked to press any key, which will take you directly to the main menu. From here, you can begin a new adventure, continue a previous adventure, or change your settings.



Continue

This menu option becomes available after you have saved a game for the first time. Click here to load your latest saved game and continue where you left off.

New game

This will start a new game from the beginning of the story. Prepare to set off on a great adventure!

Load game

This menu option displays all the games you have saved so far. Select one of them to continue the game from a specific point.

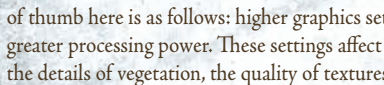
Options

This is where you can modify all the game settings to optimise your playing experience.

Video

This is where you can change settings such as the resolution (including the aspect ratio) and the frame rate. You can also change the contrast and brightness. With these settings, you can optimise the game for your monitor.



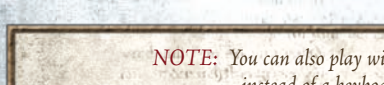


This is where you can determine the quality of the game graphics based on your preferences and what your computer can handle. If the game isn't running smoothly – if it stutters or freezes up – you may want to reduce the graphics settings. The rule

Audio

Gameplay

Do you want to navigate your way through the game the old-fashioned way with a map and compass instead of using a mini-map displayed on the screen throughout the game? No problem. You can turn the mini-map off [here](#). You can also decide [here](#) whether or not to activate hints, notifications of achievements you've earned or subtitles for the dialogues. You can also decide [here](#) whether the respective keys need to be held down in order to sneak or sprint.



You can adapt the game's controls to your preferences. In this section of the menu, you can assign each command in the game to a different key. You can find explanations of the various controls in the 'Game controls' section of this handbook.

Extras

Additional content

Downloadable content

Achievements

Some achievements are kept secret at the beginning of the game so as not to spoil the story!



A list of all the people who poured their blood, sweat and tears into Risen 3. Press the Escape button to interrupt the credits and return to the menu.

Quit game

With this option, you will exit the game and leave the Southern Seas behind for the time being.

THE INTERFACE



When you start a new game, the first thing you'll see is an intro video. A brief tutorial will explain the basic game controls. Then the actual game will start. Feel free to explore wherever you want! A small interface at the bottom of the screen will help keep you on track.

Mini-map/compass

A mini-map is located on the left-hand side of the screen. It displays your position and your immediate surroundings. The goal of your current quest is also marked with a red X. (You can find more information about the 'Sea chart' in the next section of this manual, 'Game controls'). The mini-map is a small section of the detailed map.

Want to make the game even more adventurous? Under 'Gameplay' in the main menu, you can change the settings so that you only see a compass instead of your mini-map!

Blood

The red bar that indicates your blood level is located directly under the mini-map. This bar represents your life energy, which is also your current state of health. You will lose blood every time you are injured. Food, healing herbs or tasty beverages like rum will help you recover.

NOTE: Unlike rum, food doesn't heal you immediately – it restores your energy over a certain period of time. (Blood regeneration). If part of the bar is light red, this indicates the expected regeneration that will occur in the near future; however, at that point, you only have as much blood as indicated by the dark red part of the bar.

Taking a gulp out of a nearby water barrel or getting a good night's sleep can help you heal, too. A few hours of restful sleep in an empty bed can fully restore your health. If your blood level drops to zero, you will die and will need to load the game from a previous save point.

Weapons

To the right, you will see the icons that represent the weapons you currently have equipped. (See 'Combat' in the 'Important actions' section for more information). The remaining ammunition for your ranged weapons is also displayed.

Quick access bar

On the right side of the screen, you will find the bar that provides you with quick access to your inventory. Move your mouse over an item in the category Equipment, Magic or Useable Items in your inventory, then press a number key (1-0), and you will see that the item is now assigned to that number key in your quick access bar. During the game, you can press that number key in order to use that item directly, without having to access your inventory. (You can find more information about your inventory in the 'Character menu' section of this handbook, under 'Game controls'). Magic items (secondary spells) can only be accessed via the quick access bar and not via your inventory.

Temporary effects

If you've consumed something that has an effect over a longer period of time (such as food, which provides blood regeneration for a set time), the corresponding icon will be displayed at the upper left edge of the screen.



GAME CONTROLS

You have a long journey ahead, and dangers lurk in every corner. In this section, you will learn everything you'll need to know to reach your goal in the face of these adversities. You can adjust the keyboard configuration to suit your preferences. In the main menu under 'Keyboard configuration', you will find a list of all commands, which can each be assigned to two keys.

The keyboard configuration described here is the default configuration.

Important commands

Primary action

Left mouse button



When you are viewing an item, a plant, an enemy or a person, the name or a description will appear above it. You can now use the primary action to interact with it. This is how you can start a conversation with a person, pick up an item, open a chest, search an opponent's dead corpse, use a pickaxe to scrape ore out of a vein of ore, lie down in a bed or read a book. If you have a weapon drawn (weapon mode), you will attack.

Running and swimming

Moving the mouse will determine your line of vision.



Use the keys to run forward, left, backward, and right, depending on your line of vision.

