



# GOthic II



INSTRUCTION MANUAL

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# Foreword

## Welcome to Gothic II!

A flash of lightning. A thunderclap, shaking to the very marrow, breathing new, painful life into cold limbs. A few torches are scattered around the room, casting a flickering yet almost agonizingly bright light. On the floor a pentagram can be seen, surrounded by skulls... Our hero has been brought back to life by a magician. Not just any magician - but the infamous necromancer Xardas himself, long believed dead.

It is entirely up to you to decide how the story develops from here: Few games offer as many options, as unlimited a freedom of action as Gothic II. Deadly threats and undreamt-of riches, powerful foes and loyal allies all await the nameless hero of this epic role-playing adventure.

The story of Gothic II starts at the exact point where its successful forerunner left off. Players already familiar with Gothic will immediately be conversant with the controls and basic principles of the game and recognize many features and story elements. We'd like to take this opportunity to thank all Gothic fans for the input of their numerous creative ideas and suggestions! We have taken your critical hints to heart and used many of your constructive proposals in Gothic II. You will also meet some old acquaintances again.

Of course Gothic II also addresses new players who are not conversant with the forerunner game. The elaborate "tutorial" in this manual is designed especially to help inexperienced players find their way through the first chapter - with numerous hints on the many details and possibilities in Gothic II, but also several "spoilers" [many game details as well as some special role-playing terms will be explained in the glossary].

One last tip before you start: Gothic II offers players all the freedom imaginable. Will you play a worthy soldier and paladin in the king's service? Or an inscrutable novice and magician of the order that teaches how to master the power of fire? Do you prefer to be a belligerent freethinker instead, who becomes a mercenary or dragon hunter to drift wherever his fortune takes him? Your decision on which of these three guilds (or character classes) to join will significantly affect the evolvement of the story in Gothic II. Practically every situation can be solved in more ways than one.

So come now, nameless hero: Xardas the Magician is expecting you. And he has a quest for you - a mission that sounds simple at first ...

We wish you a lot of fun and success in Gothic III!

Your Gothic II Team



# 1. History

Only weeks before, a prisoner of the mining colony destroyed the magical barrier around the Valley of Mines, defeated an evil archdemon... and, in the very moment of his greatest triumph, was buried under an avalanche of crashing rocks. Only the power of his magic armour prevented death from claiming the nameless hero...

Now Xardas, renegade magician and enigmatic necromancer, has brought our hero back to the realm of the living.

The next section contains some information unknown to the hero at the beginning of the game. Therefore, you might want to play Gothic II first before studying the next section.

## A Kingdom in Turmoil

King Rhobar stood in his throne room, alone. Lost in thought, he gazed at the little lump of ore before him, fascinated by the purple veins running through it, which gave it its magical properties.

*"This is the ore my kingdom is built upon, and without the ore, I shall lose it again. The whole realm is sinking into chaos, the farmers are rising up in arms everywhere, refusing to pay their dues.*

*And there is nothing I can do about it!*

*Too many battles have been lost, too many soldiers have lost their lives. My army has shrunk... now I do not have enough men left to stand up to the orcs. If I can get no more ore from Khorinis, we shall not survive the orcs' next assault."*

He rose and walked to the window. There was an eerie calm lying on the town. Only the monotonous rhythm of the orc war drums could be heard in the distance.

His gaze wandered to the harbour, to the miserable remains of his once impressive fleet. The Esmeralda, a paltry merchantman, the only vessel left to the king and his realm. The rest of the fleet lay at the bottom of the sea, sunk by the mighty orc slave galleys.

With a sigh Rhobar tore himself away from the sad picture. His eyes strayed to the huge chimneys of the big smelting furnaces. It had been two weeks ago that the last fires could be seen burning in them. Now, the furnaces were bereft of their blaze and the chimneys had grown cold, they stood black and dreary and seemed to the king almost like the skeleton of his once invincible realm.

Without the ore from Khorinis, his armies had suffered one defeat after another. Now his armouries were empty and without new ore it was impossible to forge new weapons or levy troops. Without ore, all hopes of turning the fortunes of war were lost. The world's very future depended on the magic ore from Khorinis!



*"I must come to a decision. The orcs' siege ring is not yet complete. There might still be time to make a sortie. Who knows for how much longer? – But no. I lack both the men and the weapons this requires. A sortie will be of no use. What I need is ore."*

His gaze resting on his realm's capital, he devised a bold and desperate plan.

*"If my plan fails, we will be doomed. My realm will lie in ruins, and soon cease to exist save in sad songs and learned writings. But it might not be too late yet. My kingdom is not yet defeated. If I make haste, this might just work."*

He snapped out of his lethargy and beckoned a messenger.

*"Send Lord Hagen to me, I have a mission for him to fulfil!"*

Presently, a visibly exhausted warrior entered the throne room. Like many other soldiers, he had not slept in days; only his iron discipline kept him on his legs.

*"You sent for me, sire?"*

*"Lord Hagen, I have a quest for you. The survival of all of us, the destiny of our whole realm depends on it. You must not fail!"*

*"My life is of no importance, sire. I shall fulfil your quest, or die trying."*

*"I entrust you with the Esmeralda. Take a hundred of your best warriors and take them to Khorinis. Do not come back unless the ship's holds are filled with ore!"*

*Time is of the essence. You must set sail immediately!"*

## **War on Khorinis**

*"When you're in need of something and don't know where to find it, go to Khorinis. There you can surely buy it."*

- Saying (author unknown) -

The Valley of Mines on Khorinis. Long gone were the glorious days of the once productive mines in this small plain region. Surrounded by an impenetrable magical barrier, the slaves eked out their miserable existence in this apparently natural prison.

One brave man managed to burst the bonds of imprisonment. Following his own call to freedom, he ventured deep into the subterranean temples of that world. Willing to do whatever was necessary, he went out to banish an age-old Evil from the valley and destroy the magical barrier forever.

Spurred by the hatred of men long suppressed, the prisoners streamed through the only pass to freedom. No one in Khorinis had been prepared for this. Too long had they lived under the deceptive notion of the security granted by the apparently indestructible magical dome. The small militia garrison could not put up enough forces against the onrush of the prisoners. After a number of bloody clashes, many captives successfully escaped and found safety in the woods and rugged mountains of the surrounding countryside.



The steadily escalating number of raids in the vicinity of the town wall and the bandits' ever-increasing boldness seemed to paralyse the whole town. Angered by the militia's inability to protect their farms, some of the farmers formed an alliance with the refugees, no longer willing to pay allegiance to the king.

The island of Khorinis is facing an uncertain future. More and more of the farmers' food deliveries do not take place and some farmers have even hired mercenaries to protect their produce. The stocks in the town's cellars are diminishing rapidly. The militia's might ends at the town gate – outside the town wall, nobody is safe from the bandits' armed raids.

But there is something else that no one is aware of: Evil is not dead. It is rising again. This time it is set on delivering the deathblow to humanity. And no one can stop it.

No one?

## 1.1 Alone Against the Forces of Darkness

Xardas, necromancer and our hero's mentor, is one of the few who is aware of the precariousness of the situation. He frees our nameless hero from the temple and brings him back to life in order to decipher the mysteries of the mine valley and find out who is behind this deadly menace.

But the weeks of agony deep below the ruins of the temple, the unspeakable torment and pain have left their marks: The man whose soul Xardas has summoned in his pentagram seems feeble and wretched. For the second time, our hero must shoulder the burden of his country's weal – but he has become so weak, he has forgotten so many things! After all this hardship, he must carefully fortify himself, slowly try to remember things he used to know, acquire new abilities – and thus, our hero sets forth to accomplish the mission Xardas entrusted him with.

Soon our hero becomes aware of the scale of the catastrophe threatening, at any moment, to plunge this seemingly civilized world into corruption, greed for power and murder. The well-fed, complacent, ever greedy citizens of the town of Khorinis are now being protected by the seasoned royal paladins. The starving farmers, on the other hand, are unable to deliver any more grain and hire fearless mercenaries, armed to the teeth, to stand up to the paladins. Now even the magicians, usually enjoying a secluded life in their monasteries, feel compelled to intervene. The situation is getting out of hand: An open civil war is threatening to erupt, which would probably spare no one on the island of Khorinis.

But why is it that the centuries-old order is now about to be destroyed? Is there a hidden power pulling the strings in the background, are people adroitly being played off against each other? Is all this chaos nothing but a distraction to hide a much graver danger? Our hero sets off to find traces of this mysterious power in the Valley of Mines...



## 2. Installing the Game

### 2.1 System Requirements

	Minimum	Recommended
Operating system	Windows® 98 / ME / 2000 / XP	Windows® 98 / ME / 2000 / XP
Processor	Pentium® III (or similar) with 700 MHz	Pentium® III (or similar) with 1200 MHz
Video	32 MB graphic card with 3D accelerator	64 MB graphic card with 3D accelerator
Memory	256 MB RAM	512 MB RAM
Hard Disk Space	2.2 GB	2.2 GB
Sound	DirectX®-compatible sound card	DirectX®-compatible sound card
Controls	Mouse, keyboard	Mouse, keyboard
DirectX	DirectX® 8.1 or higher	DirectX® 8.1 or higher

### 2.2 Installing the Game

How to install Gothic II on your PC:

1. Insert the "Gothic II" CD in the CD-ROM drive (or DVD drive or CD burner) of your computer. If you have enabled the "Autostart" function for this CD-ROM drive, the installation menu will pop up.
- 1a. If the installation menu is not displayed automatically, click the "My Computer" icon on your Windows desktop to open a window showing all existing drives. Double-click the CD drive containing your "Gothic II" CD to display the CD contents in a new window. Start the installation process by double-clicking "Gothic2-Setup.exe".
2. Click "Install" to install Gothic II on your computer.
3. Study the license terms. Click "Continue" to accept them.
4. Your default installation path is c:\Program Files\JoWood\Gothic II. You should have at least 2.2 GB of free space on the Hard Disk on which you want to install the game! Click "Continue" if you want to install Gothic II to this folder. If not, click "Search" and enter a new folder, then click "Continue".



5. You can also enter the name of the group that should be added to the Windows Start menu. Then click "Continue".
6. You will now see a summary of your current installation settings. If there are any settings you want to change, please click the "Back" button.

Click the "Continue" button to launch the installation process. The game data will be copied; this process may take a few minutes.

