TABLE OF CONTENTS

From the pages of "Antaloor: The Past, the Present, the Future", by Master Bolo of Riclann:

"Cobbled together from whispers overheard from Cathalon to New Ashos, the history of our Empire has accumulated as many twists as variations. Yet throughout my travels, there is one element that remains certain...

It is a story of family.

Despite the countless events that preceded this moment, it often begins with the exploits of a Cathalonian mercenary, accompanied by his sister. Brought into our world within moments of one another, their bond transcended that of most siblings; she was his conscience. He was her sword.

However, the comfort and reliance they had built upon would soon be tested. Overwhelmed by their enemies, the sister was wounded. The mercenary desperately left her unattended in search of help. When he returned she was gone...

He spent months searching for her, scouring the far reaches of the continent in search of any hope and any trace of her survival. Tales of the Mercenary's journeys can still be heard in nearly every tavern, even today, though tainted with rumors and theories of the true nature of the siblings' purpose; an omen marking the return of the fallen Fire Lord Aziraal himself.

Some say that, eventually, he struck down his sister's captors. Others will claim that he joined them. But the most disturbing detail – one that chills me to my core – is that the sworn enemy of our nameless champion is the Emperor Gandohar himself.

As the war between the Human and Orc nations reaches its conclusion, those left to confirm or decry such notions seem to be among the casualties...

But some whispers can never be silenced.

While the tyranny of our new ruler has spread beyond the walls of Vahkmaar, one thing remains certain; the tales of these siblings are often mentioned in the same breath as are those of the ones who would seek insurrection..."

LT Block
Sneak
Sprint

LB Assignable

⊗ Xbox Guide

RT Punch/Strike

RB Assignable

⊕ Move
⬇ Call Horse

◁ Equipment Set 1
◔ Equipment Set 2
◈ Equipment Set 3

♀ Arm/ Disarm

◀ Inventory
BACK

Y Assignable
B Assignable
A Jump | Action
X Assignable

⊕ Rotate camera
⬇ Quick assign
Radial Menu

▶ Pause/Menu
START
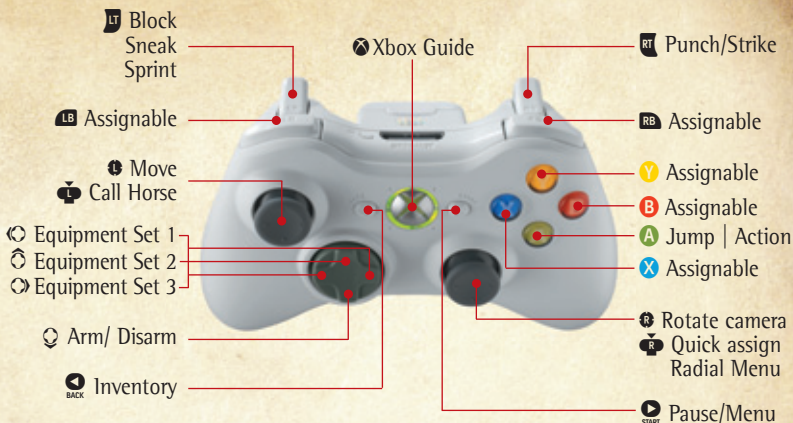
3. Xbox LIVE

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

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

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

4. MAIN MENU

Before embarking on the hero's journey, players will need to select a device on which to save. Progress cannot be saved unless a storage device is selected.

Start New Game
Begin Single Player Campaign.
Before embarking on the hero's journey, players will need to select a device on which to save. Progress cannot be saved unless a storage device is selected

Continue Game
Enter the Load Menu. From there, players can select and load saved games to continue their adventure.
This menu can also be used to delete unwanted saved files by pressing ⊗.

Xbox LIVE®
Enter the Multiplayer Menu (see next page).

Marketplace
Enter the online Marketplace. There, players can find and purchase newly added game content as it becomes available.
NOTE: Players must be logged in to Xbox LIVE® to use the Marketplace.

Settings
Adjust the following in-game settings:

Graphics
Adjust the specific rendering behavior of the GRACE™-engine, such as shadow and gamma settings.

Physics
Enable or disable the use of hardware physics.

Interface
Adjust selected interface options and set the delay between Auto-Saves, or disable Auto-Save altogether.

Controls
Review control configuration.

Sound
Adjust the volume of music and sound effects.

Exit
Quit game and return to the Xbox 360 Dashboard.

6

5. Multiplayer Menu

Once logged on, players can create, modify or delete a character's appearance, set a name, and select a race, gender, and class.

Once Character Generation is complete, confirm settings by pressing Ⓐ and open the main online menu. From there, you can access any of the following game play modes and features:

- Ranked Match
- Player Match
- Join Custom Match
- Create Custom Match
- Village Mode
- Leaderboard

MULTIPLAYER MODES

Deathmatch

Defeat opposing enemies and survive to be the last team standing.

Duel

Confront an equally matched opponent in a one-on-one skirmish.

Adventure

A seven-chapter campaign which takes players and their party across the continent in an attempt to recover a forbidden and magical artifact for Emperor Gandohar himself.

Village Mode

In this Real Time Strategy hybrid, players can create and maintain an entire village. Keep villager morale high by making sure the townspeople are well cared-for and protected.

Crystal Capture

Join up with friends and face opponents in this exciting and unique challenge mode, where teams compete to collect the most Azure Crystals. Make sure to avoid the fiery Skulls that destroy surrounding crystals and be mindful of the tricky Green Gems: one touch of those will transform the Azure Crystals into Skulls – and vice-versa.

6. Game Controls

Custom tailor your character's look or simply select the default appearance. Scroll through and modify available options with 🔘, rotate the character using 🔘, and zoom in or out with 🔲. Players can also randomly generated unique models by pressing ❌. If you prefer the default model, simply press 🅰 to accept.

Modify numerous aspects of the hero's body and face. Customization can be as light as altering the hero's skin tone to as heavy as customizing a facial tattoo. Once the desired look has been reached, press 🅰 to begin the Single Player Campaign.

Certain buttons can be redefined and HotKeyed to perform specific desired actions. Note: Before HotKeying an item, make sure that the hero has his weapon sheathed.

Press the right stick 🔘 to display or close the HotKey Radial Menu.
Move 🔘 or 🔘 to navigate the Wheel.

Press 🅱, ❌, 🆈, 🔲, or 🔲 to assign item to respective button once the cursor is placed over the desired item.

By default, the following button configuration is assigned:
- ❌ – Display Travel Map.   🆈 – Display Quest Log.
- 🅱 – Use Torch.
- 🔲 – Use available Healing Potion.
- 🔲 – Use available Mana Potion.

NOTE: During combat, Hotkey functionality shifts to utilize special, weapon-specific attacks. See Movement and Combat for more information.

7. HUD

Displays all information vital to the gameplay.

① Crimson Health Orb
Measures the hero's Health. When low, use a healing potion, eat some food, or find an altar. regenerates over time when the hero's weapon is sheathed.