Running is the default setting. Press

in order to alternate between running and walking. Even the greatest of heroes have to run away sometimes. That's why you can sprint particularly quickly for short stretches. To do so, hold down . Don't want to get caught?

With you can switch to sneak mode in order to move as stealthily as possible – as long as you've learned the necessary skill.

If you happen to land in deep water, you'll need to swim. The controls are essentially the same as those for walking. Like sprinting on land, you can swim quickly for short distances if you hold down . If you swim too far from the coast, you will automatically be transported back.

Jumping, climbing and rolling

Press to jump. If you are standing below a ledge or running toward one, you can press jump to climb up onto it. Quickly press a directional key two times in a row to roll in that direction.

An acrobatic stunt like this can be useful in certain situations, such as dodging an opponent's attack.



Astral vision

From a certain point in the game onward, you will be able to use astral vision by pressing . In this spiritual extension of your perception, you will be able to see things that you might otherwise have missed. If you can find teachers in the game world to teach you the skills you need, this vision will highlight things such as magical or valuable items, or even enemies. Pressing will return you to the normal view.



Battle mode

Press to switch to battle mode. The hero will now draw his weapon. If you now press the primary action key , he will use his weapon. All normal primary actions that aren't associated with battle cannot be used when you are in battle mode. Press again to put your weapon away and return to normal mode. You can find more detailed information about battle in the sections 'Battle' and 'Important actions'.

In order to use battle mode, you first need to select a primary weapon. To do so, press to view your inventory. Now click 'Right hand' under 'Equipment' and select one of the weapons you've collected by clicking the left mouse button.

Dirty tricks

If you've placed something in your 'Left hand' slot under 'Equipment', you can simply to use it instantaneously during a battle. Naturally, these left-hand actions are always fair, chivalrous techniques, such as firing a pistol at point-blank range or using throwing daggers or crossbows. You can find further information on this subject in the 'Dirty tricks' section under 'Important actions'.

THE CHARACTER MENU

In addition to the direct commands for the game world, it's important to be familiar with the following four screens in order to make your hero stronger, to ensure that he's properly equipped, and to keep track of your quests. You can return to the game from any menu by clicking the X at the upper right to close the menu or by pressing **E**. You can also toggle between these screens via an option at the top of each screen.

Inventory

Press **I** to see an overview of what you're carrying. Here, in your inventory, you can see all the items that you currently have with you.

Do you want to be able to use an item without having to access your inventory every time? To do so, place the item in the quick access bar displayed at the bottom of the screen. Click on the item in question, hold down the left mouse button, and drop the item into the spot on the quick access bar labelled with the number of the key you want to use to access it.

(Alternatively, you can move your mouse cursor over the item in question and press a number key from 1 to 0. If the item is a useable item, an icon representing the item will appear in the quick access bar on the number you've chosen). In order to use the item, simply press the corresponding number key during the game instead of accessing your inventory.



Under 'Equipment', you can equip weapons, clothing, and jewellery. If you click on an equipment slot (e.g. right hand), you will see a list of all the items that you can use in that slot. On the right-hand side, you can see the benefits that the piece of equipment will provide if you equip it. Clicking the item will equip it. Clicking on an equipped item again will unequip it and return it to your inventory.

NOTE: You can also assign weapons to the quick access bar. Press the corresponding hotkey, and the hero will equip the weapon and immediately draw it (i.e. switch to weapon mode). Pressing the hotkey again will return him to normal mode.

Under 'Magic', you can find everything you need for casting spells. Secondary spells are stored here; they are used like items and NOT like primary spells, which would be equipped as weapons in your character's right hand. (For more information, see the 'Magic' section under 'Important actions'). These secondary spells can ONLY be cast via the quick access bar, not via your inventory.

'Useable items' are items that can only be used once, such as food, torches, drinks and potions, and items that have an immediate effect. Click on a useable item to use it (e.g. drink a bottle of rum to heal), which will remove it from your inventory. Alternatively, you can place the item in the quick access bar.

Under 'Loot', you can find all the items that normally can't be used on their own (Exception: Open up a shell ! You might find something pretty inside). Some of these items are useful at certain points in the game, such as a key for a specific chest, wholesome items can only be used in combination with other items. (Ammunition is fired off automatically when you use the corresponding weapon in battle). And some items can even be sold. (For more information, see -> 'Trade' under 'Important actions').

Sea chart

Take a look at the sea chart to get an overview of the area. You can access it directly by pressing **M**. The sea chart offers a view of the entire Southern Seas, as well as a detailed map of your current region. Toggle between the two views by clicking a region on the large map or clicking the 'Back' button at the lower edge of the detailed map.



If you mark a quest in your logbook, other important quest locations will also be marked on the maps. (For example, the person who provided the quest is often marked with an orange X, and the quest objective is marked with a red X). You will find an explanatory legend on the right-hand side of the detailed map.

Logbook

You will be given numerous quests during the course of your adventures, primarily through conversations with other people. Some of these quests will bring you much closer to your ultimate objective; generally, you will also receive a reward for completing a quest. Press **L** to access your logbook directly.