7. Finally, you will be asked if you would like to create a shortcut to Gothic II on your Windows desktop and if you want to start the game immediately. Make your choice to complete the installation. Now you can start the game!

## 2.3 Uninstalling the Game

**How to remove Gothic II from your PC:**

### Method A

1. Click "Start" to open the Start menu and select Start -> Programs -> Gothic II -> Uninstall Gothic II
2. Follow the on-screen instructions.

### Method B

1. Click "Start" to open the Start menu and select Start -> Settings -> Control Panel -> Software.
2. In this menu you will find a list of all programs installed on your PC. Select Gothic II and click "Remove". Follow the on-screen instructions.

## 2.4 Starting the game

### Method A

Insert your "Gothic II" CD in the CD-ROM drive of your computer and click "Play Gothic II" in the Autostart menu.

### Method B

Double-click the Gothic II icon on your desktop (if you created this shortcut).

### Method C

Click "Start" to open the start menu, and select Start -> Programs -> Gothic II -> Gothic II.



## 3. FAQ

### 3.1 FAQ on Technical Issues

You are having problems installing or running the software?  
The JoWood Productions Team will be pleased to help you.

**e-Mail: [support@jowood.com](mailto:support@jowood.com)**

#### **The game doesn't install!**

Check whether your system fulfils the minimum requirements for Gothic II. If the CD cannot be read, please contact the JoWood hotline.

#### **The game cannot be started or crashes!**

- a) Check whether your system fulfils the minimum requirements for Gothic II.
- b) Check your computer configuration. The drivers, particularly the graphics drivers, drivers for IDE-controllers and main board drivers, must be up to date. Check the Internet homepage of your hardware parts manufacturer for the latest drivers. Once you have upgraded your graphics drivers, we strongly recommend that you install DirectX® (see below) once more.
- c) Make sure that you have the latest DirectX® version installed on your computer. You will find DirectX® 8.1 on your Gothic II CD3 in the \DirectX directory. You can download the latest DirectX® version at [directx.microsoft.com](http://directx.microsoft.com). You can also frequently find new DirectX® versions on gaming magazine cover CDs.
- d) Check whether DirectX® runs on your computer without any problems. To do this, click on "Start" to open the Windows Start menu, then click "Run...". Type in "dxdiag" [without the quotes] in the now open window. This diagnostic tool will help you find out whether your computer is compatible with DirectX® or whether there are any problems.

#### **The game stutters!**

The tremendously extensive world of Gothic II makes high demands on your hardware. Select "Options" in the main menu. Now gradually reduce the game's graphical detail settings, e.g., by reducing the resolution, the range of view or the model details – this will enable Gothic II to run smoothly even on older systems.

Defragmenting the hard disk can also increase the computer performance: Close all active programs. Right-click to the hard disk icon, select "Properties" and click the "Tools" option. Click the "Defragment" button to tidy up the hard disk. This process may take a while, but it is worth the wait.

If you're using an older graphic card (32 MB), the performance can be optimised by changing the screen settings to 16 bit at 800x600 pixels.

Switching off the music might help speed up the game as well.



## 3.2 FAQ on Gameplay Issues & Tips

You are stuck in the game and don't know how to go on?  
The JoWood Productions Team will be pleased to help you.

e-Mail: [support@jowood.com](mailto:support@jowood.com)

### **Where can I establish my character class?**

Unlike many other RPGs or adventures, Gothic II doesn't require you to choose your hero's class before you even start the game. In the course of the first chapter, you will join one of three guilds – this decision will have a strong influence on the development of your hero and of the plot. This manual gives you a short explanation of the first chapter ("quick start") and an elaborate tutorial: Both explain how to proceed from the launch of the game until you come across the guilds for the first time.

### **I die too often at the beginning – what can I do?**

Make sure to use the save function frequently. Especially at the beginning of the game, your hero is still very weak and has to resort to cunning and trickery rather than using physical strength and dexterity. You will find some hints designed to help you get into the game at the end of this chapter and in the tutorial.

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

Some indispensable objects, such as the "Eye of Innos", are an integral part of the plot. Many objects can be found by accident: Off the beaten track, away from the main action of the game, you can always find smaller monster caves, raiders' camps and other (often quite difficult) "dungeons". This is where you can occasionally find decent weapons and a fair amount of gold.

Still other objects can be made or modified by the hero. E.g., if you have raw meat in your inventory, you can use a stove and fry your meat (to obtain additional health points). Depending on which guild your hero belongs to; he can also create runes, forge weapons or use other special abilities. Someone with thieves' abilities can always use these to steal useful items.

### **A game character is angry with me – do I have to load an old saved game?**

The NPCs ("non-player characters", see glossary) and guilds react very differently to what your character does: While an argument with a certain character might cause trouble in the short run, it might offer new solutions at some later stage of the game. The game will always remain solvable (unless you really carry things too far e.g. by throwing the artefact "The Eye of Innos" into the sea...!)

### **Which guild is the best?**

The game has been carefully balanced so that the three character classes or guilds are on par with each other. The decision to join a guild should depend on your hero's personality and has a significant impact on the further development of the game. Why not play a fearless, brave and staunch paladin at one time, an unscrupulous mercenary the next time and then try your luck as a magician? Each approach will offer new and interesting twists!



### **I was caught committing a crime – now everyone is mad at me!**

If the player steals from NPCs, threatens them with a weapon, attacks them or commits a murder within the sight of an NPC, that NPC will remember what you did and this will noticeably affect that NPC's behaviour. Another thing the NPCs don't like at all is if you invade their privacy, wake them up from sleep or kill the sheep they need to produce food!

The more serious crimes are reported to the town guard or other authorities. If you own enough gold, you can buy a remission of your debt from these authorities (e.g., the leader of the town militia). If not, you had probably better load a saved game. And be more careful the next time round! If a certain NPC won't talk to you any more because one of your vile deeds has angered him, you can also use the "Oblivion" spell.

### **TIP**

Thieves do it in private! Rumour has it that there is a secret thieves' guild in Khorinis where you can learn how to sneak, pick locks or even pick pockets...

### **I have lost my way! Why is there no map?!**

At the beginning of the game, you should stick to the roads, there are many strong creatures lurking in the wilderness. Later in the game you will be able to buy maps from certain merchants.

### **I'm stuck, these monsters are too difficult to get past!**

In particular at the beginning of the game, your character is too inexperienced, badly equipped and weak: Many opponents are clearly too hard to defeat! How can you deal with "insoluble" situations and far too strong monsters? Here are some suggestions ...

#### **a) GORN'S ADVICE**



When you roam through the wilderness, depending on where you go, you will frequently come up against monsters that are too strong for you. At the beginning, you should steer clear of these strong monsters. Getting too close to an animal will make it feel threatened. In this situation, many animals will adopt a threatening stance before they attack; this will often give you enough time to get out of harm's way. If you are still attacked, it often helps to run away. Most beasts give up on their chase after a short while.

Monsters have their own preferences and weaknesses. Lurkers, for instance, are particularly fond of eating goblins: If a lurker senses a goblin while chasing a human, it is likely to start chasing the goblin instead. Wolves love nothing better than sheep. They, too, will give up hunting a human if they can kill a sheep instead. Rats are partial to carrion. Every adventurer should closely watch the monsters of this world and make use of their preferences and weaknesses!



- b. Avoid this area and return to it later, with better equipment and more combat experience.
- c. Lure the monsters. Most humans in Gothic II will not hesitate to attack approaching monsters. You can also, for instance, lure a hungry wolf to a flock of sheep, it will then attack the sheep instead of following you any longer. NOTE: There are no experience points for this action, unless the NPC is in party mode!
- d. A magician could turn into a wolf or another creature; in that case, these creatures will mistake the player for one of them (see also section "Magic"). You could also try out how wolves react to a player-turned-sheep. Before you do that, though, you might want to save your progress.

### Are there any objects that should not be sold?

Some objects are very rare and are needed as components for particularly useful items or as ingredients for magic potions. If, for instance, you find an herb called king's sorrel, you should keep it. Potions with king's sorrel can permanently improve your hero's characteristics.

### Which is the right solution for this puzzle?

There is more than one solution to almost any situation in Gothic II. Make your decision based on your character's strength and guild – any way that gets you there is "the right way".

### What do I have to do next?

Check the log ("L" key) for hints on resolved and still unresolved quests.

## 4. Menu

### 4.1 Main Menu

<b>New Game</b>	Start a new game
<b>Load Game</b>	Continue a saved game
<b>Save game</b>	Save the current game
<b>Resume</b>	Quit main menu and resume the current game
<b>Options</b>	Set options, see below
<b>Play Intro</b>	Watch intro movie
<b>Credits</b>	Information on the Gothic II developers
<b>Quit Game</b>	Quit Gothic II



## 4.2 Options

Select the game settings you want to adjust



### 4.2.1 Game Settings

Adjust various gameplay details: Subtitles, the way the opponent or an object is focussed, inverted camera movement, whether to use a mouse, mouse sensitivity and whether or not to activate the Gothic I controls (for further information on the controls please refer to the Gothic II ReadMe).



### 4.2.2 Visual Settings

The settings in this menu can perceptively affect the game performance. If the game "stutters" (low number of frames per second), you should reduce the game details and range of view, switch off the sky effects and possibly reduce the resolution (in the "video" submenu).



- Texture Details** Show the texture details in the game.
- Model Details** Display the detail of the figures in the game at a long range of view.
- Range of view** Adjust the range of view. A high range of view makes high demands on the computer.
- Object fading** Shows from what range of view objects are visible in the game.
- Sky effects** Toggle various ambient effects on/off.



### 4.2.3 Audio Settings

Set the volume of sound effects, speech and music, toggle the background music on/off and set the technical sound details.

NOTE: You need to restart before changes to the sound provider take effect!



### 4.2.4 Extended configuration

The settings in this menu can perceptively affect the game performance. If the game "stutters" (low number of frames per second), you should toggle off some of the effects in this menu, such as cloud shadows or radial fog.



- Water waves** Toggle animation of wave movement on water surfaces on/off.
- Water fading** Check whether or not the water transparency depends on the view-point.
- Wind** Toggle wind movement of objects on/off.
- Cloud shadows** Toggle the shadows of moving clouds on the ground on/off.
- Ambient FX** Toggle minor particle effects on/off.
- Reflections** Toggle reflections on water surfaces or metal on/off.
- Radial fog** Circular (on) or square (off) border of the range of view

NOTE: You need to restart before changes to the sound provider take effect!