② Azure Mana Orb
Measures the hero's Mana. The amount of available magical energy determines the hero's casting ability. Mana can be restored with potions or through an altar.

③ Gold Stamina Orb
Measures the hero's Stamina. Decreases during sprint.
Regenerates over time.

④ The red Bar indicates Enemy Health

⑤ The Green Bar indicates Experience Progression.

⑥ HotKey Bar
Displays active HotKey assignments as determined by the Hero's combat state.

⑦ Mini Map.

⑧ Distance to active Waypoint.
(Golden flag: actual quest, Blue flag: distance to own marker).

⑨ Both icons pertain to riding and only appear while on horseback.
⑩ The red Bar ⑩ indicates the Steed's Health, while the Gold Bar ⑨ measures the animal's Spur Tolerance.

⑪ Notoriety Blade: Committing a crime, even a minor infraction, such as exposing your weapon in public or carelessly bumping into civilians boosts the hero's notoriety. As the hero's notoriety increases so does the blood splatter on the Notoriety Blade. When the meter fills, a price is placed on the hero's head.

Guardians will take to hot pursuit in an effort to claim the bounty. Keep out of sight until the heat dies down and the hero's Notoriety Blade returns to a neutral level.

GENERAL MOVEMENT

Right Stick ®	Controls Camera Position
Left Stick ®	Controls Hero
Ⓐ	Action or Jump
LT	Press and hold while running to engage **Sprint**. Be mindful of the Gold Stamina Orb; once completely depleted, Sprint will remain unavailable until the sphere regenerates.
LT	Press and hold while idle to engage **Sneak**. Note: Required to use while executing death strike.
START	Main Menu

HORSEBACK RIDING

⬇L	Press to call the horse to the hero's side
Ⓐ	Jump During riding, to jump over obstacles.
Left Stick ®	Use to control the reigns to steer the horse
LT	Tap steadily to gallop
◯	Dismount

SAILING

Left Stick ®	Steer Rudder. The direction of the wind is indicated by the red streamer atop the mast and the arrows displayed on the Mini Map.
Ⓐ	Board Vessel
LT	Press and hold to change the position of the boom and adjust the sails. The boom will swing to starboard or port side depending on what direction the wind is blowing.

GENERAL COMBAT

◯	Arm Equipped Weaponry
RT	Attack
LT	Press and hold to Block.

Long range weapons such as Bows and Mage Staffs may require the player to press and hold RT to charge an attack before releasing to fire. If unarmed, the hero will resort to hand-to-hand combat.
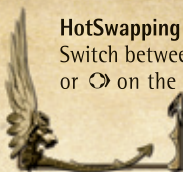
HotSwapping
Switch between different equipment sets during active play by pressing ⟲, ⟲ or ⟳ on the directional pad.

> Note: Custom equipment sets must be paired to ⟲, ⟲ and ⟳ from the in-game Equipment Menu before HotSwapping can be used.

MELEE COMBAT

TARGETING – The Melee combat system utilizes Auto-target to better focus the hero's attack on advancing enemies. Auto-targeting is based upon enemy proximity and the direction which the hero is facing.

Press ◎ to arm Equipped Weaponry. Attack while using **RT**. If unarmed, the hero will resort to hand-to-hand combat. Press and hold **LT** to Block.

Melee Combat HotKeys
Melee Combat features two different sets of HotKeys depending on whether the hero is in a defensive stance, **LT**.

Offensive:
X, **Y**, or **B** - Perform special attacks based on equipped weaponry. These Skill based attacks inflict increased damage but also have a brief cool down period before they can be used again.

Defensive (while blocking):
X, **Y**, or **B** - Perform special defensive strikes based on equipped weaponry. These Skill based strikes can stun, knockdown, or even disarm an enemy, but also have a brief cool down period before they can be used again.

Seven basic styles of Melee Combat:

One Single-Handed Weapon
Allows for the use of the Dirty Trick Skill. Reduced blocking effectiveness. Limited to blocking Melee attacks only.

Single-Handed Weapon and Shield
Allows for the use of the Defensive Thrust Skill. Increased blocking effectiveness and scope by also defending against projectiles. Reduced overall attack speed.

Single-Handed Weapon and Torch
Useful in dark areas and allows for the use of the Fire Strike Skill. Reduced attack speed and blocking effectiveness. Limited to blocking Melee attacks only.

Dual Single-Handed Weapons
Allows for the use of as many as two weapon specific special attacks. Increased attack speed. Reduced blocking effectiveness. Limited to blocking Melee attacks only.

Heavy Two-Handed Weapon
Allows for the use of the Radial Barrage Skill and one weapon specific special attack. Increased damage and effectiveness against armored enemies. Moderate blocking effectiveness. Decreased attack speed. Limited to blocking Melee attacks only.

Two-Handed Weapon
Allows for the use of the Radial Barrage Skill. Exceptionally high damage and range. Moderate attack speed and blocking effectiveness. Limited to blocking Melee attacks only.

Knives & Daggers
Allows for the use of the Death Strike Skill when approaching unsuspecting enemies. Limited to use while using the Sneak Skill.

RANGED COMBAT

Distance can be a useful ally when facing large enemies. Equip a bow and quiver set from the Inventory Menu to engage in Ranged Combat.

Press and hold **RT** to draw the bowstring.
The longer **RT** is held the more powerful the subsequent attack becomes as indicated by the progress bar surrounding the reticle. The draw speed and maximum power are dependent on the type of bow equipped, as well as the hero's skill level in Quick Draw, Starting Draw, and Overdraw.

LT - Release to Fire
While the bowstring is drawn (i.e. while **RT** is being held), switch between Sniper Mode and Field Mode allowing for precision aiming or Auto-targeting.
Press **A** for a defensive leap backwards to avoid an approaching attack.

Ranged Combat HotKeys
Ranged Combat features two different sets of HotKeys depending on whether the hero is in standard Field Mode or Sniper Mode. These Skill based attacks inflict added damage but also have a brief cool down time before they can be used again.

FIELD MODE: Wide angle perspective view of the field of battle. Utilizes Auto-targeting but restricts the use of precision shooting:

ⓧ - **Ice Arrow.** Once selected, press, hold, and release 🎮 to fire.

ⓨ - **Multi Arrow.** Once selected, press, hold, and release 🎮 to fire.
Note: In Field Mode, multiple arrows travel in a wide spray pattern towards a desired target. For the precision targeting of multiple enemies simultaneously, players must first enter Sniper Mode and then select Multi Arrow. (See below.)

Ⓑ - **Fire Arrow.** Once selected, press, hold, and release 🎮 to fire.

SNIPER MODE: Close view perspective of individual targets. Utilizes precision aiming but restricts the use of Auto-targeting. Enter Sniper Mode by pressing 🎮 while drawing the bowstring with 🎮.

ⓧ - Poison Arrow. Once selected, target enemy and then press, hold, and release 🎮 to fire.