Under 'Active', you will find all of your ongoing quests. Click on one of them to read a description of your quest on the right-hand side. With **R** you can toggle between this description and a record of the dialogue relevant to the quest. Press **E** to mark a quest on the sea chart. Now all locations relevant to the quest will be marked on your map.

The 'All' tab provides an overview of all of your quests, including the ones you've already completed. Over the course of your adventure, you will find friends and allies who will accompany you on your journey. Click 'Crew' to take a look at the current members of your crew. Talk to them as often as you can; they can provide you with a great deal of assistance, such as by accompanying you on your dangerous trips ashore.

Character

Here, you will be presented with an overview of your attributes and skills. The higher the numbers are, the better off your character is! Further information on this topic is available in the next section, 'Character attributes'. Press **C** to access your character.



At the bottom of the screen, you will see your basic values, such as the red bar that indicates your current blood level.

The number on the left represents your current health, and the one on the right indicates the maximum blood level that you have at full health. Consume something from your inventory or sleep in a bed to increase that value. You can find further information on this topic in the 'Blood' section under 'Interface'. Your character attributes can also influence your maximum blood level.

Your soul level is indicated directly beneath your health level. This is where you can view your current level of humanity (for example, neutral (50)). This number reflects how humanely you've acted during your adventure up to this point. Your decisions and responses in the dialogues influence how the game will continue.

Next to that, in the middle of the screen, you will see your current rank.

This represents your status in the world of the Southern Seas and the people to whom you've sworn your loyalty. Your rank is dependent on your progress in the game and whether or not you join a faction.

To the right of that, you will see your current gold and the glory you've earned. If you want to learn how to earn gold, read the section 'Trade' under 'Important actions'. You can earn early glory by killing opponents and completing quests. You can then use that glory to improve your attributes.

Under 'Attributes', you will find a list of your basic attributes. The tab 'Skills' comprises special perks that you can learn from teachers in the game world in exchange for gold. And finally, the 'Collection' tab displays all of the legendary items that you've found so far. These items are distributed throughout the entire game world, and they are well-concealed. You might be able to find some clues about their whereabouts in the old texts. When you find one of these legendary items, it will permanently improve your talents.



CHARACTER ATTRIBUTES

Here, you can see how strong your character currently is. These values determine what you can and can't do, as well as how good you are at certain things, and also play a decisive role in whether you win or lose. If an opponent is far more powerful than you, you can come back to him when you're stronger. A distinction is drawn here between attributes and skills. Attributes are the basis of your character. They determine your character's general abilities in certain areas, such as melee combat. Your actual talent in the various disciplines of melee combat (piercing weapons, slashing weapons, swords) is also influenced by your skills, potions, and plants that cause permanent effects, as well as your equipment and the legendary items you've collected.

Attributes

On the character screen  under the 'Attributes' tab, hover the mouse over the various attributes to view how they specifically affect your talents in certain areas on the right-hand side of the screen. Each of the 8 attributes includes 2-3 talents. (The melee combat attribute influences the talents 'Piercing weapons', 'Slashing weapons', and 'Swords'). You can also see how much glory you need to increase a given attribute. If you already have enough glory, all of the attributes that you can increase will be highlighted in yellow. To increase a highlighted attribute, click the little plus sign next to it. When you leave the character screen, you will need to confirm the increase. Every time you increase an attribute, the next increase of that attribute will become more expensive!



Melee combat

The 'Melee combat' attribute increases the base value of the talents 'Piercing weapons', 'Slashing weapons', and 'Swords'. This attribute can be vital to your survival when you're forced to defend yourself tooth and nail!



Ranged

Do you prefer to keep your opponents at arm's length? The 'Ranged' attribute increases your 'Shotguns' and 'Muskets' talents.



Cunning

The attribute 'Cunning' increases your 'Pistols', 'Crossbows' and 'Daggers' talents. These are the weapons used for 'Dirty tricks' with the left hand. Increasing this attribute improves your chance of landing critical hits.



Influence

The attribute 'Influence' increases your 'Silver tongue' and 'Intimidate' talents so that you can enter into any conversation with confidence.



Toughness

The attribute 'Toughness' increases the 'Bladeproof', 'Bulletproof' and 'Resist magic' talents. This allows you to directly influence how much damage you can take before you give in. Toughness is all you need to be a real badass!



Dexterity

'Dexterity' influences how skilful you are as a thief. This attribute affects everything for which you need a nimble hand and quick fingers.



Magic

The attribute 'Magic' increases your magical talents and helps give you deep insight into the supernatural arts.



Spirit

The attribute 'Spirit' increases the talents 'Alchemy' and 'Astral vision'. It is required for the 'Resist magic' skill in the 'Toughness' category. The attribute is also required for the skills that allow you to use potions better. These can be found in the 'Magic' category.

Skills

The abilities under this heading are specialised skills. For example, they might improve just one talent – such as SwordFighting – without needing to increase the corresponding attribute (by learning 'Swords' in the 'Melee combat' category). They are divided into 6 different categories.

You can also learn certain skills that do not affect your talents directly, but which give you other types of advantages. These options allow you to specialise your character down to the last detail.

