

ARCANIA

Gothic 4



<http://www.replacementdocs.com>

Manual



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


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Homepage "Arcania – Gothic 4": www.arcania-game.com


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

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In Memoriam
Armin Gessert

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

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System Requirements

Minimum:

- * Windows XP/Vista/7
- * Intel Core 2 Duo @ 2.8 GHz / AMD Athlon II x2 @ 2.8 GHz
- * 2 GB RAM
- * GeForce 8800 GTX
- * 9 GB HDD Space

Recommended:

- * Windows XP/Vista/7
- * Intel Core I7 @ 3 GHz / AMD Phenom II x4 @ 3 GHz
- * 4 GB RAM
- * GeForce GTX 295
- * 9 GB HDD Space



Gothic Story Introduction

Since Rhobar III, the king of Myrtana, and his men landed on Argaan, war has covered the Southern Islands like an oil-soaked cloth. Even Feshyr, a placid island far out in the Southern Sea has felt its fiery touch - when the hero of our story returned after adventures in the hinterlands of the island, his village was in flames. The strangers who attacked Feshyr under the flag of the Myrtanian king sailed away in plain sight of his hate-filled eyes...

The hero leaves his destroyed homeland with vengeance on his mind, but soon realises there is much more behind the attack on Feshyr than just the whims of a despotic king... An evil power lurks at the threshold to the world, a power that not only threatens the Southern Islands, but all mankind.



Main Menu

Continue Game

Continues the game from the point where you last saved.

New Game

Starts a new game.

Load Game

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

Settings

Opens the Options menu, where you can make changes to gameplay, graphics, audio and navigation settings. For further information see page 22.

Marketplace

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

Credits

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

Extras

Artwork and design sketches for ArcaniA – Gothic 4.

Default Game Controls

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



Game Interface

Feedback-Bar (1)

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

Interaction Tooltip (2)

The interaction tooltip appears at the bottom of the screen whenever you look at an object or character.

Health/Mana/Stamina (3)

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

Experience (4)

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

Quick Launch Bar (5)

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



Quickslotbar (6)

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

Level-up (7) and Crafting Order (8) Reminders

These appear to remind you if you still have skill points left to assign, or if you could still craft more items.

Crosshair (9)

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

Mini-Map (10)

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



Game Menu

Continue Game

Exit the Game Menu and return to the current game.

Save Game

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

Load Game

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

Options

Opens the Options menu, where you can make changes to gameplay, graphics, audio and navigation settings. For further information see page 22.

Back to Main Menu

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



Questbook

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



Inventory, Equipment and Character Stats

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

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

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

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



Skill Menu

Skill Points

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

Acquiring Skills

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

Skill Descriptions

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

Active and Passive Skills

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



Map

Moving the Map

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

Zooming in or out of the Map

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

Toggle between World Map and Underground Map

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

Known Goals / Places

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

Teleportation Stones

Teleportation stones are marked on the map with concentric circles.

Travelling on Argaan

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

Level: 1	Gold 75
Health	48/50
Mana	50/50
Stamina	50/50
Health Regeneration	0
Mana Regeneration	15
Stamina Regeneration	15
Melee Power	16
Ranged Power	10
Magic Power	10
Melee Damage	16 - 16
Ranged Damage	0
Armour	20(15%)
Total XP	708/1000

Attributes of the Hero

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

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

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

As with the xp bar on the main screen, your experience points are shown as Current/To Next Level values (see Level-up on page 17).

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

Level-up

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

Fighting

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

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

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

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

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

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

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

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

Documents

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

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

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

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

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

Consumables

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

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

Crafting

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

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

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

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

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





Dialogue Menu

Dialogue Options

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

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

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

Additional Topics

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

Trading

Buy/Sell

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

Rebuy

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

Lockpicking

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



Options and Settings

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

Video

To adjust graphics settings.

Audio

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

Controls

To adjust the controller and camera navigation.