ⓨ - **Multi Arrow.** Once selected, target enemies and press 🎮 to individually tag. After enemies have been tagged, press, hold, and release 🎮 to fire multiple arrows at assigned targets. Using Multi Arrow in Sniper Mode, allows players to target and strike several enemies with one shot over a wide field of range.

Ⓑ - Distraction Arrow. Once selected, target a location and then press, hold, and release 🎮 to fire.

SPELL CASTING

Becoming a Mage or tailoring the hero's Skills to be more magically inclined requires the use of and proficiency with a Staff, as well as a deep understanding of Spell Amulets and the magic they possess.
See Magic Tab in the Inventory Menu section for more information on Spell Amulets.

HOTKEYS

Ⓑ, ⓧ, ⓨ, 🎮 or 🎮 – Casting HotKeys. Player must select spell, indicated by highlighted icon on HotKey Bar, before casting can commence.

🎮 – Press and hold until the Casting Meridian has come full circle. Release to Cast. Casting time is dependent upon how many cards comprise the Spell Amulet, as well as the hero's skill level in Talented Tongue.

LT – Press and hold to Block.
While blocking, HotKeys **X** and **B** shift to defensive specials. These Skill based attacks inflict increased damage but also have a brief cool down time before they can be used again.

X – Humbling Blow. A defensive kick to the head with the potential to knock down the enemy. Only accessible while holding **LT** to block.

B – Block Breaker. A forceful downward swing breaking an enemy's footing and opening up his defenses. Only accessible while holding **LT** to block.

Spell Casting HotKeys
Press the right stick **R** to display or close the Casting HotKey Radial Menu. Mage Staff must be drawn in order to access. Use the left stick **L** or the right stick **R** to navigate the Wheel.

Press **B**, **X**, **Y**, **LB** or **RB**, to assign Spell to respective Casting HotKey while the cursor is highlighting the desired Spell Amulet.

LOOTING

Looting the bodies of fallen enemies is an important part of any RPG, and a good way to ensure that your pockets are always full.

Press **A** to search the body of a defeated opponent.
See Monetary Matters for further information on lucrative opportunities.

9. SAVING AND LOADING

Game Saves and Loads can be performed at any time, whether through the Main Menu or In-Game Menu.

Saving Games
Press **START** to access the In-Game Menu and select the Save option.
If you choose not to name a newly created save, it will be named automatically, based on your current location and gameplay time. Each save file contains a small screenshot for easy visual reference.

Loading Saved Games
Press **START** to access the In-Game Menu and select the Load option to load existing saved games. Remember to save your current game before loading an existing save file. Saved Games can also be loaded from the Main Menu by selecting the Continue Game option.

Auto-Saves

Two Worlds II periodically Auto-Saves player progression throughout standard gameplay. The system stores the most recent 3 Auto-Saves in order to offer players a wider ranch of gameplay tracking.

Players can adjust the time between Auto-Saves to 5 - 30 minute increments through the Settings tab in the Main Menu.

NOTE: If Auto-Save is disabled altogether the game may still continue to create new Save files at plot centric points in order to protect players from data loss.

10. TRAVEL MAP

The hand sketched parchment map helps the hero navigate his way throughout the massive Antaloor landscape. Press ⊗ to open Travel Map.

Note: Travel Map is set to ⊗ as the default however, it can be assigned to any HotKey using the Radial Menu or accessed in the Items Tab of the Inventory Menu.

RT and **LT**	Zoom In/Out
A	Set Waypoint. Waypoint markers are used to track points of interest. Markers will remain on the Travel Map until removed by the player.
X	Set Active Waypoint. An Active Waypoint marker is used to track an immediate point of interest. This marker will appear in the hero's Mini Map, allowing for constant In-Game tracking.
LB	Hide or Display Locations
B	Close Travel Map and Return to Game

MAP LEGEND

Active Quest Marker

Active Waypoint

Active Quest Waypoint
(Pulsing Marker)

Waypoint

Major Town or City
(Big Yellow Pin)

NPC of Interest
(Navy Blue Pin)

Active Quest Giver
(Sky Blue Pin)

Place of Interest
(Small, Blue Pin)

Point of Interest (Pulsing Marker)
(Green Pin)

Teleport

Dungeon, Cave
(Small, Grey Pin)

Altar (Pulsing Marker)
(Big, Blue Pin)

11. Quest Log

The Quest Log uses the hero's journal entries to track quest completion and status. The log is separated into chapters following the hero's plot progression as well as Guild sections, tracking quests pertaining to each of the 5 Guilds.

Quests are divided into Pending, Completed and Failed, each of which is accompanied by a detailed explanation and oftentimes hints. . Press (Y) to open the Quest Log.

Note: Quest Log is set to (Y) as the default however, it can be assigned to any HotKey using the Radial Menu or accessed in the Items Tab of the Inventory Menu.

(X) – Set Quest as Active. The selected Quest is marked with a flag icon on the Travel Map and set as the Active Waypoint, allowing for easy Mini Map navigation.

(Y) – Track Quest on Map. Players are taken to the Travel Map where the selected Quest is indicated by a flag icon.

Players can utilize and customize the hero's Skills, Equipment, Items, Potions, and Spells at any time by accessing the Inventory Menu during standard gameplay. The menu is divided into five sections in order to better organize the hero's inventory and streamline accessibility and application.

Press ⬤ to open Inventory Menu. Use 🎮 and 🎮 to scroll through the five categories: the Skills Tab, the Equipment Tab (including the CRAFT system), the Items Tab, the Alchemy Tab, and the Magic Tab. The Inventory Menu provides players with access to some of the most important tools in Two Worlds II – the CRAFT, P.A.P.AK. and DEMONS customization systems.

SKILLS TAB

As you gain experience by exploring Antaloor, completing quests, collecting items and defeating enemies, the hero's Experience Level will increase. The development of the hero's primary statistics is based on Attribute Points:

ATTRIBUTES

ENDURANCE
Determines the hero's maximum Health or HP.

STRENGTH
Determines base physical damage, maximum carrying weight, and access to certain heavy armor sets.

ACCURACY
Determines ranged weapon and projectile spell accessibility.

WILLPOWER
Determines the hero's maximum Mana or MP.

SKILLS AND SKILL DESCRIPTIONS

Through leveling and completing various tasks the hero will accrue Skill Points. These points can be assigned to individual Skills, allowing players to customize the hero's skillset to better fit their gameplay style. Some abilities must be learned from designated NPCs, or unlocked by obtaining corresponding Skill Books before the Skill can be unlocked.

Certain Skills are always going to be useful, whereas some will be more helpful depending on a player's class specialization. The effectiveness of a given Skill depends on its level; the higher the level, the more effective it is.

Skills are divided into six groups: **General Skills, Crafting Skills, Assassin Skills, Mage Skills, Ranger Skills,** and **Warrior Skills.**

GENERAL SKILLS

Useful to all class specializations.

RESILIENCE: Increases the rate of health regeneration while weapons are sheathed.