You can learn all of these skills from people in the game world who are willing to teach you. However, education comes at a price – these lessons will cost you gold. Move your mouse over a specific skill in order to display the price and a brief description of the skill. You can also see whether learning that skill requires a certain attribute value.

IMPORTANT ACTIONS

All interesting things in the game are indicated by the fact that a description/name appears above them when you look in their direction. If you now press the left mouse button/primary action key, you can perform an action – pick up a sword that's lying around, lie down in a bed, talk to a person or push a rotten tree down to bridge a chasm, for example.

If you have already drawn your weapon (for more information on this topic, see the 'Weapon mode' section under 'Game controls'), most actions won't be available. When you press the action key, you will now use your weapon – this process will be described in the following. Put your weapon away again in order to carry out a 'normal' action. (For example, directly after a battle, put your weapon away in order to search your opponent's remains for valuables).

Battle

The Southern Seas are a dangerous place. Wild animals, pirates, and much worse are lurking about, thirsting for your blood. Make sure you're well-equipped before you head out! Even in the city, you're never completely safe. Evil will follow you wherever you go.

First, equip a primary weapon by placing a weapon in the slot for the right hand. Now draw your weapon by entering weapon mode. (Default: **U**). Now you can use the left mouse button to attack rather than to execute normal primary actions. You can also equip your weapon and draw it directly by clicking the hotkey you've assigned to the weapon, if you've assigned one. (For more information, see the 'Inventory' section under 'Game controls').

NOTE: Using hotkeys is the best way to rapidly toggle between melee and ranged weapons in combat.

Melee combat

Melee combat is the most direct way to defend yourself – with a sword and a rapier. Set your sights on your enemy. When you can see a description/his name above him, he is in your field of vision. You now have a chance to hit him. If you press the left mouse button again immediately after your attack, you will execute an attack combo that has a more powerful effect. You can combine up to three hits at a time; each one will be stronger than the last.



If you hold down the left mouse button, you will attack with more force and do more damage. The red energy on your weapon hand displays how quickly your attack strength is charging.

In order to dodge your opponent's attacks, you can roll out of the way.

To do so, quickly press a direction key (Default: **W**) twice in a row.

A S D

Hold down the right mouse button (secondary action) in order to parry your opponent's attacks. However, some opponent's attacks cannot be countered in this way.

NOTE: Remember that you can equip a second weapon for dirty tricks via the slot for your left hand in your inventory. This can give you a decisive advantage in a fight.

Ranged combat

The enormous technical advancements of the modern era have completely changed the art of combat in just a few short years.

These technological developments include shotguns, muskets, bombs and powder kegs. Some primary magic spells can also be used like ranged weapons.

Like weapons for melee combat, ranged weapons first need to be equipped to your right hand via the equipment section of your inventory. The weapon also needs to be drawn before use by activating weapon mode.

Hold down the right mouse button (or the secondary action key) to aim, and then shoot with the left mouse button. The coloured circle shows you how well you're aiming, depending on your talents and your distance from your opponent. If you do NOT switch to targeting mode, you will attack with the butt of your gun or drop your explosive weapon.

Single-barrel weapons will be automatically reloaded after every shot, double-barrel weapons after every two shots. However, double-barrel weapons can also be reloaded early by pressing **R**. Always make sure to carry enough ammunition! Muskets require bullets, shotguns require lead shot. (Ammunition appears in your inventory under 'Loot').

Bombs explode 4 seconds after being thrown; powder kegs unleash their explosive power when hit by a gunshot.

NOTE: Crossbows and pistols are secondary weapons. They are equipped to the left hand and used as a dirty trick by pressing **E**. (For more information on this topic, see the 'Dirty tricks' section).



Magic

There are three different types of magic in Risen 3. Magic has developed in divergent forms in the various cultures of this world. Since the gods abandoned the world – and order disappeared along with them – it is now possible to find these once-divine powers in everything. Some forms of magic that are legitimate in certain parts of the world are considered dubious and dark in others. They frighten people and change the lives of budding mages forever. And yet, you will need these mystical powers, because your enemies are not of this world...



Using all of your skills is a must. There are primary spells that can be equipped in your right hand, just like primary weapons. They can be used as often as needed. There are also secondary spells that are used like useable items. You can find these in your inventory under 'Magic'. You MUST assign these spells to a spot in the quick access bar in order to use them. Press the key assigned to the secondary spell to cast the spell directly.

Voodoo is practised by pirates and the natives and has its roots in the connection between this world and the world of the ancestors. Voodoo is a dark art in which the wizard imposes his will on his victim or casts gruesome curses on him. Many consider this death-focused magic unnatural and uncivilised, and it is highly taboo.

In voodoo, 'blessings' form the basis for permanent spells. For secondary spells, the spell-caster uses voodoo dolls. He can request this magic at an ancestral stone. Jewellery can also be made at voodoo altars, and voodoo cauldrons can be used to brew potions.

The Guardians, on the other hand, rely on crystal magic. This classic form of magic uses the power of the elements. These energies can release an incredible force, particularly since they have always been analysed with regard to their effectiveness. The mages freed the sorcery from the mists of legend and began fervently and systematically researching it. In the old empire, this school of mages was highly respected.