### 4.2.5 Controls

Customize your Gothic II controls.



### 4.2.6 Performance / Quality

Select default settings.



## 5. Game Controls

This section shows the default control settings. You can customize your game settings under "Options" in the Gothic II main menu.

### 5.1 Basic Controls

- Action** Left mouse button or CTRL key  
The Action button can be used for various actions: talk to someone, pick up an item, open a door, search a receptacle; during combat: Attack / Parry.
- Move** The movements are assigned two keys each: The cursor keys (move/turn) with the "Del" and "Pg down" keys (strafing) is one block of controls, the keys W, A, S, D (move) and Q, E (turn) another one. To toggle between walking and running, hold Shift or press Caps Lock. Use ALT to jump.
- Combat mode** space bar  
Most actions (talk, take, etc.) are not available in combat mode. In combat mode you can "lock" your opponent by pressing Action, and all attacks will then be directed at that opponent. Attack by pressing Action and the movement keys Forward, Left and Right, parry an attack with Action and Back.
- Look around** When stationary, hold 0 on the numeric keypad of your keyboard to look around freely using the movement keys or the mouse. You can also press 0 on the numeric keypad to look backwards when your hero is running e.g., to check whether his pursuers are catching up with him.



## 5.2 Controls Overview

### 5.2.1 Basic Controls

Forward (walk/swim)	W or arrow Up
Backward	S or arrow Down
Turn right	E or arrow Right or mouse
Turn left	Q or arrow Left or mouse
Strafe right	D or Pg. Down
Strafe left	A or Del
Quick / Slow movement	Shift
Toggle Quick / Slow	Caps Lock
Jump/Dive	ALT
Action (take up, talk to, open, etc.)	CTRL or left mouse button
Look around	Num-0 + arrow keys / mouse
"Back mirror" (look backwards when running)	Press Num-0 while running
Character screen	C
Log	L, N
Map (if available)	M
Draw last-used weapon	space bar
Draw equipped close-combat weapon	1
Draw equipped long-distance weapon	2
Last spell used	3
Activate equipped spells	4-0

### 5.2.2 Inventory and Trading

Open inventory	TAB
Close inventory	Escape or right mouse button
Buy/sell item	CTRL or left mouse button
Buy/sell all items of one kind	ALT
Equip/use item (in player's inventory)	CTRL/left mouse button
Drop item	ALT

### 5.2.3 Combat

Focus opponent	hold CTRL
Attack forward	CTRL / left mouse button + arrow Forward
Attack left	CTRL / left mouse button + arrow Right
Attack right	CTRL / left mouse button + arrow Left
Parry	CTRL / left mouse button + arrow Back
Strafe	ALT + arrow left / right

#### TIP

With clever timing, you can combine attack movements.



## 6. Major Characters



### The Hero

Our hero is a man with no name. Only weeks ago, he had been slaving away as a convict at the mine colony, but he rose above himself and destroyed the magical barrier, even defeated the "Sleeper", an archdemon. He would long be dead, had not his magic armour kept him alive... He was finally rescued by Xardas the necromancer



### Xardas

Our hero's mentor and lifesaver. A long time ago, he had been a member of the High Council of the Magicians of Fire. But he turned his back upon the monastery and has since been studying the dark art of necromancy.



### Lester

Like our hero, Lester had been a convict of the penal colony. In those days, he had been a follower of the sect that worshipped the Sleeper, not suspecting that the Sleeper was an archdemon! It is not known what became of the Sleeper after he had been defeated by the nameless hero.





### Diego

Another former convict of the penal colony, Diego is a skilful thief and reasonable fighter. The rascal lives according to his own moral principles, living proof that there is such a thing as "honour amongst thieves". His whereabouts are unknown.

### Milten

He, too, had been a convict of the penal colony. He has meanwhile joined the Order of the Fire Magicians, but remains loyally devoted to his former companion (the hero).



### Gorn

In the mine colony, the convict Gorn joined the mercenaries lead by Lee; and he is still serving Lee with uncompromising loyalty.

### Lee and Lares

Those acquainted with Gothic will remember these old warhorses: Lee had been the leader of a convict group in the Valley of the Mines, and Lares had been his right-hand man. At the moment Lares is in Khorinis, right next to the harbour. Lee is the leader of the mercenary troop at Onar's farm.





### **Lord Hagen**

Leader of the paladins, arrived at Khorinis by ship a few days ago. Honourable, brave, defends the laws of Innos with an iron hand. Lord Hagen can be found at the town hall in the upper quarter of Khorinis.



### **Pyrokar**

Highest fire magician, member of the High Council, representative of Innos, the god of justice, truth and fire. Pyrokar can be found in the church of the Monastery of the Fire Magicians.



### **Vstras**

Vstras the Water Mage can be found in the town of Khorinis in front of the temple.





## DIEGO'S ADVICE

This is how people will react to you:

Some people are hostile whatever you do and will attack immediately.

The attitude of normal people depends on many factors. Which guild do you belong to? Are you honest, or are you a well-known footpad and sheep-thief?

The things you do will generally affect the reactions of others:

Murder, for instance, isn't taken kindly to at all! If you attack and murder someone for no apparent reason, you will be outlawed: Everyone will try to avenge the dead person and kill you. If you are very rich, you might try to make your way through to the leader of the guard and pay your penalty. (Note: In a case like this, it is usually advisable to load a saved game.)

Theft will annoy the owner of the things you wanted to filch. If an NPC catches you in the act of stealing something, he or she will not want to talk to you again.

### **Assaults are frowned upon:**

If you attack someone, he or she will put up a fight, and later won't want to talk to you any more. But there are also tough guys who don't mind a little fight at all. Mercenaries and the people in the harbour quarter will even enthusiastically cheer fighters on. Drawing a weapon is an aggressive act! Those who trust you (friends) or are tough enough themselves (harbour quarter, mercenaries) won't even bat an eyelid. Everyone else will ask you to put your weapon away. If you don't, that'll be just as bad as if you had actually made an attack!

Sheep are an important source of food. Nobody is keen on people who slaughter other people's sheep!

Other people's houses are private property; many people get annoyed if strangers snoop around in their chambers. If someone asks you to leave, you'd better beat it. You may safely enter merchants' houses, though.

You can mollify many people if you pay for your misdemeanours, e.g. pay your penalty to Lord Andre of the town militia. The Oblivion scroll might also come in handy.



## 7. Character Development

### 7.1 General Issues

The guild that a player belongs to also determines his character class. Each of the three guilds has two stages; mercenaries may become dragon hunters, militia soldiers be promoted to paladins and novices be ordained magicians.

The hero is awarded experience points for monsters he defeated and puzzles he solved. Once the hero reaches the next experience level, he is awarded learning points. These can be used on certain NPCs to improve the hero's attributes or to learn new skills and arts.

In some cases, the membership of a guild determines where the player can learn new skills or improve attributes and how many learning points this will cost the player.

#### XARDAS' ADVICE



You are weak. You have forgotten much in the course of the long weeks when you were hovering at the verge of death.

There are many talents you will have to improve or learn again in order to master the tasks before you.

Once you have decided to take a certain path, you should firmly follow it! If you distribute your learning points randomly to all your attributes and master none of your talents completely, you will have a very hard time to hold your own against the most powerful foes.

You should have mastered one combat ability very well – one-handed or two-handed combat, long-distance combat or magic. Each of these paths can help you reach your goal, each has its advantages and disadvantages.

### 7.2 Learning Skills

This is where you can swap your learning points for skill points.

**Take trophies** The skill to gut animals. The hides, claws and other trophies can be sold to make a profit.

**Create runes** This is where you can get spells! The "circles" of magic more or less correspond to those chapters in the game in which they are applied. Only magicians can create runes!

**Alchemy** The skill to brew potions.



- Forge weapons**      The skill to make your own weapons.
- Thieves' abilities**   Sneaking, pickpocketing and other useful (though sometimes forbidden) practices.
- Combat**                The hero can perfect his abilities in certain weapon categories: one-handed (all one-handed weapons), two-handed (two-handed weapons), long-distance (bow and crossbow).

Skill levels: close combat		Skill levels: long-distance combat	
10 – 29%	rookie	10 – 29%	rookie
30 – 59%	fighter	30 – 59%	marksman
60 – 100%	master	60 – 100%	master



#### GORN'S ADVICE

The combat skills will improve your hit chances in combat. The higher your percentage, the greater the chance to land a heavy blow. If the player manages such a critical hit, the hero's strength is added to the weapon damage.

**DIEGO'S ADVICE**  
 It's almost impossible for inexperienced marksmen to hit targets at a great distance. For a rookie to attempt this is a pure waste of ammunition! There's not much sense in attacking a troll with a bow or crossbow, anyway – to these thick-skinned giants, even a well-placed hit will be nothing but a bothersome itch!



## Thieves' abilities

**Sneaking** – moving without being noticed - can come in handy. Especially for thieves and scouts, the art of moving noiselessly is a very useful one: They can sneak into houses or creep up to unsuspecting opponents without waking people up. Many people, however, will get very angry if they notice someone sneaking up to them!

**It can also be very profitable to be able to pick locks** – most people lock their most valuable possessions into chests, which can be locked. Apart from the skill to pick a lock, you will also need a lockpick. The chances of opening the lock depend on the skills of the thief – sorry, of the locksmith. Some chests can be opened only with a key that fits.

**Pickpocketing is risky!** Once you've mastered this skill, you will be offered new options in the dialogues. The higher the skill, the sooner will you sense whether the NPC is carrying anything worth lifting and the better your chances to get away with your theft. Thieves are quite good at estimating the riskiness of an action – you can see this from the text of the dialogues.

### 7.2.1 Attributes

**Strength** The character's strength determines, for instance, how much damage an attack will cause and which weapons the hero can use.

**Dexterity** The character's dexterity determines above all his handling of long-distance weapons, i.e. the bow and crossbow, rapier (sword), and the thieves' abilities.

**Mana** Mana is needed for casting spells.

## 8. Monsters

This is where you will find information on some of the about 50 various kinds of monsters in Gothic II. There are also weaker variants of some of the monsters – e.g., small bloodflies or young wolves.



<b>Monster</b>	Wolf
<b>Strength</b>	20
<b>Hitpoints (HP)</b>	40
<b>Armour</b>	10
<b>Notes</b>	Attacks in packs. Calls other wolves during a fight. Prefers to hunt small mammals such as sheep and rats.