ELEMENTAL RESISTANCE: Increases resistance to Fire, Frost, Shock and Spectral Damage.

POISON RESISTANCE: Increases resistance to Poison Damage.

STAMINA: Increases maximum Stamina, expanding the hero's range while using Sprint.

PHYSICAL RESISTANCE: Increases resistance to Physical Damage.

CRAFTING SKILLS

Increases the hero's ability to upgrade equipment and items using the CRAFT system.

METALLURGY: Increases the maximum upgrade class of all items.

ARMOR REINFORCEMENT: Increases the maximum upgrade class of all armor sets. Further builds upon the Metallurgy Skill.

WEAPON FORGING: Increases the maximum upgrade class of all melee weapons. Further builds upon the Metallurgy Skill.

SHIELD CASTING: Increases the maximum upgrade class of all shields. Further builds upon the Metallurgy Skill.

ARCHERY CRAFTSMANSHIP: Increases the maximum upgrade class of all bows. Further builds upon the Metallurgy Skill.

ALCHEMY: Increases the hero's ability to brew stronger and more effective potions.

FUSION: Increases the maximum upgrade class of items through Crystal Fusion. Skill Crystals can also be fused together to yield higher-level Crystals.

ASSASSIN SKILLS

Useful to more than just assassins, these skills are the foundation of any Rogue and remain a great asset to any Warrior, Ranger or Mage.

TRAPPER: Allows for the setting of increasingly advanced traps.

SNEAK: Increases the speed of which the hero is able to Sneak.

DEATH STRIKE: Increases distance from which the hero can dispatch an enemy using a Knife.

LOCKSMITH: Increases the time allotment when attempting to manually lockpick a chest, wardrobe, or door. Also increases the chance of successful Auto-Lockpick.
See Locks-Chapter for more information on lockpicking.

THIEVERY: Increases the time allotment when attempting to pick a target's pockets. See Monetary Matters for more information on pick-pocketing.

MAGE SKILLS

Increases the hero's Spell Casting and Spell Crafting abilities.

AIR MASTERY: Increases the maximum number of Air Magic cards usable in a single Spell Amulet.

FIRE MASTERY: Increases the maximum number of Fire Magic cards usable in a single Spell Amulet.

WATER MASTERY: Increases the maximum number of Water Magic cards usable in a single Spell Amulet.

EARTH MASTERY: Increases the maximum number of Earth Magic cards usable in a single Spell Amulet.

NECROMANCY MASTERY: Increases the maximum number of Necromancy Magic cards usable in a single Spell Amulet.

WISDOM: Increases the maximum number of Modifier Cards usable in a single Spell Amulet.

TALENTED TONGUE: Reduces the Casting Time required to cast spells.

ELEMENTAL FOCUS: Increases the rate of Mana regeneration.

SUMMONING: Increases the ability, effect, and scope of Summoning Spells, Traps, and Altars.

BATTLE CLARITY: Reduces the amount of Mana required to cast spells.

SORCERY ARTISAN: Increases the maximum number of Carrier Cards usable in a single Spell Amulet.

RANGER SKILLS

Increases the strength and effectiveness of the hero's special moves during Ranged Combat.

MULTI ARROW: Increases the number of arrows which can be shot simultaneously.

RANGER PRECISION: Increases the dealt Physical Damage of ranged attacks while in Sniper Mode.

STEADY HAND: Increases the amount of enemies the hero can target while in Sniper Mode.

STARTING DRAW: Increases the initial draw of the bowstring during ranged attacks.

QUICK DRAW: Increases the speed at which a Bow is drawn.

OVERDRAW: Increases the degree with which the hero can overdraw the bow, adding to the force and speed of overdrawn shots.

MARKSMAN: Increases the chance for a critical hit with ranged attacks.

FIRE ARROW: Increases the dealt Fire Damage of this explosive arrow.

ICE ARROW: Increases the dealt Frost Damage and chance to slow or freeze an enemy with this ice enchanted arrow.

DISTRACTION ARROW: Increases the scope and effectiveness of a strategically placed arrow, drawing the attention of nearby enemies and dealing Physical Damage upon detonation.

POISON ARROW: Increases the Poison Damage chance to slow an enemy with this Poison infused arrow.

WARRIOR SKILLS

Increases the strength and effectiveness of the hero's special moves during Melee Combat.

DEFENSIVE STANCE: Reduces Physical Damage taken while blocking.

DIRTY TRICK: Increases the chance to temporarily blind an enemy with this quick handful of sand to the eyes. Limited to use with one Single-Handed weapon only.

DEFENSIVE THRUST: Increases Physical Damage and effectiveness of this forceful knockback, using a Shield or Polearm to repel advancing enemies. Limited to use with Shields and Polearms only.

FIRE STRIKE: Increases the hero's ability to use his torch as a secondary weapon, dealing added fire damage to enemies. Limited to use with torch only.

RADIAL BARRAGE: Increases the dealt Physical Damage of this brutal radial attack, affecting surrounding enemies. Limited to use with Two-Handed weapons only.

BLUNT FORCE: Increases Physical Damage and chance to Stun with this heavy blow to the head. Limited to use with Maces only.

SHIELD PULL: Increases the chance to successfully strip an enemy of their shield using the hooked edge of an axe. Limited to use with Axes only.

BLOCK BREAKER: Increases Physical Damage dealt by a heavy lunge strike, capable of breaking through an enemy's block.

BATTLE CRY: Increases the dealt Spectral Damage and chance to Stun of this radial shockwave, repelling surrounding enemies.

HUMBLING BLOW: Increases the chance to knock an enemy to the ground with this high kick to the head. Also increases the chance to execute an instant kill strike on a fallen enemy using a Melee Weapon.
Effect limited to humanoid enemies only.

RETRIBUTION: Increases the chance for a critical hit with all weapons. Increases damage dealt by counter attacks as well as the chance to execute a special attack.

THRUST STRIKE: Increases the hero's ability to execute a powerful thrust with added Piercing Damage. Limited to swords only.

EQUIPMENT TAB
CRAFT SYSTEM

Displays all equippable items in the hero's inventory and allows players to upgrade, disassemble and customize their weapon and armor sets. Items highlighted in red indicate that the hero's current Skill and/or Experience Level prevent their use.

Players will find item usability requirements as well as statistics displayed in the Tool-Tip window in the lower corner of the screen.

Press (A) to equip or unequip highlighted weapons, armor, shields, wares, and rings. With (Y) you send the highlighted piece of equipment to the Anvil to upgrade or disassemble using the CRAFT system. See CRAFT for more information on how to upgrade and disassemble equipment.
For quickly dismantle a highlighted item, press (LB) + (Y). See CRAFT for more information on disassembling items.
Press (X) to drop unwanted items.