Gameplay

To adjust the following options:

- Difficulty level
- Hint display



A Story from the Cleaved Maiden

If only they'd be strangled, the lot of 'em!

Mead jars in hand, Murdra forced her way through the rough laughter. Standing in my way with bare hands whilst I'm running around! She heaved the jars over Elgan's head and then banged them on the table so hard the mead inside sloshed out onto the dark oak wood. Elgan leaned back in his chair, drew deeply on his pipe and grinned at Murdra through rotten teeth. 'You're in a bad mood, eh Murdra?' he said, pipe smoke streaming out of his mouth and nose.

'There'll be no more mead for you, soon enough,' she hissed. 'Then you can go smoke your pipe outside in the rain.' She spat on the straw covering the taproom's planks and stomped back towards her kitchen. Elgan shouted something after her, but his voice was muffled by the tavern noise. The laughter climbed Murdra's back again. 'They should be kicked out, the whole lot!,' she grumbled to herself. That was when she felt the hand on her skirt...

Now really, this is too much! Eyes flashing, Murdra spun round. Feren, the young trader from Stewark who used to visit the Cleaved Maiden every few weeks, stood smiling at her. 'Sit down, Murdra!,' he said, pointing at the empty chair at his table.

'My foot!,' she scowled, turning to go. But Feren's hand clasped her naked forearm. He had a tender hand with slim fingers and clean nails without soil sticking underneath. Murdra felt the fine hair on her forearm rise.

'Come now, Murdra,' Feren said, gently gripping her arm.

He sure is a handsome fellow, she thought, gazing at his hand. And he had rings too!

'Just for a minute then,' she said, settling down next to Feren at the table.

'My uncle is back on the island,' Feren said, his fingers stroking the back of her hand. In the candlelight his golden rings shone seductively. 'He came with the ship from Vengard.'

'I see,' Murdra murmured, imagining what his rings would look like on her own fingers.

'The Orcs are defeated,' Feren continued, 'And he's brought back a lot of stories about a nameless hero and Xardas, the mage.'

'Wardas,' Murdra said, her reverie broken. Feren stopped and frowned uncomprehendingly. 'The mage is called Wardas,' she said, wrinkling her nose. 'Everybody knows that!'

'My uncle said that ...'

Murdra shook her head. Handsome but stupid, she decided and withdrew her hand. The rings wouldn't make up for that! Believes everything his uncle says and doesn't even know the mage's name!

'Well, my uncle says that Xardas –'

'I haven't got time for this,' she said simply, rising from her chair. 'Your uncle doesn't know the mage's name, his stories are just that – stories.'

Feren started to reply, but Murdra had turned her back on him and now stood surveying the taproom. From several corners there came shouts for more mead. 'I'm coming,' she shouted back. 'Be right there!' Then she stomped back into the kitchen.

Belgor stood at the chopping board, a meat-cleaver in his callous hand. He glanced up at Murdra and gave her a fierce look. He doesn't have any rings, that's for sure, she thought grumpily.

'What?,' she said defiantly, meeting his eyes directly.

'Have you been loitering with those fancy men again?,' Belgor asked gruffly.

Murdra rolled the spittle in her mouth around, but resisted the urge to fire it out. I shouldn't have married him, she thought. What good is a tavern keeper if her husband doesn't have rings?

Belgor was waiting for his answer, and she could feel his angry jealousy simmering. But there was also a faint glimmer of hope in his eyes, hope that he was wrong this time.

'None of your business!' Murdra snarled and spat at the oven. The hope in Belgor's eyes vanished and his face hardened. The meat cleaver came down heavily on the pork back on the chopping board, and he turned and went out the back door, his pipe in hand.

Out in the taproom the calls for mead grew louder. 'Smoking, that's all he's good for,' she thought bitterly. 'And all the work is left for me! Well Beliar take him!,' she thought angrily, gathering up another round of full mead jars from the table. She stomped back into the taproom. 'Who's next!' she shouted, sloshing more mead around.