In the Guardians' artefactorium, it is possible to manufacture spell scrolls by hand. Unlike crystals, spell scrolls can only be used once. The Guardians use the laboratory to produce potions; to make amulets, rings, and earrings, they use the goldsmithy.

The Demon Hunters utilise archaic rune magic. They draw their mystical powers from primitive, direct physical connections to nature. These relics of a mythical past were nearly lost in the relentless forward march of progress. Mages tattoo their runes directly onto their skin, primarily to make themselves strong warriors and to weaken their enemies.

For permanent spells, the mages among the Demon Hunters put their faith in the power of glyphs, but for one-time spells, they use rune stones. They can learn these skills through a ritual over an incense bowl. Additionally, they can create all sorts of magical talismans at a rune table and prepare potions in a druid's cauldron.

Dirty tricks

In addition to all these primary attacks that you have at your fingertips, it can't hurt to have an ace or two up your sleeve – nasty little secondary attacks that can cause some serious problems for your opponents.

Equip a secondary weapon from the 'Equipment' section of your inventory to your left hand slot, then switch to weapon mode (to do so, draw your primary weapon), target your opponent (so his name/a description appears above his head) and press the button for a dirty trick [E]. The probability of a successful hit depends on your 'Cunning' attribute and your distance from your opponent. Pistols, crossbows and daggers can serve as secondary weapons.





Conversations

Talking to a large number of people always proves beneficial. Once you've targeted a person (his/her name appears above him/her), press the left mouse button to talk. (DON'T try this if your weapon is drawn, or you'll attack the person instead!). Now select the lines of dialogue that you'd like to say.

This will help you gain valuable information; you might also receive a quest, and make yourself more popular—or unpopular. But choose your words carefully; they make you what you are...

'Silver tongue' and 'Intimidate'

You'll need good arguments to win over some of your more stubborn conversation partners. You might be able to convince some of them; others will only be persuaded to do a good deed if they're afraid of you. Depending on the situation and the person you're dealing with, this may be relatively easy or terribly difficult. For trickier situations, the level of your 'Silver tongue' or 'Intimidate' talent will need to be high enough. To improve that level, increase your 'Influence' attribute. 'Silver tongue' is a 'Thievery' skill that can be increased three times. The same applies to 'Intimidate', which is in the 'Toughness' category.

Trade

Even when the world is on the brink of destruction, making a good deal can't hurt.

You will frequently run into merchants looking to sell their wares. Feel free to buy yourself a couple of nice things! And on your journey, make sure to grab anything that isn't nailed down! Useless items sell surprisingly well. In order to survive in this world, you'll need to be as good with gold as you are with your sword...



Start a conversation with a merchant the same way you would with any other person. If you select the corresponding line of dialogue, the trade screen will open. At the top of the screen, you can toggle between the merchant's wares and your own items. Select everything you want to buy or sell, then confirm the trade by clicking 'Accept trade' [E].

NOTE: If you select an item of equipment, you'll see more than just its attributes on the right-hand side. The coloured number in brackets also indicates how equipping this item would change your character's attributes in comparison to your current equipment. Green = better than your equipment, red = worse!



Treasures

There are a number of well-hidden spots where people have squirreled away their most prized possessions. If you have a treasure map and a shovel, you can set out on a search for these treasures. Activate the treasure quest in your logbook to display the

location of the treasure on your map. Once you've dug up the chest, simply left-click to open it.

Prospecting

Looking for some honest work? With a pickaxe, you can mine raw materials from veins of ore, veins of gold, chunks of jade or veins of crystal. The higher your skill in this discipline, the more raw materials you can glean!

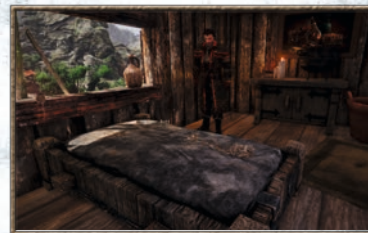


Books

You will find books everywhere throughout the world. Apart from entertaining little stories, they contain hints as to the location of legendary items that can permanently improve your character's attributes when you possess them. Reading makes you clever.

Sleeping

If no one tries to stop you, you can sleep in any empty bed you find. A refreshing nap will fully regenerate your blood level; you'll be completely healthy when you wake up again. Since things sometimes happen at night that would be unimaginable in the daytime, it can often be beneficial to use sleep as a way to skip ahead to the evening hours. But be careful: Your well-earned rest may be interrupted by a nasty nightmare...



Water barrels

A few gulps of water and a freshly-scrubbed face can perk up even the most brutal swashbuckler. Take a refreshing drink from a water barrel to regenerate some of your blood.



Cooking

You can use ovens and campfires to make yourself something delicious to eat. Eating nutritious food regenerates your blood, generally over a certain period of time. (Rum, on the other hand, heals you immediately). However, special meals can also have certain added effects.

Distil liquor

In Risen 3, a hearty gulp of booze is still the simplest way to heal severe wounds and return to full strength immediately. If you've learned the 'Distiller' skill, you can use various recipes to make your own liquor. Just use the ingredients in a still.