CRAFT
(**C**omplete **R**eshaping **a**nd **F**orging **T**echnology)

METALLURGY

Use CRAFT to upgrade or disassemble equipment. Most pieces of equipment can be disassembled into elemental parts and then used to upgrade weapons, armor, or shields. However, the hero must possess the Metallurgy Skill In order to upgrade possessions. Once Metallurgy reaches level 10, players can utilize Weapon Forging, Armor Reinforcement, Archery Craftsmanship, and Shield Casting to further enhance respective items.

Once sending an item to the Anvil and opening the CRAFT system, players can select Upgrade or Dismantle. In order to upgrade an item, players will need specific elemental parts such as Steel, Iron, Wood, and Cloth. These elemental parts can be obtained by dismantling weapons and armor sets found throughout the Antaloor landscape. The more an item is upgraded, the more elemental parts are required to continue enhancement.

Press (Y), to open the CRAFT-Interface. Navigate cursor with the left stick (L) to select different functions and slots. Select highlighted option or slot with (A).

FUSION

The CRAFT system also allows players to Fuse Skill Crystals to armor and weaponry, adding Damage and Protection effects. Skill Crystals can be Fused to any of the 5 slots that run along the top of the CRAFT system interface. The 6th slot is reserved for a Sealing Crystal, adding additional buffs but also locking the equipment from any further Fusion.

Select highlighted option or slot by pressing (A). With (X) you remove a skill crystal from the slot. Gems become locked in place if a Sealing Crystal has been fused in the last slot.

Players can also use the Fusion Skill to Fuse two or more Skill Crystals together, combing the attributes to create a larger, more powerful stone.

CUSTOMIZING APPEARANCE

Last but not least, CRAFT can be used to customize the colors of Armor Sets, Robes, and various other wares. Pigments can be purchased or found throughout Antaloor and then added to any of the 4 slots that run along the bottom of the CRAFT system interface.

Press (Y) to open the CRAFT-Interface. Press (A) to add pigment to the highlighted slot. Press (A) again to confirm changes.

ITEMS TAB

Each item appearing in this tab can be assigned to any of the 5 HotKeys 🅑, ⓧ, ⓨ, 🄻🄱, or 🅁🄱. As HotKeys are assigned, function icons are conveniently added to the In-Game HotKey Bar.

Press the right stick 🕹, to open or close the HotKey selector. Once open, the player is prompted to press 🅑, ⓧ, ⓨ, 🄻🄱, or 🅁🄱 to assign the highlighted item to the respective HotKey. After desired items have been HotKeyed, simply close the HotKey selector to return to the Inventory Menu.

Certain useful items are HotKeyed by default to specific buttons. However, this configuration can be changed at any time.

ITEMS

TRAVEL MAP: Helps the hero navigate his way throughout the massive Antaloor landscape. See Travel Map for a more detailed description. HotKeyed to ⓧ by default.

QUEST LOG: Tracks quest completion and status. See Quest Log for a more detailed description. HotKeyed to ⓨ by default.

REPUTATION LOG: Tracks combat statistics, as well as the hero's reputation amongst the various Guilds of Antaloor.

TORCH: Used to illuminate the world around the hero. Helpful in dark dungeons. HotKeyed to 🅑 by default.

POTIONS: All potions, whether found, purchased, stolen, or made can be found ready for immediate use or HotKey for quick access during combat. HotKeyed to 🅁🄱 by default (healing potion); hotKeyed to 🄻🄱 (mana potion).

TRAPS

A variety of traps can be found and purchased throughout Antaloor.

Holding Traps: Though rarely lethal, these traps will snare a target and hold the victim in place for a set period of time. Holding Traps can be used multiple times.

Standard Traps: These more traditional traps utilize poisoned spikes, razor-sharp blades, and other instruments of pain to deliver Medium Damage to unsuspecting enemies. Standard Traps can be used multiple times.

Explosive Traps: These marvels of mechanized mayhem combine the best and deadliest elements that technology and alchemy have to offer. They deliver Heavy Damage and can impact numerous enemies via the blast radius. Explosive Traps can only be used once.
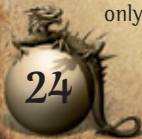
THE OCULUS

The Oculus is the ethereal aura of a disembodied eye. Moving through the air as the user commands, an Oculus is able to enter hard to reach places, transmitting everything in its line of sight straight into the owner's cerebral cortex. Depending on the craftsmanship, some of these unholy artifacts can set traps or even blast an enemy with a magic missile however, the majority of these offensive based Oculus are limited to a single use.

An Oculus must be assigned to a HotKey using the HotKey Radial Menu or Inventory Menu before it can be deployed.

Use the left stick 🕹 to control Oculus Flight. The right stick 🕹 controls Oculus Eye. Hold 🎮 pressed to Propel the Oculus. The 🅱 button causes the Return to Hero. Once the mental connection has been bridged, an Oculus will always find its way back to the hands of its owner.
🎮 engages offensive mechanism, such as a magic missile or trap.
Note: Only advanced Oculi are capable of offensive attacks.

ALCHEMY TAB

Displays all Alchemy ingredients and provides players with access to the **P**ortable **A**lchemy **a**nd **P**otions **A**ssembly **K**it, or P.A.P.A.K.

The P.A.P.A.K. allows players to create unique and valuable potions, using herbs and organic material found throughout Antaloor. These ingredients can be purchased or harvested. Herbs can be found growing all over the lush Antaloor landscape, while organic material needs to be extracted from creature and animal carcasses. Players can even title and save potion recipes after a successful brewing.

Place highlighted ingredient in the cauldron using the 🅨 button. Press 🅐 to brew a potion. Once two or more ingredients have been placed in the cauldron, players can begin the brewing process. If you want to save the Potion Recipe press 🅐 again. Name Potion Recipe with 🗩 ; press 🅧 to discard Potion Recipe.

Experiment with various ingredient combinations to yield a wide spectrum of results. Try combining ingredients with similar effects for stronger potions. These potions can have effects as simple as restoring Health or Mana, to as advanced as adding temporary character buffs. These advanced potions can only be used in moderation. The hero is limited to 3 buffing potions at a time. Any additional buffing potion will replace the effects of the first one consumed.

MAGIC TAB

Displays all Spell Cards and Spell Amulets, and provides players with access to the **D**ynamic **E**nchantment, **M**agic, **O**ccultism & **N**ecromancy **S**ystem or DEMONS. This system governs the creation and use of spells according to the five schools of magic. These 5 schools are based on the four primary elements of Air, Earth, Fire, and Water as well as the mysterious fifth element, known only as the Verita.

The primary function of DEMONS is the customization and creation of unique and powerful spells. These spells are constructed by assembling various Spell Cards inside of Spell Amulets. Depending on the number, arrangement, and variety of Spell Cards used within the Spell Amulet, the nature of a spell can change drastically.

CARRIER CARDS
Determine the spell's core functionality, whether it be a missile, enchantment, or trap based spell.

EFFECT CARDS
Determine the elemental magic from which the spell draws its power from. Air, Earth, Fire, and Water each add a unique essence to the spell's core.