Read more stories from the Cleaved Maiden at:

<http://www.worldofgothic.de/gothic4/kurzgeschichten.htm>



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Hien Tran

Luedke Productions

**Supervisor,
3D/Texture Artist**
Robert Luedke

3D/Texture Artists
Henning Kleist
Christian Henkel

Try2 Games

CEO
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**Business Development
Manager**
Denis Kholodov

**Production Director/
Art Lead**
Yaroslav Anufriev

Artists
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Maxim Kazakov
Olga Mukina
Yury Ekimov
Andrew Lyapichev

Animators/Riggers
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Alexandr Ivanov

Quantic Lab

CEO
Stefan Seicarescu

Project Manager
Marius Popa

Lead Testers
Alin „Spectator“ Hiriscau
Sevastian Secasiu
Vladimir Danila

Testers
Alieta Pojar
Attila Balasz
Aura Segorean
Bogdan Hiriscau
Cosmin Gramada
Gizella Bajkó
Istvan Bachner
Marius Alexandru Boc
Mihaela Nemes
Mihai Chiuзан
Mihai Cimpean
Norbert Kilin
Raymond Dobai
Roland Kiss
Tiberius Halmaci
Vasile Pop
Zoltan Vincze-Jancsi

Onsite Testers
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Tiberius Halmaci
Bogdan Hiriscau
Attila Balasz
Mihai Chiuзан
Marius Alexandru Boc
Aura Segorean
Alieta Pojar
Norbert Kilin
Sevastian Secasiu
Alin Hiriscau

Raymond Dobai
Gizella Bajkó
Roland Kiss

Mosaik Studios

CEO
Robert Castaneda

Senior Producer
Ivan Glaze

CTO
David Vodhanel

Dynamedion

Composers
Tilman Sillescu
Alexander Röder
Markus Schmidt
Alex Pfeffer

Orchestrations
David Christiansen
Robin Hoffmann

Orchestra
Staatskapelle Halle
Brandenburgisches
Staatsorchester

Choir
Genuin Philharmonic Choir

Conductor
Bernd Ruf

**Orchestra recorded, edited
and mixed by**
Genuin Musikproduktion
Leipzig, Germany

Recording Engineers
Holger Busse
Christopher Jarow

Music Supervisor
Tilman Sillescu

Sound Design
Axel Rohrbach
Sebastian Pohle
David Philipp

Sound Design Supervisor
Axel Rohrbach

M&S Music

German Voice Direction
Hans-Jörg Knabel
Benjamin Hessler

German Toning
Benjamin Hessler

German Post Production
Folker Seipelt
Julia Riedner

German Main Cast
Gerrit Schmidt-Foss (Hero)
Christian Wewerka (Rhoobar III)
Sabina Godec (Xesha)
Sabine Fischer (Zyra)
Uwe Koschel (Diego)
Dieter Gring (Milten)
Helge Heynold (Gorn)
Peter Heusch (Lester)
Bodo Henkel (Xardas)
Wolff von Lindenau (Hagen)
Dorothea Reinhold (Murdra)

German Supporting Cast
Achim Barrenstein
Andrea Dewell
Andrea Wolf
Andreas Birkner
Bert Stevens
Christian Ohmann
Gerhard Mohr
Gero Wachholz
Gilles Karolyi
Gisa Bergmann
Hanns Krumpholz
Heiko Grauel
Helmut Pottoff
Jan Schuba
Jo van Nelson
Jochen Nötzelmann
Kathrin Lachsberg
Klaus Bauer
Mario Hassert
Marios Morenos
Michael Che Koch
Michael Deckner
Michael Krüger
Nora Jokhosha
Oliver Krietsch

Oliver Wronka
Peter Dischkow
Peter Wenke
Renier Baaken
Richard van Weyden
Rolf Birkholz
Sabine König
Sascha Nathan
Sonngard Dressler
Stefan Müller-Ruppert
Stephanie Otten
Sven Dahlem
Thomas Friebe