Forge and workbench

If you have the 'Blacksmith' skill, you can upgrade and reforge melee weapons. You might also find the remains of legendary weapons from ancient times during your wanderings. If you collect all the pieces of a legendary weapon, you may be able to reforge it and use it yourself.

Similarly, you can use the 'Gunsmith' skill at a workbench to make firearms.



Voodooaltar, goldsmithy and rune table

Depending on which school of magic you subscribe to, you can use one of these instruments to make your own magical amulets, rings and earrings. Each talisman

requires a special schematic, and you also need to have learned the 'Create talisman' skill.

The rune table is a rough-hewn, ornamented stone – a classic example of druidic art. In the goldsmithy, mages use their knowledge of the material composition of objects to reshape them at will and imbue them with energy. The altar is the sanctuary of the voodoo priests. It is where they pray to their ancestors to channel their powers from the afterlife into a piece of jewellery.

Voodoo cauldron, laboratory and druid cauldron

Magic potions can be extremely helpful. Whilst mages need a well-equipped laboratory to monitor all of their alchemistic processes, the more primitive magical methods require little more than the traditional cauldron. If the hero has learned the 'Brew potions' skill, he can create potions here. Every potion requires a special recipe. The potion's effects depend on the character's 'Alchemy' attribute.



Ancestral stone, artefactorium and incense bowl

You can make consumable spells here. (For more information, see the 'Magic' section above). The ancestral stones are the natives' shrines – here, they honour and pray to their ancestors. This is where

voodoo dolls are imbued with their magical power. In the artefactorium, mages use their alchemy skills to create spell scrolls. Disciples of rune magic, on the other hand, shape their rune stones at the incense bowl.



Teleporters

If you've found a teleport stone, you can place it into a teleporter to activate the teleporter. From that point on, you can magically transport back to this location by clicking the teleporter on your sea chart. However, you will need to be on the same island to do so.

Boat

You will occasionally find rowing boats near coasts. If you want to avoid walking long distances, you can borrow one. It can help you reach certain nearby coastal areas quickly. If you don't want to swim, you can also use a rowing boat to get back to your ship or to travel from your ship to land.



Ship

In order to travel the long distances from one island to another, however, you'll need a ship. If you have one, you just need to use the helm and select your destination on the sea chart. Weigh anchor and set sail!



THIEVERY

Desperate times call for desperate measures. However, sudden attacks aren't the only thing you need to worry about in this world. Sometimes, when you're trying to save humanity, humanity itself gets in the way. And if you're not above a bit of trickery, lying and cheating to get ahead, you'll make your life a lot easier. There are many things in this world that can't be achieved through friendliness or a well-trained sword arm – sometimes, you just need gold. Other people's possessions can help you there. Are you willing to commit a few criminal acts in order to achieve a noble goal? Or are you ultimately a pirate without honour – and proud of it?

Sneak

When entering someone else's house uninvited, it's best to make as little noise as possible. Heavy footfalls could attract the attention of someone nearby, who might throw the unwanted guest out of the house. That's why you need to sneak about. To do so, simply hold down the appropriate key **STRG**. However, you'll need to have learned the 'Sneak' skill first.



It's best to start sneaking when no one is watching. Otherwise, someone might suspect you're up to no good. Sleeping people won't wake up when you sneak into their houses at night. Don't get caught!

Lock picking

Do you feel like you need more gold to achieve your goals? Are the people around you less than thrilled with that prospect? Do you have bigger problems to worry about than other people's property rights? Then take whatever you can get your hands on! Other people's houses aren't the only place where you can find useful items – remote locations in the game world also sometimes harbour abandoned, locked chests. And it would be such a pity for those riches to go to waste, wouldn't it?



Always keep your lock pick handy! From the cheapest rusty latch to the highest security lock – you'll run across it all. Every lock has a specific difficulty level. If your 'Dexterity' attribute is high enough, you can give it a try. The 'Safecracker' skill allows you to further increase this attribute.

Now for the actual lockpicking. You can see your lock pick and the tumblers in the lock. The goal is to push each of the tumblers up. To do so, simply push them with your lock pick from below. If you've pushed the correct one, it will stay up – otherwise, it will fall back down.

Once you've found the correct first tumbler, things will start to get interesting! Now try one of the two tumblers next to the first tumbler. If you choose the wrong one, you'll have to start over. If you choose the correct one, you can now try to find the third one. The third tumbler will also be one of the ones next to the two tumblers you've already pushed up.

There is only one correct way to pick each lock. Trial and error is the best way to find it. Once all the tumblers are pushed up, the lock will open. More difficult locks naturally have more tumblers. For some locks, you'll need to find the right key before you can open them.

Pickpocketing

Breaking into people's homes isn't brazen enough for you? Then learning how to pick pockets will be right up your alley! First, distract your victim by engaging him in conversation. Observant people will be harder to steal from than people with their heads in the clouds, which is why each individual will have his own difficulty level for pickpocketing. Your 'Dexterity' level will need to be higher than that value!