MODIFIER CARDS
Influence the nature and effects of a spell based upon the spell's core, as determined by the Effect and Carrier Cards.

Spells must contain at least one Carrier Card and one Effect Card to complete its core before being cast. Stacking additional Carrier and Effect Cards fortifies this core and increases the spell's overall strength.

Press Ⓐ to open the highlighted Spell Amulet. Switch between layers using 🄬🄣 and 🄛🄣. Advanced Spells can have multiple layers, widening the scope of the spell's effects. Press Ⓐ to insert a card into the highlighted slot. To remove a card from a highlighted slot use the Ⓧ button.

It is important to note that not all spells created through experimentation with card arrangement will have the necessary balance needed for casting. The interface will begin gleaming once a spell has reached an elemental balance, indicating its readiness to be casted.

CITIZENS

During the course of the hero's journey, he will come across countless people simply going about their daily lives. Often they pay little attention to the hero's activities, unless they witness some type of crime, so be wary in crowds.

Some, however, will request assistance from the hero with the completion of a multitude of tasks and quests. While most are optional, aiding these individuals will often result in useful rewards, and a better understanding of the inner workings of Antaloor.

BANDITS

Bands of outlaws can regularly be found scattered throughout Antaloor. Some near major trade routes preying on travelers and merchants, others far off the beaten path providing refuge for those seeking to escape persecution for their crimes. Players should be mindful of their surroundings when traveling, and wary of unidentified campsites.

SHOPKEEPERS

Whether in times of peace or strife, there is always money to be made. Merchants specializing in an array of goods can be found in major cities and surrounding villages, always eager for new customers. Spoils of the hero's journey can be traded with many of these individuals, provided the goods pique the merchant's entrepreneurial fancy.

Players should note that most merchants are affiliated with one of the various Guilds, and will often offer lower prices should the hero be in good standing with their affiliates. See Monetary Matters for more information on trading.

GUARDIANS

The peacekeepers of Antaloor, guardians can be found in and around major cities, diligently enforcing the law to provide safety and security for the citizens they are charged to protect. Special attention should be paid to the Notoriety Blade while in the presence of these lawmen, who will show no mercy should the hero appear to pose a threat to the populace.

SOULPATCHERS

These individuals possess a unique mystical skill, allowing them to "cleanse the souls" of their patrons. For a modest fee, they will perform a ritual of regression on the hero's mind, effectively resetting the Skill Point pool and allowing players to reallocate all Skill Points earned thus far during their journey.

MUSICIANS

Often found in high traffic areas of major cities, these joyful folk entertain those passing by with whimsical tales and enchanting melodies.

Additionally, there are many who have taken to teaching others their trade, carrying various instruments and sheet music available for purchase. See Monetary Matters for further information on playing music.
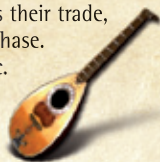
TOWN CRIERS

Outspoken heralds tasked with delivering news and information to the masses. While many topics might seem of little concern initially, an attentive ear may be able to pick out promising tips about the surrounding area and its inhabitants.

14. MONETARY MATTERS

During the course of the hero's journey, players will encounter a variety of lucrative opportunities.

DICE GAMES

Played on various Dice Tables scattered throughout the cities and villages, Dice Games provide players with the opportunity to gamble auras in several different games of chance. To play, simply approach a table, select a game, and shoot the dice with Ⓐ. Raise or lower the bet by pressing ⮝ and ⮟. Roll the dice with 🎮. Press again 🎮 to kick the table during a roll to shake up the outcome.

TRADING

Merchants deal in a variety of goods, most common of which are weapons, armor, magical items, and food. Depending on local supply and demand, shopkeepers in one city may offer more or less than their competitors in a neighboring town, encouraging players to shop around for the best prices. Most shops close up for the night, only to reopen their doors at dawn. To shop, simply approach a shop or stand, peruse the merchant's wares, and make a selection. Press Ⓐ to open the shop interface. With the lefts stick ⬤ you navigate the Trade Menu. Press Ⓨ to buy or sell the highlighted Item.

COMPLETING QUESTS

Seeking out and completing quests is more often than not a good way to secure a few extra auras from a grateful citizen.

Some may even offer valuable items as thanks, though others may repay the favor with information rather than riches.

LOOTING BODIES

Standard practice after a fight, looting a fallen body allows players to collect the belongings of their hapless ex-owner. Humans are likely to carry weapons and armor, while most creatures yield organic material useful for potion making or trade. Press Ⓐ to loot corpse.

CHESTS AND WARDROBES

Chests and Wardrobes are littered throughout the many villages and cityscapes of Antaloor but are usually locked to deter theft. These locks serve as an excellent indicator as to the possible value of the contents. Often, the more advanced the lock, the more valuable items reside inside. Once opened, chests and wardrobes can be used to store the hero's belongings. To do this, simply open the chest or wardrobe, access the hero's inventory, and select items to place in the container. Press Ⓐ to open or search container öffnen und durchsuchen. Place selected item into container with Ⓨ.

PICKPOCKETING

Once the hero has unlocked the Thievery Skill, players can approach an unsuspecting victim from the rear and begin pickpocketing, using the Thievery Mini Game. In order to avoid attention, players should seek out targets that appear to be preoccupied, such as crowd members attentively listening to a local Town Crier. Be quick and mindful of nearby Guardians. Execute Thievery and begin the Thievery Mini Game with Ⓐ. With the left Stick Ⓛ you can skillfully maneuver the hero's hand into the target's pocket. anövrieren Sie die Hand durch die Lücken in die Tasche des Opfers. Press Ⓐ, when all gaps in the rotating symbols are parallel to complete theft.

PICKING UP ITEMS

An easy way to make some extra aruas is to simply keep a watchful eye on the hero's surroundings, looking for herbs and plants to make potions or sell. Ⓐ to Pick up item.

PLAYING INSTRUMENTS

Upon learning the basics from any skilled Bard, players can try their hand at making beautiful music. Players can even join in with a Bard and see if they are talented enough to draw a crowd and pick up a few tips. To begin playing, simply open the Inventory Menu, equip an instrument, select the desired sheet music, begin the Bard Mini Game, and watch the tips roll in. It is important to note that the better the hero's musical performance is, the more tips he will receive.

Equip highlighted instrument and select sheet music by pressing Ⓐ. Press rhythmically 🄻🄱, 🅁🄱, 🅁🅃 and 🄻🅃 to hit the notes and stick with the tempo.

Throughout the hero's journey, players will encounter a multitude of locks, differing in complexity and strength. Most locks can be cracked at the hand of a skilled locksmith but some are enchanted and require a paired key to open. Players can choose to utilize the Lockpicking Mini Game in an attempt to manually pick a lock or simply select Auto-Lockpick to have the hero take charge. No matter what rout players choose, Lockpicks remain a necessity.

LOCKPICKING

Each time the hero attempts to open a locked door, chest, or wardrobe, players enter the Lockpicking Mini Game. Here, players can choose the hands-on approach and select Begin Lockpicking or execute Auto-Lockpick.