<b>Monster</b>	Goblin
<b>Strength</b>	20
<b>Hitpoints (HP)</b>	40
<b>Armour</b>	10
<b>Notes</b>	Prefers to attack in packs. Afraid of water.

<b>Monster</b>	Giant Rat
<b>Strength</b>	15
<b>Hitpoints (HP)</b>	30
<b>Armour</b>	10
<b>Notes</b>	Prefers to eat carrion (dead meat) rather than fight. Chases enemies only for a short time. Likes to gang up.



<b>Monster</b>	Field Raider
<b>Strength</b>	30
<b>Hitpoints (HP)</b>	60
<b>Armour</b>	20
<b>Notes</b>	Afraid of water, like all land insects. Hardly ever attacks on its own initiative. Attacks if another field raider is suffering damage. Chases enemies only for a short time.

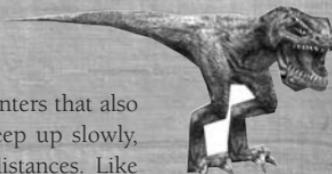
<b>Monster</b>	Bloodfly
<b>Strength</b>	20
<b>Hitpoints (HP)</b>	40
<b>Armour</b>	10
<b>Notes</b>	Very quick movements, hard to predict. Flying insect, not afraid of water. General behaviour similar to that of the field raider.





<b>Monster</b>	Lurker
<b>Strength</b>	40
<b>Hitpoints (HP)</b>	80
<b>Armour</b>	20
<b>Notes</b>	Loner. Lurkers love goblin meat – if they can get a goblin, they'll ignore any other prey.

<b>Monster</b>	Snapper
<b>Strength</b>	60
<b>Hitpoints (HP)</b>	120
<b>Armour</b>	30
<b>Notes</b>	Snappers are dangerous hunters that also like to attack humans. Creep up slowly, chase humans over long distances. Like hunting in packs.



<b>Monster</b>	Shadowbeast
<b>Strength</b>	??
<b>Hitpoints (HP)</b>	??
<b>Armour</b>	??
<b>Notes</b>	Said to be magic creatures. Sleep during the day, hunt at night. Loners. Will eat anything that's smaller than themselves and delicious. Humans are smaller and very delicious.

<b>Monster</b>	Orc
<b>Strength</b>	60+
<b>Hitpoints (HP)</b>	200+
<b>Armour</b>	60+
<b>Notes</b>	Attributes vary. Damage depending on weapon (a lot of damage!). The orc warriors and orc shamans can often be found in huge groups or armies, only the weaker scouts can sometimes be found on their own. The orc warrior elite is said to be almost invincible.





Monster	Troll
Strength	200
Hitpoints (HP)	500
Armour	100
Notes	Trolls are big. Really big. And robust. To shoot a troll with arrows is about as efficient as throwing grapes at an angry elephant.

## 9. Equipment

### 9.1 Armour

In this section you will find some information on some of the armour available in Gothic II.



#### GORN'S ADVICE

Armour offers various grades of protection against various kinds of attack. "Weapon Protection" shows how well the wearer is protected against close-combat attacks with axes, cudgels and swords. "Projectile Protection" shows the protection against arrows and bolts. "Magic Protection" is the protection against magicians' spells. Finally, "Fire Protection" shows whether and how well the armour protects its wearer against the fire breath of dragons.

Armour	Weapon Protection	Projectile Protection	Fire Protection	Magic Protection	Value
Farmer's Clothing	15	15	0	0	80
Leather Armour	25	20	0	5	250
Light Militia Armour	40	40	0	10	600
Light Mercenary Armour	30	30	15	30	400
Novice's Robe	25	25	10	25	280
Heavy Militia Armour	55	55	25	55	2500
Heavy Mercenary Armour	50	50	25	50	2400
Fire Mage's Robe	40	40	20	10	500
Dragon Hunter's Armour	??	??	??	??	3000
Knight's Armour	??	??	??	??	5000
Heavy Fire Robe	??	??	??	??	7000
Paladin's Armour	??	??	??	??	20000
Heavy Dragon Hunter's Armour	??	??	??	??	20000



## 9.2 Close-Combat Weapons

In this section you will find some information on some of about 150 weapons in Gothic II. You can wield only one close-combat weapon at any one time, though you can equip the hero with a long-distance weapon as secondary weapon (see below).

	Name	Damage	Required	Gold Value	Note
	Heavy Branch	10	10 STR	0	
	Dagger	5	5 STR	50	
	Militia Short Sword	10	20 STR	300	
	Smith's Hammer	10	10 STR	15	
	Axe	10	10 STR	15	
	Wolf Knife	12	10 STR	40	
	Spiked Club	12	10 STR	5	
	Short Sword	16	10 STR	60	
	Spiked Cudgel	18	10 STR	120	
	Rusty Sword	20	30 STR	10	
	Pick-axe	20	30 STR	20	Two-Handed Weapon
	Woodcutter's Axe	20	25 STR	20	
	Fighting Pike	20	15 STR	10	
	War Cudgel	22	20 STR	200	
	Fine Short Sword	25	15 STR	200	
	Rusty Axe	25	40 STR	10	Two-Handed Weapon
	Rusty Two-Hander	25	40 STR	10	Two-Handed Weapon
	Halberd	28	20 STR	280	Two-Handed Weapon



Name	Damage	Required	Gold Value	Note
 Pirate's Cutlass	30	20 STR	500	
 Paladin's Sword	30	30 STR	30	
 War Hammer	28	30 STR	250	
 Light Two-Hander	32	30 STR	220	Two-Handed Weapon
 Fine Sword	35	30 STR	450	
 Beard Axe	40	40 STR	450	
 Fine Long Sword	45	35 STR	700	
 Rapier	50	50 DEX	600	
 Light Orc Axe	??	70 STR	??	Two-Handed Weapon
 Rune Sword	??	??	800	
 Fine Bastard Sword	58	60 STR	1000	
 Orc Slayer	65	65 STR	1500	
 El Bastardo	65	65 STR	1500	
 Stormbringer	??	??	2500	
 Berserker's Axe	??	??	3000	
 Dragon Slicer	??	??	3000	
 Holy Executioner	??	??	4000	
 Sacred Hammer	?	?	?	Sacred Artefact of the Fire Magicians



### 9.3 Long-Distance Weapons

Here are only a few of the many different long-distance weapons! The long-distance weapon is equipped as a secondary weapon in addition to a close-combat weapon.

	Name	Damage	Required	Value
	Shortbow	15	10 DEX	100
	Willow Bow	25	20 DEX	200
	Hunting Bow	30	30 DEX	400
	Elm Bow	35	35 DEX	600
	Hunting Crossbow	25	10 DEX	300
	Light Crossbow	40	25 DEX	600
	Composite Bow	40	45 DEX	800
	Bone Bow	??	??	1600
	War Bow	??	??	2000
	Dragon Bow	??	??	2500
	Dragon Hunter's Crossbow	??	??	2500

### 9.4 Artefacts

There are numerous artefacts, amulets and rings, which can boost attributes or increase the value of armour. You can only wear two rings and one amulet at any one time.

	Name	Effect	Gold Value
	Ring of Iron Skin	+5 Weapon Protection	100
	Ring of Force	+5 Strength	100
	Amulet of Spiritual Power	+15 Magic Protection	250





### LESTER'S ADVICE

Most of the plants growing on the island of Khorinis can be found in many places. Most of the plants you can collect have a positive effect, such as healing or mana. If you have no potion at hand, you can simply eat plants!

Should you ever find king's sorrel, don't just guzzle the herb down! You can use king's sorrel to brew potions that can improve attributes permanently!

### 9.5 Plants

	Name	Gold Value	Nutritional Value	Notes
	Fire Nettle	10	+ 10 MA	For Mana Potion 1
	Fireweed	20	+ 15 MA	For Mana Potion 2
	Fire Root	40	+ 20 MA	For Mana Potion 3
	Healing Plant	20	+ 10 HP	For Potion of Healing 1
	Healing Herb	40	+ 20 HP	For Potion of Healing 2
	Healing Root	60	+ 30 HP	For Potion of Healing 3
	Goblin-Berries	250	--	For Potion of DEX
	Dragonroot	500	--	For Potion of STR
	Snapper weed	100	15 sec. speed boost	For Speed Potion
	Dark Mushroom	10	+ 5 HP	
	Digger Meat (Mushroom)	30	+ 15 HP	
	Blue Elder	10	+ 5 HP	+ 5 Mana
	Woodland Berry	10	+ 5 HP	
	Meadow Berry	10	+ 5 HP	



Name	Gold Value	Nutritional Value	Notes
 Meadow Knotweed	10	+ 5 HP	For brewing potions of temporary changes
 King's Sorrel	10	+ 5 HP	For brewing potions of permanent changes

## 9.6 Alchemy

You will have to learn the recipes for potions before you can brew them - and pay for them with learning points. You will have to know the recipe for the weaker potion first before you can learn to brew strong potions: You will first have to learn the "Essence of Healing" before you can learn the "Extract of Healing".

<b>Essence of Healing</b>	Meadow Knotweed + 2x healing plants
<b>Extract of Healing</b>	Meadow Knotweed + 2x healing herbs
<b>Elixir of Healing</b>	Meadow Knotweed + 2x healing roots
<b>Mana Essence</b>	Meadow Knotweed + 2x fire nettles
<b>Mana Extract</b>	Meadow Knotweed + 2x fireweeds
<b>Mana Elixir</b>	Meadow Knotweed + 2x fire roots
<b>Potion of Speed</b>	Meadow Knotweed + 1x snapper weed

The following potions effect permanent changes in the hero's values! Note, however, that king's sorrel is an extremely rare plant!

<b>Elixir of Dexterity</b>	King's Sorrel + 1x goblin berry
<b>Elixir of Strength</b>	King's Sorrel + 1x dragonroot
<b>Elixir of Spirit</b>	King's Sorrel + 1x fire root
<b>Elixir of Life</b>	King's Sorrel + 1x healing root

## 9.7 Magic

### 9.7.1 The Runes of the Fire Magicians

All runes are also available in the form of magical scrolls, which can also be used by non-magicians.





### MILTEN'S ADVICE

At first sight, many objects seem unimportant. But if you join the Order of the Fire Magicians you can use a lot of seemingly worthless things as ingredients for runes! Most of these objects can be found in more places than one; you will come across them again later somewhere else in the game. It is not a bad idea, though, to carry a lot of different things with you if you want to become a rune magician!