English Localisation

Translation
Team57

US Cast
Al Lodge
Bob Klein
Chris Smith
David Lodge
Grant George
JB Blanc
Jessica Gee George
Joe Cappelletti
Kat Primaue
Kirk Thorton
Laura Bailey
Liam Obrien
Zach Merchant
Michael Sorich
Michelle Ruff
Nick Stellate
Pat Duke
Pat Fraley
Darren Daniels
Philece Sampler
Richard Epcar
Sandy Delonga
Stephanie Sheh
Steve Kramer
Tara Platt
Tara Shayne
Tarek Badr
Todd Resnick
Travis Willingham
Wendy Lee
Yuri Lowenthal

Italian Localisation

Localisation
Synthesis International
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Luca Artoni

Project Manager
Edoardo Fusco

Translator
Manuela Ceccoli

Audio Manager
Ambra Ravaglia

Voice Directing
Alfonsina Mossello

QA Lead
Irene Panzeri

Italian Cast
Stefano Albertini
Marco Balbi
Diego Baldoïn
Marco Benedetti
Simona Biasetti
Andrea Bolognini
Greta Bortolotti
Gabriele Calindri
Oliviero Cappellini
Claudio Colombo
Oliviero Corbetta
Jenny De Cesarei
Lorella De Luca
Massimo Di Benedetto
Andrea Failla
Raffaele Fallica
Silvana Fantini
Gianni Gaude
Alessandro Lussiana
Gabriele Marchingiglio
Cinzia Massironi
Francesco Mei
Alberto Olivero
Marco Pagani
Antonio Paiola
Silvio Pandolfi
Giuseppe Pirovano
Alex Poli
Gianni Quillico
Claudio Ridolfo
Walter Rivetti
Caterina Rochira
Luigi Rosa

Diego Sabre
Luca Sandri
Paolo Sesana
Aldo Stella
Alessandro Testa
Matteo Zanotti
Alessandro Zurla

Spanish Localisation

Localisation
Synthesis Iberia

Localisation Manager
Mauro Bossetti

Project Manager
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Translator
David de la Escalera
Salvador Tintoré
Patricia López

Audio Manager
Sergio Lopezosa

Voice Directing
Isabel Martínez

QA Lead
Raúl López

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Antonio Abenójar
Ángel Amorós
Rafael Azcárraga
Luis Bajo
Leopoldo Ballesteros
Gema Carballedo
Jon Ciriano
Roberto Cuadrado
José Escobosa
Inma Gallego
Héctor Garay
David García
Sergio Goicoechea
Ana Jiménez
Fran Jiménez
Arturo López
Carlos López
Julio López
Juan Carlos Lozano
Gemma Martín
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Miguel Ángel Montero

Juan Navarro
Artur Palomo
Mariluz Parras
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Belén Rodríguez
Juan Rueda
Elena Ruiz de Velasco
Juan A. Sáinz de la Maza
Carlos Salamanca
Ana Sanmillán
Jorge Saudinós
Salvador Serrano
Jorge Teixeira
María Jesús Varona
Rosa Vivas
Miguel Zúñiga

French Localisation

Translation
David Rocher

French Recs
Around The World

Recording
Dune Sound - Sébastien ,30'
Magnoux

Post Pro
304000 Medienkreationen

French Cast
Antoine Nouel
Barbara Beretta
Benoit Du Pac
Cédric Dumond
Christian Pelissier
Cyrille Artaux
Cyrille Monge
Daniel Lobe
Emmanuel Garijo
Eric Aubrahn
Eric Peter
Fabien Briche
Georges Caudron
Gérard Dessalles
Gilbert Levy
Hélène Bizot
Juliette Degenne
Laura Prejean
Laure Sabardin
Mael Davan-soulas
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