LOCKPICKING MINI GAME: Circle the pick around the lock's inner cylinders, pushing it through the grooves of each layer. The longer the hero takes to pick the lock the more his hands begin to shake, increasing the likelihood of breaking the lockpick. As the hero advances his Locksmith Skill the steadier his hand becomes and the more time is allotted for Lockpicking. The Lockpicking timer is indicated by a red bar in the lower right corner of the Lockpicking Interface.
With **A** you start the Minigame. **LT** reverses the Lockpick's Direction. Press **RT** to push the Lockpick through the Layered Grooves.

Auto-Lockpicking: Chance for success is determined by the hero's Locksmith Skill level and indicated in the lower right corner of the Lockpicking Interface. Start Auto-Lockpick with **Y**.

MAGIC – BREAK LOCK

If the hero is skilled in magic, players can utilize the Break Lock Spell in lieu of a lockpick. However, this spell is rather complex and will consume a large amount of the caster's mana, but the potential reward may be worth the cost.

BRUTE FORCE – BREAK LOCK

If the hero is out of lockpicks or not skilled enough in Locksmith, players have the option to use brute force to smash a lock. However, such a forceful blow has its repercussions, as using brute strength to break a lock could inadvertently break the hero's weapon. It is important to be mindful of the weapon's condition before attempting to break a lock. The likelihood of breaking the hero's weapon is indicated in the Lockpicking Interface.

16. Teleports

Ancient Technology dating back to the Théarchs, teleports provide instant travel amongst the many nodes throughout Antaloor.

Little is known about the inner workings of these devices but several different variants have come into existence through many years of experimentation.

BRIDGE TELEPORT

Functionality limited to a singular bridge between two remote locations.

GATEWAY TELEPORTS

The malfunctioning remains of Théarch Teleports, these gateways can be extremely unpredictable, and often lead to dangerous locations devoid of civilization.

THÉARCH TELEPORTS

Constitute what remains of the once massive web of nodes covering the entire world of Antaloor. Each Théarch Teleport grants access to all recorded nodes. Users must know the exact location of the target node before a jump can be made.

The hero records the location of each Théarch Teleport he comes in contact with, adding the location to available jump points.

PORTABLE THÉARCH TELEPORT

Embodying the pinnacle of Théarch technology, these ancient artifacts are light enough to be carried and deployed at a moment's notice.

However, due to their size, these rare Teleports lack the power of their stationary predecessor. Portable Théarch Teleports can only operate with a clear line of sight with the sky, preventing instant travel while in underground dungeons and caves.

17. Altars

Scattered throughout the land, Altars and Obelisks are ancient structures constructed to honor each of the 4 Elemental Gods. These shrines serve as the closest connection the people of Antaloor have with their patron gods. Those who honor the Altars experience a momentary link to the respective Elemental God, enthralling their very being with a fraction of the deity's power.

Players can use Altars to restore the hero's Health and Mana as well as add a brief increase to an Altar specific Character Attribute.

With Ⓐ players honor the Altar.

Altar of Aziraal
These shrines, hailing the evil God of Fire, briefly increase the hero's Strength.

Altar of Maliel
These shrines, hailing the benevolent Goddess of Air briefly increase the hero's Willpower.

The Altar of Throglin
These shrines, hailing the stern Lower God, briefly increase the hero's Endurance.

The Altar of Yatholen
These shrines, hailing the mighty God of Water briefly increase the hero's Dexterity.

18. Books

Scattered around Antaloor are dozens of volumes that narrate the lives and history of her people. Taking the time to read them, not only fosters a deeper understanding of the world, but may also unearth clues to unlocking hidden secrets.

Onward With Your Journey...

Now that you are better acquainted with the world of Antaloor, it is time to pick up your equipment and prepare to embark on a perilous journey through its vast lands...

CREDITS

Developed by Reality Pump Game Development Studios, Krakow, Poland.
Produced by ZUXXEZ Entertainment AG, Karlsruhe, Germany.
Co-Produced by TopWare Interactive Inc., Las Vegas, NV, United States of America.

**PROJECT LEADER &
LEAD GAME DESIGNER**
Miroslaw Dymek

EXECUTIVE PRODUCER
Alexandra Constandache

PROJECT COORDINATION
Dirk P. Hassinger

SENIOR PRODUCER
Adam Salawa

JUNIOR PRODUCER
Stan Just

LEAD PROGRAMMER
Jacek Sikora

LEAD 3D ENGINE PROGRAMMER
Mariusz Szaflik

LEAD AI PROGRAMMER
Filip Pierscinski

**LEAD PHYSICS &
ANIMATION PROGRAMMER**
Daniel Betke

**LEAD UI DESIGNER & IMPLEMENTA-
TION MANAGER**
Daniel Duplaga

**NARRATIVE CONTENT
MANAGER**
Jaromir Krol

**LEAD SOUND ENGINE &
AI PROGRAMMER**
Lukasz Zieba

3D ENGINE PROGRAMMER
Michal Drobot

PHYSICS PROGRAMMERS
Szymon Iwanski
Lukasz Zieba

PROGRAMMERS
Piotr Brendel
Marzena Gasidlo
Ryszard Grabowski
Szymon Iwanski
Lukasz Lukasik
Pawel Markowski
Boguslaw Mista
Artur Staszczyk
Lukasz Zieba

GAME DESIGNER
Tomasz Kozera

ADDITIONAL GAME DESIGN
Hubert Kubit
Pawel Sasko

STORY
Maciej Duda
Filip Kondrak
Jaromir Krol
Hubert Kubit
Ziemowit Poniewierski
Pawel Sasko
Dagmara Sitek

SCREENPLAY & QUEST DESIGN
Maciej Duda
Jaromir Krol
Hubert Kubit
Pawel Sasko

LEAD LEVEL DESIGNER
Adam Salawa

LEVEL DESIGNERS
Michal Blasiak
Jedrzej Jedrzejewski
Michal Stelmachowicz

Damian Grocholski
Bartosz Miha
Marcin Kazmierczak
Jaroslaw Kulik
Tomasz Widenka
Artur Kolacz
Wojciech Wrzalik

LEAD CONCEPT ARTIST
Grzegorz Siemczuk

2D ARTISTS
Wojciech Drazek
Daniel Duplaga
Przemyslaw Krystaszek
Adam Salawa
Grzegorz Siemczuk
Tadeusz Zuber

Marek Madej

ADDITIONAL UI ARTISTS
Lukas Malec
Grzegorz Siemczuk

FX GRAPHIC ARTIST
Michal Stelmachowcz

PROMOTIONAL ARTWORK
Wojciech Drazek
Grzegorz Siemczuk
Alexandra Constandache

INSTRUCTION MANUAL
Jaromir Krol
Patricia Bellantuono
Jörg Schindler
Matthias Mohr
Martin Franger