NAME	Gold Value	Mana Required	Effect
<b>1st Circle</b>			
Light	50	1	Light for 5 min.
Fire Arrow	50	5	Damage 30
Lightning	50	5	Damage 25, stun
Heal Light Wounds	50	5	Heals 100 Hitpoints
Create Goblin Skeleton	50	15	A goblin skeleton appears *** (1 Mana per second)
<b>2nd Circle</b>			
Fireball	100	10	Damage 60
Ice Arrow	100	7	Damage 40
Summon Wolf	100	30	A wolf appears*** (2 Mana per second)
Wind Fist	100	50*	Damage 20**
Sleep	100	10	Affects humans only, but not all of them – victim falls temporarily asleep
<b>3rd Circle</b>			
Heal Medium Wounds	150	10	Heals HP: 200
Small Fire Storm	150	20	Damage 60, affects several opponents in a certain radius
Create Skeleton	150	45	A skeleton appears *** (3 Mana per second)
Fear	150	20	Victim runs away
Ice Block	150	30	Damage 60+ 2 per sec. Victim is temporarily unable to move
Ball Lightning	150	50	Damage 100 stun
<b>4th Circle</b>			
Lightning	200	20	Damage 100
Awaken Golem	200	60	A golem appears *** (4 Mana per second)
Destroy Undead	200	40	Damage 1000; affects undead opponents only
Large Fireball	200	75*	Damage 100**



NAME	Gold Value	Mana Required	Effect
<b>5th Circle</b>			
Large Fire Storm	250	125 *	Damage 100**, affects several opponents within a certain radius
Ice Wave	250	60	Damage 60 + 2 per sec, victims are temporarily unable to move – area spell
Summon Demon	250	75	A demon appears (5 Mana per second)
Heal Heavy Wounds	250	20	Heals HP: 400
<b>6th Circle</b>			
Rain of Fire	300	60	Damage 300 area spell
Breath of Death	300	75	Damage 500
Wave of Death	300	150	Damage 400, area spell
Army of Darkness	300	100	Many skeletons appear*** (Skeleton x Mana per second)
Shrink Monster	300	100	Monster gets shrunk

\* = Rechargeable spell – the longer you hold the key down, the more effective the spell! The mana requirement in the list is for the maximum effect of spells. Each of these spells can be recharged no more than 3 times.

\*\* = Damage per recharged level

\*\*\* = Summoned monsters will temporarily fight at the hero's side!

### 9.7.2 Paladin Runes

Name	Mana Required	Effect
Holy Light	5	5 minutes light
Lesser Healing	5	100 healing
Medium Healing	10	200 healing
Greater Healing	15	400 healing
Holy Arrow	5	150 magic damage
Harm Evil	15	300 magic damage
Destroy Evil	30	600 magic damage

### 9.7.3 Scrolls

All magic rune spells are also available as scrolls, which can be used by any hero no matter which guild he belongs to.

Some spells are available as scrolls only, but not as runes – the 12 different transformation spells of Gothic II. Here are three examples:



Transform into	Mana	Gold Value
Sheep	5	10
Wolf	10	55
Snapper	10	55

### 9.8 Interactive Objects

Some items are simply ambient objects. You can use them – e.g., sit on an armchair or a bench or smoke apple tobacco in a water pipe -, without triggering any special effects in the game.



### Food

Eat food, O hero, so that you may grow powerful and strong. Food regenerates hitpoints, and some tidbits bring back magic powers (mana).



### Anvil and Smith's Hearth

This is where the hero can forge his own weapons. To do this, find a steel billet and heat it in the smith's hearth until it glows; then use the anvil to forge the red-hot steel into a weapon. The hero must first learn how to manufacture this kind of weapon.

### Chest

You can often find useful objects in a chest. Many chests are locked. To open them, you will need either the right key or the ability to "pick locks" and a lockpick.

### Book

Books on bookstands can be read and often contain useful information.

### Stove

The hero can use the stove with raw meat to get fried meat.

### Door

Some doors are locked. To open them, you will need the right key or the ability to "pick locks" and a lockpick. Note that many NPCs don't welcome complete strangers trespassing in their private rooms!

### Bed

The hero can use a bed to take a rest in order to regenerate hitpoints and mana.



### Alchemist's Bench

In order to brew potions at an alchemist's bench, the hero will need an empty bottle, the recipe for a potion and the required ingredients (see under section "Alchemy").



### Rune Table

Only magicians can create runes. The hero can learn this skill as a novice in the monastery of the Fire Magicians.

### Shrine of Innos

Innos is the god of justice, truth and fire. Many inhabitants of Khorinis pray to Innos to obtain his blessing.



## 10. Tutorial

This tutorial describes how to get to Lord Hagen – i.e. the complete first chapter of the game. Inexperienced players, who just need an explanation as a quick start to the game, should stop reading after the section "The path to Khorinis"; otherwise the following sections give away too many things before the proper game begins (spoiler).

Remember that this tutorial tells you only a few of the many solutions to reach your goal. You should experiment yourself and, first of all, explore the town, this will offer you a lot of opportunities to improve your hero!



## 10.1 The Necromancer's Tower

At the start of the game, you come to at Xardas' magic tower, in the centre of a blazing red pentagram. Weak and unarmed, with no memories of your past, nameless...

Speak to Xardas the Magician. You will gather some important information: You are to look for the paladins in the town of Khorinis, and you are to obtain an amulet called "The Eye of Innos".



### Controls: Basics

**W, S or cursor up/cursor down:**

Forward, backward

**A, D or Del/Pg Down:**

One step to the side (strafe)

**Q, E or cursor left / cursor right:**

Turn to the side

**CTRL or left mouse button:**

Talk to / take / use

**F:**

Toggle shoulder camera / 1st-person view

**L, N:**

Log

**C:**

Character

**Esc:**

Quit submenu or open main menu / speed up dialogue

**Shift:**

Run / walk

**Caps Lock:**

Toggle run / walk



Search the tower for usable objects – such as weapons, gold and magic potions. Xardas allows the hero to take whatever he wants – other NPCs (persons in the game) won't take it kindly if you simply filch their belongings! Don't forget to read the books you discover.

The rune table and the alchemist's bench are useless for you at this early stage of the game. You should take the potion next to the alchemist's bench with you.





Right next to the exit from the summoning chamber (the room with the pentagram) there is Xardas' bed. If you are injured in fights, you can and should look for a bed and get some sleep to restore your hitpoints and your mana.

Opposite from Xardas' bed you will find a fireplace and a stove. Next to the fireplace you will find your first weapon, a heavy branch. If you return here later, you can use the stove to transform raw meat into fried meat (higher hitpoint bonus).

### TIP

To equip your character with a weapon, open the inventory with the TAB key. Use your movement keys (cursor or W, A, S, D keys) to toggle between the inventory fields. Now press Action (CTRL or left mouse button) to use the selected object (e.g., potions) or to equip the selected object (e.g., weapons).

In the library on the upper floor you will find information on the history and the wild animals of that region. Also in the library, you will find a locked chest containing a few magical scrolls. As your hero has so far neither learned the ability to "pick locks" nor owns a picklock, you will have to look for a key that fits. Maybe it is quite close?



Then go downstairs and search the first floor. Here you will find a few chests with some useful items. Now leave the tower.

## 10.2 The Path to Khorinis

Simply follow the path; it will bring you straight to Khorinis.



## TIP

Don't drift too far to the right – a fall down the cliffs would be lethal. Remember to save your progress every now and then – the old RPG rule "Save early, save often" will help you avoid unnecessary frustration.

After a few meters you will see the first animal – a sheep. Close to the sheep you will find some useful objects on the ground – a dark mushroom, a bottle of gin and a dagger (next to the broken barrel).

To your left, there is this idyllic mountain lake full of water flowers. Some meters away from the path you will find healing herbs (on the left lakeshore and right behind it, in the meadow).

This is where you find your first real opponent lurking. A goblin, armed with a heavy branch, who proceeds to attack you. Toggle into combat mode (SPACE BAR) and press CTRL to target the creature and attack. With a little sense of timing, this opponent should pose no problem.



In combat mode, you can't pick up items. End the combat mode using the SPACE BAR as soon as there are no more enemies left in the vicinity. Now you can pick up items again or search bodies lying around.

### Control:

SPACE BAR:

CTRL + Forward:

CTRL + Left / CTRL + Right:

CTRL + Backward:

### Combat

Toggle to combat mode

Attack

Side attack

Parry



The goblin was guarding the entrance to a hidden cave! You can find useful objects hidden in many (frequently concealed) places in the game. However, these concealed "dungeons" are often guarded by decidedly strong opponents, in this case, by several goblins and huge beetles. For the moment, why don't you make a mental note of the entrance and return later, after you've obtained some better equipment and a little more combat experience!





The next opponent along the path is a hungry wolf, which attacks you immediately. Once you've won the battle, search its body – you will find raw meat (hitpoint bonus).

Return to Xardas' tower and use the stove on the upper floor (stand in front of the stove, use the stove by pressing Action, then press Action again to end the action). Now the raw meat is fried meat (higher hitpoint bonus); later you can find several more pieces of meat and fry them one by one.



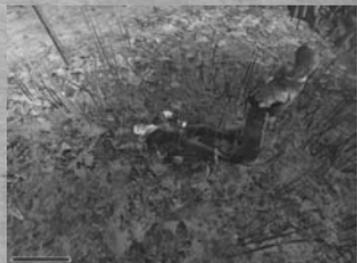
One feature in Gothic II is its realistic day/night cycle. If you don't want to wander around in darkness, or if your hero has taken damage in a battle, you can sleep until the next morning in Xardas' bed (in the tower, upper floor, in front of the summoning room).



A few steps behind the lake, the path gets narrower, and there are rocks at both sides. Here, you will discover a campfire and two goblins lying in wait for defenceless passers-by. Approach the goblin campsite with your weapon drawn and show the insidious creatures that you are anything but defenceless! Here you will find more plants, a rusty axe and a chest with items. If you got hurt, you should rest at Xardas' tower or eat some food. Better save your progress to be on the safe side!

Not far behind the goblin camp, you will come upon a sign pointing you to Khorinis. Right behind that, there is another dubious character on the lookout next to a flight of stairs.

It's up to you how you handle the bandit – but be warned: It's not without danger to get involved with violent professional criminals. There are several ways how to handle this situation:



### Method A

Keep to the very left edge of the path – the bandit won't see you. You can come back here later, after your hero has gained some more strength.