Haggler

Finally, you should always make sure to sell your loot at a profit. If you learn the 'Haggler' skill, you'll receive better prices from merchants when shopping. An advantage like this is not to be underestimated – even non-thieves can benefit!

Monkey trainer

Particularly eccentric criminals never get their hands dirty. This method originally comes from the pirates of the Southern Seas; they found an immediate use for the trusting little animals. They send the monkeys to do their dirty work. Learn the corresponding skill and control your cheeky little monkey as he snatches everything in sight.

You can find a detailed description of the 'Silver tongue' skill in the 'Conversations' section under 'Important actions'.

MINI-GAMES

At certain points in the game, you'll have to complete special little tasks. Generally, the point here is to prove yourself to others. The best way to earn the respect of the real tough guys is to win a drinking contest or an arm wrestling match. You should never pass up a chance to test your mettle! But there are also much more dangerous and unusual challenges awaiting you. This handbook won't go into too much detail in order to avoid spoiling the surprise.

You can find a description of the lockpicking mini-game in the previous section, 'Thievery'.

Drinking

There are apparently people out there who want to see how well you can hold your liquor, so show them what you've got! Maybe the alcohol will loosen a few tongues, too... The drinking contest will begin when you select the appropriate line of dialogue in a conversation. You will find six bottles of rum on the table in front of you. You have a mouse cursor in the shape of a hand. The goal is to drink all the bottles of rum as quickly as possible by clicking the bottles one at a time. However, with every bottle you drink, your vision will naturally become blurrier and your movements more uncoordinated. If you click a bottle the wrong way, you'll knock it over. It will then take a few seconds for it to be replaced.



NOTE: All your opponents will drink at different speeds.

Knife-throwing

A steady hand is the order of the day here as well! You can also start this contest via the dialogue menu. You and your opponent have a certain number of knives to throw. You will see the target and your hand holding the knife in front of you. You will receive a different number of points depending on where you hit the target. Use the directional keys to move your hand left or right and throw the knife at just the right moment! If you earn more points in total than your opponent, you will win the knife-throwing contest.



Arm wrestling

This contest can also be started via a dialogue. Show those braggarts and ruffians who's boss! It all comes down to technique. Press the buttons displayed at just the right moment in order to push your opponent's arm down to the table. And just like that, you've earned yourself a little more respect.

Traps

Nasty hidden traps are lurking all over the world, just waiting to ensnare careless adventurers. They come in many forms; the one thing they have in common is that they're perfectly concealed. And they can be extremely painful for the person who triggers them. If you happen to step in one, don't panic, but act quickly! Press the keys displayed at the right moment to save your neck.



Sea monster battles

If you listen to the stories told by the old pirates, truly terrible creatures lurk in the depths of the seas. A captain who defies evil shouldn't be surprised if he is one day forced to defend his ship against an enormous sea monster.

At this dire moment, you'll have to take the helm yourself! Navigate your ship carefully to avoid the monster's attacks. In order to defend yourself, you can fire off a full broadside to the left or right. You can also run over to your front cannon to fire off a targeted shot, but you'll have to leave the helm to do so. Stay calm and listen to your comrades! That's the only way to survive a fight with this superior enemy!

Ship's cannons

In sea battles against enemy ships, it can be helpful to blast the enemy's deck with cannon fire from your own ship. First, target the cannon properly; the crosshairs will help you with that. Keep the trajectory of the cannonball in mind! After firing, you'll need to wait a short time before you can fire again. Pressing the right mouse button (secondary action) will cause the hero to run for cover to where he can't be hit. The crosshairs will only reappear when he leaves cover.

THE FACTIONS

The Demon Hunters

The Demon Hunters are an ancient guild from a bygone era. They once ruled the entire Iron Bay from their radiant citadel in Calador. The Demon Hunters of those days had a deeply rooted connection to the forests of Calador. Their culture had a broad understanding of the deeper relationships between life, death, and nature, which came to them from trees, herbs, and incense bowls. The eminent lords of that era wielded powerful magic and dedicated themselves to fighting all enemies of human life. Their wisdom stemmed from a mystical insight into higher things; today, precious few people can even comprehend the nature of their work. They ensured that the people of Calador could enjoy a life of security and prosperity. But over the years, their culture began to visibly decline. When there were no demons left to hunt and no immediate dangers left to face, the zeal that had marked the Demon Hunters' golden years diminished. Bit by bit, their knowledge degenerated as they loafed in the taverns, and their wisdom grew sparser with each new generation. Problems arose for which there was suddenly no longer an answer. The stones of the citadel crumbled, and there was no one left to repair them.

The Demon Hunters left Calador and became scattered throughout the world. They integrated into other cultures, where they lived as craftsmen or farmers. Often, they only had a souvenir or two from their former days of glory. But many a boy's eyes lit up when his grandfather told tales of their ancestors' great deeds.