BOXART & MANUAL LAYOUT
AC Enterprises, Germany

ADDITIONAL TYPE-SETTING
Thomas Pape
Dominique Silvey

3D CHARACTER ARTISTS
Mateusz Chrzaszcz
Wojciech Drazek
Szymon Erdmanski
Daniel Kisiel
Michal Orkisz

3D ENVIRONMENT ARTISTS
Wojciech Drazek
Szymon Erdmanski
Daniel Kisiel
Fabian Kubicki
Lukasz Lakomski
Andreas Mitko
Michal Orkisz

Tomasz Knopik
Michal Moska
Katarzyna Pazdur
Jan Siomin
Piotr Szwach
Sebastian Steplewski

CHARACTER ANIMATION
Slawomir Jedrzejewski
Piotr "Horn" Sulek

LEAD INGAME CUTSCENE ARTIST
Andrzej Kozlowski

INGAME CUTSCENE
Piotr Krysik
Piotr Markowski
Lukas Malec

Przemyslaw Pomorski
Jaroslaw Zielinski
Kamil Boczkowski

AUDIO DIRECTOR
Adam Szafranski

SENIOR AUDIO DESIGNER
Arkadiusz Reikowski

SOUND ENGINEER
Marcin Deja

MOCAP STUNT
Marek Jeziorski

MOCAP ACTORS
Piotr Krysik
Adam Plewinski
Agata Slowicka

35

SYSTEM ADMINISTRATOR
Miroslaw Burzynski

WEB DESIGNER
Piotr Strycharski

ORIGINAL SCORE COMPOSED BY
Borislav Slavov (Glorian)
Victor Stoyanov

MUSIC DIRECTOR
Borislav Slavov (Glorian)

ORCHESTRATOR
Victor Stoyanov

STRINGED INSTRUMENTS
Borislav Slavov
Ivo Petrov

SOLO VIOLIN
Boyana Zhelyazkova

SOLO WOODWINDS
Ivo Paunov

ADDITIONAL MUSIC AND ORCHESTRATIONS
Georgi Andreev

TECHNICAL DIRECTOR
Zuxxez Entertainment AG
Roman Eich

DIRECTOR OF LOCALIZATION
Patricia Bellantuono

PUBLIC RELATIONS
Jörg Schindler
Matthias Mohr

LEAD QA
Tadeusz Zuber

QA SPECIALISTS
Krzysztof Janeczek
Tymoteusz Trzaska

BETA TEST SUPERVISORS
Stan Just
Filip Szelag

BETA TESTERS
Greta Hoffmann
Sebastian Dierkes
Marian Obermeier
Ewelina Baran
Patrycja Krzyspiak
Ewa Kunicka
Katarzyna Laskowska
Magda Lukasik
Marysia Pietraszewska
Anna Stepniewska
Olga Wiecek
Anna Zachara
Karol Harezlak
Wojciech Kieres
Krzysztof Jonczyk

Przemyslaw Starczynowski
Radoslaw Ratusznik
Daniel Sowa
Lukasz Jura
Radoslaw Wezowicz
Dariusz Szerenos
Mariusz Gontarski
Jakub Lasota
Marcin Polak
Jaroslaw Zydorek
Rafal Gawecki
Wojciech Leczycki
Rafal Pawlik
Mateusz Rozpedzik
Piotr Sienkiewicz
Wojciech Majka
Rafal Zlotorowicz
Maciej Polowniak
Tomasz Zub
Slawek Kozera
Dawid Kalinowski
Rafal Janusz
Dawid Dabek
Michal Tura
Grzegorz Rozkrut
Jakub Zaborowski
Lukasz Niedziolka
Tomasz Pepek
Mateusz Odroniec
Krzysztof Szajna
Michal Plis
Lukasz Malinowski
Mateusz Pietryga
Mateusz Tryk
Lukasz Pazera
Artur Justynski
Sebastian Woznicki
Michal Kolarz
Tomasz Sugalski
Marek Piatkowski
Piotr Krzysztofowicz
Mateusz Duda
Grzegorz Glans
Wojciech Kurczych
Adam Szoltys
Olaf Schab
Tomek Cybura
Aleksander Jasinski
Filip Karpinski
Tomasz Guzik
Grzegorz Egiert
Albert Knych
Jan Zuber
Kamil Grochal
Arkadiusz Rak
Mariusz Rudnik
Aleksander Tomczyk
Jakub Tomczyk
Tomasz Stachowicz
Mateusz Kubik
Danisz Szwed

Mateusz Mazur
Michal Mazur
Piotr Bodera
Piotr Zablocki
Lukasz Partyla
Karol Meczarski
Arkadiusz Czesak
Pawel Gosek
Krzysztof Aniol
Mikolaj Szynklewski
Adrian Binda
Hubert Zdrenka
Jakub Winter
Sebastian Rytelewski
Michal Bazylow
Dariusz Sieron
Bartlomiej Bohdan
Grzegorz Krup
Michal Wypych
Pawel Rzonca
Arek Lech
Michal Dybczak
Mateusz Kochanowicz
Sebastian Szczepaniak
Michal Mazurek
Michal Lemiesz
Tomek Balasinski
Sebastian Talowski
Artur Mlynski

TopWare Interactive – North America –

MANAGING DIRECTOR
James T. Seaman III

PRODUCER NORTH AMERICA
Scott Cromie

NARRATIVE DIRECTOR [NA]
Devon Smith

ASSOCIATE NARRATIVE DIRECTOR – [NA]
Adam Kennedy

PR DIRECTOR – [NA]
Jacob DiGennaro

ASSOCIATE PR MANAGER
Joseph Kobylinski

QA LEAD [NA]
Joseph Kobylinski

COMMUNITY MANAGER
Angela Conant

ENGLISH RECORDINGS
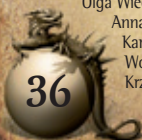Agile Entertainment
Gregg Jonasson
Andrew Grant
Magali Etoré
Aldo Tirelli
Eric Webb

VOICE DIRECTION
Scott Cromie

MAIN ACTING ROLES	GERMAN	ENGLISH	FRENCH
Hero	Dietmar Wunder	Alden Adair	Olivier Groux
Kyra	Martina Treger	Freya Ravensbergen	Marie-Christine Letort
Gandohar	Reiner Schöne	John Palmieri	Philippe Capelle
Dar Pha	Tanja Geke	Shantelle Canzanese	Rachel Smith
Cassara	Katharina Koschny	Sandra Pascuzzi	Yasmin Shah
Rogdor	Tilo Schmitz	Richard Corell	Jean Marie Marrier
Sordahon	Oliver Siebeck	Ken Morgan	Joakhim Latzkototh
Reesa	Nora Jokhosha	Melanie Kastner	Lenou Petsilas
Mirage	Christian Schult	Bruce Edwards	Jean Marie Marrier
Aidan	Johannes Berenz	Colin Paradine	Yan Vagh
Nalia	Angela Wiederhut	Esther Maloney	Valeriane de Villeneuve