### Method B

Fight! This duel is very dangerous, but with some skill and luck, you can make it.

### Method C

Talk with the bandit. Try to draw him into a conversation. If you don't let him scare you with his threats but insist not to be taken for a ride by him, he will change his mind about you...

The path gets very narrow now and there is an altar at the end of the bottleneck.



If you're attacked by strong monsters in this area, simply flee to where there are other people (workers at the farm, the merchant Canthar, the gate guards). The NPCs will attack monsters in your vicinity. But take care, under no circumstances attack a human by mistake – if you do you'll be made short work of!

Your prime target is to get into the town. But the guards won't let you in! You have several approaches here. Be warned: The seemingly easiest way isn't necessarily the best one...

### Method A

Turn right at the altar. During the day, you will find a flock of sheep with the shepherd Maleth here. Talk to Maleth. He will tell you a possible way to get into the town of Khorinis: You can work on Lobart's farm.

Working for farmer Lobart you might, for instance, get a pan or some wine (from Canthar) and harvest a field of crops. In return, you get a discount on farmer's clothing. Dressed in this garb, you can go up to the town-gate and claim to be a farmhand on an errand to the blacksmith – the guards will let you pass.



### TIP

You could also steal the farmer's clothing – though in that case, you had better not show your face around the farmers any more.



### Method B

The merchant Canthar waits on the way to Khorinis, where a path forks off to the right to Lobart's farm. He makes you an immoral proposal (but only once!): He'll give you his pass, but in exchange, you'll owe him a favour...



### Method C

The guards are open to bribery. Sell Canthar some items you've found until you have at least 100 pieces of gold, and buy your way into the town.

## 10.3 The Town of Khorinis





As soon as you enter the town, you are addressed by the paladin Lothar. Speak to him about the town laws. He'll tell you that you'll have to go to the upper quarter where Lord Hagen's paladins have set up camp. Again, there are several possible ways to get there.

The first thing you have to do is joining one of the three guilds!

Talk with the town citizens – that way, you'll collect a lot of information. A bit of experience and money never come amiss, so why don't you try your luck with Bosper the bowmaker? You'll find him in the first house behind the town-gate on the right-hand side. He can teach the hero how to make shot wild animals into valuable trophies – a fairly quick way to obtain experience and gold. There are numerous further subquests awaiting the resourceful adventurer – it's up to you which offers you accept and which you refuse.

**Warning: Watch out, spoiler ahead!**

## 10.4 The Guilds

One of the most important decisions for the further development of the game is the decision of which of the three guilds to join. The NPCs' attitude towards the hero depends on which guild he belongs to. The choice of guild also affects the personal development of the hero: He will have different teachers, and moreover, the guild determines the costs for the increase of the hero's personal values!

At the beginning, the hero must acquire the membership to one of the "lesser guilds" by his own efforts – soldier of the town's militia, mercenary or novice. Only those who loyally serve their guild will advance to the "high guilds" and become a paladin, dragon hunter or magician.



Mercenary



Militia



Dragon Hunter



Paladin





Novice



Magician

### **Mercenary -> Dragon Hunter**

These fighters have a reputation of being brutal, strong and dangerous. The mercenaries on Khorinis are a threat even to the battle-tested paladins! Being warriors through and through, mercenaries and dragon hunters can use hardly any magic at all (except for scrolls!). Instead, they can handle the most devastating weapons, and can even make them themselves!

### **Militia -> Paladin**

The soldiers of the militia and the king's battle-tested paladins can use almost any weapon. Paladins can be awarded special magic runes for outstanding achievements.

### **Novice -> Magician**

An option for advanced players. Magicians are generally considered weak and frail. But only a brave man would dare tell a magician that to his face! Magicians know how to wield powerful spells, create runes and brew potions. In a hand-to-hand fight, however, they usually don't stand the slightest chance.

#### **10.4.1 Become a Militia Soldier**

In order to be accepted to the militia, you will have to become an apprentice, i.e. citizen of Khorinis, first. Once you've done that, speak to Lord Andre, the leader of the town militia, and ask him to admit you. Follow his orders faithfully at all times!

To become an apprentice, you need to obtain the approval of four master craftsmen first. In exchange for that, however they make demands, which are not always easy to meet.



#### **Bosper the Bowmaker**

Bosper is looking for a new apprentice urgently. He makes hunting bows and trades in hides. To be apprenticed to him or get his approval to be apprenticed to another master craftsman, you must ask him to teach you the ability to "take trophies" (5 learning points) and bring him the hides of six wolves.

It's worth your while to learn this ability, as the trophies will bring you ready gold!



### **Thorben the Carpenter**

Thorben hasn't got the money for taking on an apprentice. But Thorben is very devout; in order to attain his trust, the hero has to obtain the blessings of Vatras (the priest of Adanos) and Daron (a priest of Innos, at the market square). Thorben can also sell you lockpicks and teach you how to pick locks.

### **Matteo the Merchant**

Matteo doesn't take on apprentices, but he has a quest for you: Look for Gritta, talk to her, knock her down and take 100 pieces of gold from her. Once you've done that, Matteo will give his approval for you to be apprenticed.

### **Harad the Smith**

Harad demands that you find and kill the orc scout outside the town wall. As proof, you are to bring him the killed orc's weapon. Not an easy task! But if you try to talk to him once more, he might give you another task that's a little easier to carry out...

### **Constantino the Alchemist**

Constantino is a positive grouch. Still, it should be sufficient to have a friendly conversation with him (and choose the right answers). Except if you are guilty of having committed a crime in the town – in that case, you should first go to see Lord Andre in the barracks and pay your penalty to mollify Constantino...

## **10.4.2 Become a Mercenary**

Go to the harbour quarter and speak to Lares, who is standing at the waterside. He offers to accompany you to the farm, where the mercenaries have struck camp. On your way there, you will come across numerous monsters, such as wolves, insects and rats.

Once Lares has bidden you farewell, continue following the path. Very soon, you will come upon a little hut. This is where you will find the mercenaries' first outpost. Continue to follow the path, and you'll get to Onar's farm.



Note: Be careful not to go to Onar's farm until you have become a more advanced player and have risen a few levels. The mercenaries are a rough bunch – many of them will want to fight you and they won't accept you unless you have sufficient fighting skills.

Once you've managed to work your way through to Onar's farm, talk to Lee. He's at the main building. Lee is one of your old acquaintances and will help you. Just do what he tells you to...



### 10.4.3 Become a Fire Magician

A quest for advanced players!

First of all, you will have to find the monastery of Innos. To do this, it pays to take a quick glance at the map. (There's a cartographer in town; his hut is right next to the harbour.)

For the time being, a novice called Pedro stops you from entering the monastery. To be admitted, you will have to hand in two donations in the form of one sheep and 1000 gold pieces.

You can earn the gold by carrying out various quests assigned you by NPCs at the town, collecting hunting trophies (learn how to "take trophies" from Bosper the bowmaker), or, for example, cleaning out the goblin cave and the bandits' hideout close to Xardas' tower (and keep selling items you found).

You can buy a sheep from Pepe at Onar's farm. Take the sheep and the 1000 gold pieces to the monastery and hand it all to Pedro.

Once you have given Pedro the gifts, he will hand you the key to the monastery. There, Father Parlan will take care of you...



### 10.5 The Quest Continues

Having become the member of a guild, go to the upper quarter of the town and speak to Lord Hagen in front of the town hall. He demands proof – so you're off to the Valley of Mines! The rest you'll have to find out for yourself...



# 11. Glossary

## 11.1 The World of Gothic II

<b>Ability</b>	In Gothic II, the player can learn and NPCs can teach various abilities, amongst them how to sneak, create runes, engage in alchemy, take trophies, or pick pockets. In order to learn abilities, you need learning points. Just like the skills, you can check the abilities your hero has learned on the Character screen (C key).
<b>Adanos</b>	Neutral deity in the world of Gothic II.
<b>Alchemist's Bench</b>	On alchemist's benches you will find the appliances needed to engage in alchemy and brew potions.
<b>Alchemy</b>	The art of producing magical substances. The forerunner of today's science of chemistry. In Gothic II, you need the ability to engage in alchemy plus certain ingredients in order to be able to brew magic potions at an alchemist's bench.
<b>Anvil</b>	A hero who has learned the ability to forge weapons and possesses the necessary raw materials can use an anvil to produce his own weapons.
<b>Attributes</b>	The player's basic characteristics: Strength, dexterity, mana, hitpoints.
<b>Avatar</b>	Mask, representation or incarnation of a deity; a human fulfilling the tasks of the deity in question; someone chosen by a god.
<b>Beliar</b>	Evil deity in the world of Gothic II.
<b>Deities</b>	The pantheon of the Gothic universe is inhabited by three gods: Innos, the god of Good. Beliar, the god of Evil. Adanos, the scale of equilibrium between the gods.
<b>Dragon</b>	Gigantic lizard, usually able to fly. Strong magical influence. Intelligent, vicious, dangerous. Lethal claws, plus a powerful long-range elemental attack. Most inhabitants of the world of Gothic would recommend giving dragons a wide berth. Exceptions: Highly trained dragon hunters, the bravest of the paladins and a handful of high-ranking magicians.
<b>Dragon Hunter</b>	The best and most courageous mercenaries, having survived innumerable skirmishes, often seek new challenges. And what better challenge is there for a warrior undaunted by death than the meanest, cleverest, most vicious and most insidious, in one word the one most dangerous of all known creatures?