Only a handful of druids preserved their ancient wisdom and continued to practise the magical arts as their ancestors had done ages ago. They still consider themselves representatives of the elements of life and the earth, and now that their greatest fears have come true and the Titans are attempting to take over the world, they have lit the ancient beacons once again. "When the green beacons burn, you must go to Calador," their ancestors were told, and indeed, to this day some of them still remember their grandfathers' stories: The Demon Hunters have renewed their alliance and donned their old armour. The failure of the Inquisition also did its part in reminding the Demon Hunters of their ancient duty. The citadel is inhabited once again despite the fact that it is in ruins. With every fibre of their being, the Demon Hunters are trying to return to that which they were born to do. They are ordinary people, but each day, they discover more useful relics and continue their training with an iron will in order to face this great evil once more. Their druids are cautiously seeking out opportunities to speak with the mages in the hope that they can stand up to face the threat together.



The mages

The mages were highly respected in the old empire. They appointed themselves as the chosen ones of the gods. For them, the deity of eternal fire had always served as their ultimate justification. This spirituality of concentrated energy from broken crystals generated a power so strong that not even the king could resist it. The mages became his personal advisors, but even they were unable to prevent the wave of darkness from engulfing the land or prevent the king's murder. Their helplessness in the face of death and destruction brought the rage of the common people down on their heads.

The High Council of the Inquisition formed a new interim government and blamed the mages for the collapse of the empire. With the death of Inquisitor Mendoza on the island of Faranga, the mages lost their last advocate in the Inquisition. They were banned and ultimately stripped of all their responsibility. Many of them scattered throughout the world or actively attempted to take part in the Titan War. However, a few of them recognised that their strength lay in their brotherhood. These mages retreated to the Thunder Isle in the Southern Seas.

Their bitterness over their downfall has made them relentless pragmatists. In their laboratories, they break magic down into its elementary components and experiment with bubbling substances and enormous test rigs in order to advance their research as rapidly as possible. Freed from all political responsibility and ready to sacrifice everything, they are analysing the very foundations of their own art in the hope of finding something to aid them within the smallest particles. They have gnomes toiling away in the crystal mines in order to acquire enough magical material for their grand plans... it is all merely a question of stored energy. Their methods are characterised by a desperate ambition. In the eyes of many of the common people, their magic might no longer be a sign of divinity, but it certainly is a powerful weapon all the same.

At their new headquarters on the Thunder Isle, the mages have gathered a group of men in whose hands they plan to place the fate of humanity. The Guardians serve as their soldiers, and they also keep an eye on the gnomes. Since the mages no longer have a reason to use their powers sparingly, they allow the Guardians to partake of their gift to the greatest possible extent – with the aid of magical artefacts. Many of the Guardians are former Protectors of the Inquisition – career soldiers who no longer believe their former commanders capable of wielding power and who are looking for new ways to lead humanity to a better tomorrow.



The pirates

As the old empire advanced into the Southern Seas, it came upon a vast, barely tamed world full of slumbering treasures that needed to be transported long distances by sea. For some, the temptation was too great; they could not bring themselves to stick to the rules. They banded together in groups, captured ships, and plundered and pillaged to support their lawless lifestyle in the lap of luxury. The pirates changed the face of the Southern Seas forever. They distilled the best rum, decorated their ships with Jolly Roger flags, and their greatest captains became heroes.



At the point when they began conquering entire islands and cities like Antigua, the pirates developed their own values. Their total freedom was limited only by their loyalty to their respective captains. The pirates founded the captains' council, chaired by the self-proclaimed admiral, which laid out the fundamental rules of conduct for pirates in its creed.

The people living in the loosely-run pirates' dens developed their own natural hierarchy. Unpleasant but necessary tasks, such as carrying water, were left to the weak, the simple-minded, and the newest members of the community. Old pirates with no personal wealth were sent fishing. The average pirate was a decent fighter and sailor, whilst the best shooters and the greatest swashbucklers often went on to become respected gunsmiths and armourers. The distillers also earned their fair share of respect – with good reason – particularly if their product was drinkable. A number of whores made their living from the pirates' love of pleasure – and they earned more than even some of the pirates themselves. At some point, the captains and their trusted bosuns became so drunk with glory that they began heading out on more dangerous routes in an effort to become living legends...

They were interested in anything occult, mystical, or unholy that promised them greater power. As outlaws, they had long since lost their fear of such things – a fear that the policies of the old empire had been aimed at instilling. Quite a few pirates opted for a life among the natives, learning the finer points of the art of voodoo and toying with life and death. The captains, however, became involved with even darker magic. Their greedy pillaging of the water temple woke Mara, a Titan Lady who had been banished over 1,000 years ago. Some of them fell completely under her spell, becoming puppets of the Underworld. Other captains, like Steelbeard, recognised the danger, but it was not until his young successor took command that Mara was finally annihilated – at great cost. And yet, the massive destruction had only just begun.

They had long lived carefree lives, making decisions designed only to increase their profits and enjoyment. But now, even the pirates are forced to prove that they are capable of greater things. After all, in a fallow world devoid of human life and full of monsters, there'd be nothing left to plunder...



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- Sascha



Risen 3
TITAN LORDS

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NOTES

RISEN 3
TITAN LORDS



Activation code:



PhysX[™]
by NVIDIA

speedtree[®]

morpheme
advanced animation system



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