<b>Experience</b>	The hero attains experience points each time he defeats a monster or solves a puzzle. Open the Character window (C key) to check how many experience points are needed to rise to the next level.
<b>Gothic</b>	The game you're holding in your hands is called Gothic II – successor of the internationally successful role-playing adventure Gothic.
<b>Innos</b>	Good deity in the world of Gothic II.
<b>Khorinis</b>	Island and capital of the same name. Before the siege, Khorinis had been living on its ore trade, but now the mining of ore has become impossible. The supplies are running low, and the farmers of the surrounding farms are groaning under their new burdens.
<b>Learning Points</b>	In Gothic II, you need learning points to obtain abilities, increase skills or improve the hero's attributes. The hero is awarded learning points as soon as he has obtained sufficient experience to rise one level.
<b>Level</b>	In the course of the game, the hero collects experience points and grows stronger and more powerful; he obtains additional learning points at every level. The degree of this progression is indicated by the hero's level (character, C key).
<b>Lord Hagen</b>	Head of the paladins on Khorinis.
<b>Magic</b>	In Gothic II, magic is worked with the help of runes. Magicians can create runes, paladins can sometimes be awarded special runes as a reward.
<b>Magician</b>	An adventurer trained in the magic arts. On Khorinis there is a monastery of the Magicians of Fire.
<b>Magician of Fire</b>	An adept at magic who is learning to master the element of fire. The Fire Magicians serve the god Innos. On Khorinis there is a monastery of the Magicians of Fire. The leader of this powerful order is Pyrokar. Anyone willing to take up the challenges involved with the hard life as an adept at magic can apply to be admitted as a novice to the monastery of the Magicians of Fire.
<b>Mercenaries</b>	Fighters without fixed loyalties. Many of them are reckless, daring warriors by nature. Some of the farmers on Khorinis have hired mercenaries because they deem the tributes they must pay to the capital to be excessive. Rumour has it that many former prisoners of the destroyed penal colony of Khorinis have joined these mercenaries. The best and bravest of them seek new challenges and become fearless dragon hunters.



<b>Militia</b>	See Town Militia.
<b>Novice</b>	A magician-in-training. Only those showing skill, determination and inner strength will be admitted to the high circle of the magicians.
<b>Paladin</b>	These heroic warriors are loyally devoted to King Rhobar. If they obtain special runes, paladins can use magic. The paladin mission on Khorinis is headed by Lord Hagen.
<b>Rune Table</b>	With the help of certain basic materials and a rune table, magicians can create new magic runes. While unable to create runes themselves, paladins may receive special paladin runes as a reward.
<b>Runes</b>	Magic symbols or sigils; early script. With the help of these runes, those adept at magic can cast powerful spells. Look up the section "Magic" in this manual for more details on the magic rune system in Gothic II.
<b>Skill</b>	In Gothic II, the skill values show how well the hero can handle various weapons. The hero needs learning points if he wants to improve his skills. The skills, like the abilities of the player, can be seen on the Character screen (C key).
<b>Theft</b>	Stealing other people's property and getting caught in the act is not exactly the best way to become popular in the world of Gothic II. Professional thieves can sneak into other people's houses unnoticed. Rumour has it there is even a secret guild of thieves in Khorinis...
<b>Town Militia</b>	In times of crises, civilians are temporarily armed and trained to become efficient fighters as quickly as possible. The best militia warriors may hope to be accepted to the ranks of the paladins.
<b>Valley of Mines</b>	In former times, there used to be numerous ore mines worked by convicts, who had to toil away under the most atrocious conditions. This ore was the source of the wealth of the island of Khorinis. When the convicts revolted against their warders, the magical barrier surrounding the convicts' camp was destroyed. Soon after, the Valley of Mines was destroyed in the assault of a vast army of orcs and other evil creatures. A strong reconnaissance patrol of paladins was sent to find out more details, but hasn't been heard of since.
<b>Water Mage</b>	An adept at magic, serving the god Adanos. The Water Mage Vatrás can be found at the monastery in Khorinis.



## 11.2 Computer and Role-Playing Game

<b>Adventure</b>	Computer game genre. Gothic II includes the best and most popular elements of the adventure and RPG (role-playing game) genres.
<b>AI</b>	"Artificial Intelligence" – that part of the program which controls the behaviour of "living beings" in the game. With the help of a complex options system, the AI in Gothic II controls the behaviour of all monsters, opponents, allies, animals and NPCs in the game.
<b>Archdemon</b>	Very mighty, very evil creature from the underworld. Able to do magic, clever and powerful.
<b>Bug</b>	Bothersome crawly insect; in software programs: a programming error. Just about any program contains some minor "bugs", which can be remedied with updates or patches.
<b>Character</b>	In role-playing games, this term usually means [human or human-like] figures. In Gothic, you determine the development of your character freely during the game; other RPGs often force the player to choose one "character class" (equivalent in Gothic: guild) even before the start of the game. See also under "PC" and "NPC".
<b>Demon</b>	Powerful, evil creature from the underworld. Able to do magic, clever, powerful.
<b>Developers</b>	Companies or persons programming and designing computer games. Only if and when the developers are happy with the product is the game passed on to the publishers, who then proceed to publish the game. [Though in some cases, things are said to have gone differently.]
<b>DirectX®</b>	Microsoft programming interface. DirectX® provides standardized interfaces, which developers can use to directly access the functions of modern computer hardware (3D graphics, sound, etc.). For more information and the most recent version of this program, please check the Internet at <a href="http://directx.microsoft.com">directx.microsoft.com</a> or <a href="http://www.microsoft.com">www.microsoft.com</a>
<b>Dungeon</b>	Originally an underground prison cell, especially in a castle. In role-playing games the common name for cave systems, buildings, fortresses, etc., which the player can explore.



<b>Hitpoints</b>	Abbreviation HP. Common RPG unit of measurement for the maximum or current health status of creatures. HP are "used up" when the character is hit in battle or wounded for some other reason. If a creature's current hitpoint value reaches 0, that creature dies. Hitpoints can be renewed by resting (sleeping) and various kinds of magic (spells, potions). Display: If the hero possesses 25 of a maximum of 40 hitpoints, the player is shown the information "Hitpoints 25 / 40".
<b>HP</b>	See "Hitpoints"
<b>Inventory</b>	The hero's "baggage"; all items he has collected.
<b>JoWood</b>	Successful games publishers with branches all over the world. Publisher of Gothic II.
<b>Mana</b>	In RPGs common unit of measurement for the maximum or current magic energy of living beings. Mana points (short "MP") are needed for spells and replenished by sleeping. Display: If the hero possesses 5 of a maximum of 10 mana points, the player is shown the information "Mana 5 / 10".
<b>Necromancer</b>	A magician summoning and controlling evil creatures. Necromancers often give in to the temptation to enter a pact with Evil, and therefore are generally hated and feared.
<b>NPC</b>	"Non-Player Character". On the Internet and amongst developers, this is the standard name for all figures in a game with the exception of the player figure ("PC", "Player Character"). In Gothic II, there are up to 500 NPCs.
<b>Patch</b>	A program supplementing another program; often used to optimise the course of the game or to remedy bugs. If there are any patches required for Gothic II, you can download them from the Internet ( <a href="http://www.jowood.com">www.jowood.com</a> ). Patches can also frequently be found on CDs of computer gaming magazines.
<b>PC</b>	"Player character". Compare "NPC".
<b>Piranha Bytes</b>	The developers of this game: Game designers, programmers, graphics designers, beta-testers, musicians, animation experts, 3D artists. The best-known projects of this successful developers' team so far are Gothic and Gothic II.



<b>Publishers</b>	Computer games publishers liase closely with game developers. Their responsibilities include making sure that people hear about the game and taking care of everything else involved (such as planning, announcing, media work, distributor contacts, websites, packaging, manuals, marketing and advertisement, pressing CDs, getting them to the distributors, providing a hotline, and much more). As a rule, the publisher takes the major part of the financial risk involved in any game project. The JoWood company, for instance, is a well-known games publisher. Gothic II is a joint project of Piranha Bytes (developers) and JoWood (publishers).
<b>Quest</b>	An assignment the player can or must execute. Example: "Find the Eye of Innos!"
<b>Role-Playing Game</b>	A game where you direct one or several heroes (characters) through a story and in the course of which you collect items and experiencé and improve the values and abilities of the hero(es). Genre name for games (computer games as well as pen-and-paper RPGs). Gothic II contains the best and most popular elements of adventure and role-playing games.
<b>RPG</b>	Abbreviation of "role-playing game".
<b>Spoiler</b>	A hint regarding the game, which often contains information on the further development of the game, puzzles or events. Too much information can spoil your fun with the game! Therefore, too explicit hints are often called "spoilers". (This is also a frequently used term for movie reviews, especially on the Internet). We hope that this manual contains as few spoilers as possible!
<b>Strafing</b>	A step to the side, without changing the line of sight – similar to the crab-like side movement of tennis players. This is often used in particular in 3D games, as the line of sight is mostly determined with the mouse.
<b>Subquest</b>	An assignment the player can carry out, but which is not of vital importance for the further development of the plot. Some NPCs in Gothic II have assignments of this kind for the player.
<b>Texture</b>	A graphic pattern used in constructing three-dimensional worlds. In order to create, say, a three-dimensional figure of a paladin, we build a 3D model first. Then, various surfaces (such as skin, hair, chain mail, leather, plate armour etc.) are created and added to the model.



<b>Tutorial</b>	A quick start to the game, which in most cases explains the basic controls. As the controls in Gothic II are very intuitive and easy to learn, the game itself has no separate tutorial level. In the section "Tutorial" in this manual you will find detailed notes explaining how to get through the first chapter of the game.
<b>XP</b>	Common abbreviation for "eXperience Points".

## 11.3 Weapons Compendium

### Axe

A massive, heavy blade, mounted on a handle: The stone axe was probably the most important tool and one of the most important weapons of the Stone Age. The axe became even more important once Man had learned how to melt and form metal: Copper and bronze, fairly soft materials, could be used to effectively manufacture short blades for axes and daggers, but not long swords. While increasingly replaced by the more versatile sword after the invention of ferrous alloys (steel), the axe was still frequently employed: In times of war, the simple axes of farmers and woodworkers served as militia weapons. In the Middle Ages, many knights used special war axes: Their armoured handle could be used to parry attacks, swing the axe around and strike ferocious blows with its sharp, heavy blade, which caused fearful injuries in spite of chain mail or metal plate armour. Today's axes (some are specifically designed for the military) are mostly used for their original purpose –woodworking -, but can also be used as weapons.

### Bow and Arrow

One of humanity's oldest hunting weapons. Compared to the primitive throwing stones and slingshots of prehistoric times, the bow was an important innovation in the field of weapon technology in the early history of Man. Making a bow was complicated: For an optimum result, the bow had to be watered for weeks and then formed and dried. No less complicated was the manufacture of the bow strings, which at the beginning often consisted of animal guts. Short bows were frequently used for hunting, but also by bowmen on war chariots and on horseback. Long bows, if rather unwieldy, provided a superior range on the battlefield. The development of composite bows made of more than one material, such as various kinds of wood, began quite early. The range of a medieval long bow is estimated to have been up to 300 meters; arrows could penetrate chain mail without difficulty. On the battlefield, bowmen usually just wore light leather armour and daggers; heavily armoured lance-bearers protected them against the cavalry. Even today, shooting with bow and arrow is a very popular sport. At times, bows and arrows are also still used for hunting.



### **Chain Mail**

Thousands of steel rings, every single one of them closed by hot riveting: Making a single chain mail took a worker in the Middle Ages three to five months! While offering a good protection against straight blows with sword blades, chain mail was of no use against weapons with an extremely narrow blade (tuck, arrows, etc.). With the invention of firearms, the chain mail became a deadly danger for its wearer: Missiles hitting the chain mail made the rings burst into small, sharp splinters. Still, the principle of the interlaced steel rings has survived to our modern times – e.g., in special gloves for tanners and butchers.

### **Crossbow**

Here, the basic bow principle (a missile is accelerated by a strong spring effect) has been modified, though not necessarily improved: Crossbows are more forceful than bows; however, they take much longer to reload. Crossbows are flexed considerably stronger than bows. Instead of arrows with feathered tails to stabilize them, crossbows generally used short metal bolts for ammunition. To ready crossbows, bowmen used complicated lever, rack, or windlass systems. Crossbows were frequently used for defending fortifications: Often, several men (or women) would ready and load the crossbows for the Bowman. Before the invention of modern firearms, the crossbow was the most effective long-distance weapon on the battlefield (with the exception of ballistae, catapults and other siege machines). The bolts of crossbows could even penetrate plate armour and steel helmets at a considerable distance. Today's crossbows are mainly used at shooting ranges and, more rarely, also for hunting.

### **Cudgel**

Man's very first "weapons" were probably broken-off tree branches. Later, wooden cudgels were improved with nails and rings of metal to increase their effect. This was further developed into a mace, which is usually equipped with several heavy blades at the tip. A special version of the mace is the mace and chain – a metal ball with nail-shaped spikes, fixed to a staff, with or without a short chain in between. The cavalry had long been equipped with war hammers: A metal hammer, about 60 to 90 cm long, with a thin shaft and a pointed tip to the heavy head. Cavalry used this weapon to penetrate the helmets of infantry while riding past them. Cudgels are still being used today, adapted for their various purposes: Youth gangs and criminals frequently resort to blackjacks, metal bars, simple clubs and baseball bats, bar fights sometimes see the use of table legs and bottles. Thanks to an additional handle at the side, the nightsticks of the police allow various attack and defence movements. All of these weapons can, if you will, be seen as "cudgel" variants.



## **Lance**

Lances, halberds, pikes, partisans, spears and others have one thing in common: wooden shafts and metal tips. Depending on their purpose, these weapons came in widely different shapes. Pikes for fending off opponents on horseback were often up to six meters (!) long and were primarily used in "spiked" defence formations. Halberds and other special versions of this kind of weapon were often equipped with more than just one blade – they had a tip for thrusting movements and an axe-shaped blade for striking cleaving blows, and often also spikes and other trappings. Lances and spears could and can be found in almost any culture of the human race.

## **Leather Armour**

The robustness of leather made it an important element of clothing, particularly in times of war. Leather offered a fairly good protection against many kinds of attack and was often reinforced with hardened leather or even steel plates or rivets. Even today, leather aprons are used in many trades, and leather jackets and trousers are popular not just amongst riders of fast bikes.

## **Plate Armour**

Metal plates were used in armour as far back as in ancient Rome, whose legionaries wore them fastened to their leather harnesses. While offering an excellent protection, the heavy armour of the medieval knights caused some problems as well: On foot, without his horse, a knight was practically helpless. Moreover, many knights died of heatstroke as the metal armour was padded with wool and furs and most wars took place in summer. Even long after the Middle Ages, people still used heavy metal cuirasses, which protected only the upper part of the body. Thanks to these cuirasses, the heavy cavalry (dragoons, cuirassiers, etc.) could withstand even direct musket hits! Even today, many bullet-proof vests contain removable steel plates in addition to special kinds of fabric.

## **Siege Weapons**

Stone walls, wooden bulwarks, palisades: Man soon learnt to safeguard settlements and strategically important places against assaulting enemies. The attackers followed suit and soon designed mighty machines of war: Mobile armoured towers with ladders inside were pushed against enemy town walls. Tree trunks were fitted with wheels or carrying straps and crashed against gates; huge catapults and shooting devices were used to pelt the enemy with arrows, rocks, burning tar or putrid carcasses.



## Sword

In the Copper and Bronze Ages, Man possessed only short knives and swords. With the development of iron and steel, longer swords became prevalent. The gladius, the short sword of the Roman legions, was probably the first mass-produced weapon ever. Not until many hundred years later, with the onset of the Middle Ages, did it become routine to manufacture longer swords. There were different kinds of swords, depending on the opponent's style of fighting or armour: The broad, heavy longsword could penetrate chain mail. The short, squared blade of the tuck had one purpose only – to pierce plate armour (at the hinges and joints). Curved swords (sabres, etc.) are found predominantly in cultures whose opponents wore light armours: The curve causes the blade to glide rather than strike like an axe, thus causing deeper and more dangerous wounds. With the emergence of a more "modern" style of warfare, the classical sword began to disappear: As heavy armour was used less and less due to the penetrating power of firearms, lighter fencing weapons such as épée, sabre and foil prevailed. Even today, ritual swords or sabres are still worn in many armies. Worldwide, practically every modern soldier still carries a "fighting knife" (reminiscent of a short sword).



# QUICKSTART - PORTUGUESE

## Requisitos do Sistema

	Mínimos	Recomendados
Sistema operativo	Windows® 98 / ME / 2000 / XP	Windows® 98 / ME / 2000 / XP
Processador	Pentium® III (ou idêntico) a 700 MHz	Pentium® III (ou idêntico) a 1.200 MHz
Vídeo	Placa gráfica de 32 MB com acelerador 3D	Placa gráfica de 64 MB com acelerador 3D
Memória	256 MB de RAM	512 MB de RAM
Espaço no Disco Rígido	2,2 GB	2,2 GB
Som	Placa de som compatível com o DirectX®	Placa de som compatível com o DirectX®
Comandos	Rato, teclado	Rato, teclado
DirectX	DirectX® 8.1 ou superior	DirectX® 8.1 ou superior

## Instalação

1. Insere o CD de "Gothic II" na unidade de CD-ROM (ou unidade de DVD-ROM ou gravador de CD) do teu computador. Se activaste a função "AutoStart" para esta unidade de CD-ROM, aparecerá o menu de instalação.
- 1a. Se o menu de instalação não for apresentado automaticamente, clica no ícone "O meu computador" na barra de tarefas do Windows para abrires uma janela que mostre todas as unidades existentes. Faz duplo clique na unidade de CD-ROM que contém o CD de "Gothic II" para visualizares o respectivo conteúdo numa nova janela. Inicia o processo de instalação fazendo duplo clique em "Gothic2-Setup.exe".
2. Clica em "Install" ("Instalar") para instalares Gothic II no teu computador.
3. Lê as condições da licença. Clica em "Continue" ("Continuar") para aceitá-los.
4. O caminho de instalação padrão é C:\Program Files\JoWooD\Gothic II. Deves ter pelo menos 2,2 GB de espaço livre no disco rígido onde vais instalar o jogo! Clica em "Continue" ("Continuar") se queres instalar Gothic II nesta pasta. Caso contrário, clica em "Search" ("Procurar") e indica uma nova pasta; a seguir clica em "Continue" ("Continuar").



5. Podes também indicar o nome do grupo que será adicionado ao menu Iniciar do Windows. Seguidamente clica em "Continue" ("Continuar").
6. Deves ver agora um sumário das definições de instalação correntes. Se quiseres alterar quaisquer definições, por favor clica no botão "Back" ("Anterior").  
Clica no botão "Continue" ("Continuar") para lançares o processo de instalação. Os dados do jogo serão copiados; este processo pode demorar alguns minutos.
7. Finalmente, ser-te-á perguntado se queres criar um atalho para Gothic II no ambiente de trabalho do Windows, e se pretendes começar a jogar imediatamente. Faz a tua escolha para concluir a instalação. Podes começar agora a jogar!

## Comandos do Jogo

Esta secção mostra as definições dos comandos normais. Podes personalizar as definições do jogo em "Options" ("Opções") no menu principal de Gothic II.

### Comandos Básicos

Avançar (andar/nadar)	W ou seta para Cima
Recuar	S ou seta para Baixo
Virar à direita	E, seta para a Direita ou rato
Virar à esquerda	Q, seta para a Esquerda ou rato
Movimento lateral para a direita	D ou Page Down
Movimento lateral para a esquerda	A ou Delete
Movimento rápido/lento	Shift
Alternar entre rápido/lento	Caps Lock
Saltar/mergulhar	ALT
Ação (apanhar, falar, abrir, etc.)	CTRL ou botão esquerdo do rato
Olhar em volta	0 numérico + teclas das setas/rato
"Espelho retrovisor" (olhar para trás durante a corrida)	Premir 0 numérico durante a corrida
Ecrã da personagem	C
Diário	L, N
Mapa (se estiver disponível)	M
Sacar última arma usada	Barra de espaços
Sacar arma de combate próximo	1
Sacar arma de longo alcance	2
Último feitiço utilizado	3
Activar feitiços possuídos	4-0



## Inventário e Comércio

Abrir inventário	TAB
Fechar inventário	Escape ou botão direito do rato
Comprar/vender item	CTRL ou botão esquerdo do rato
Comprar/vender todos os itens do mesmo tipo	ALT
Colocar/usar item (no inventário do jogador)	CTRL/botão esquerdo do rato
Largar item	ALT

## Combate

Focar adversário	CTRL
Atacar em frente	CTRL/botão esquerdo do rato + seta para Cima
Atacar à esquerda	CTRL/botão esquerdo do rato + seta para a Esquerda
Atacar à direita	CTRL/botão esquerdo do rato + seta para a Direita
Aparar golpe	CTRL/botão esquerdo do rato + seta para Baixo
Golpe lateral	ALT + seta para a Esquerda/Direita

“NESTE MANUAL ENCONTRARÁS UM TUTORIAL, BEM COMO MAIS COMANDOS E INFORMAÇÕES.”



# QUICKSTART - SUOMI

## Järjestelmävaatimukset

	Vähintään	Suosittelava
Käyttöjärjestelmä:	Windows® 98 / ME / 2000 / XP	Windows® 98 / ME / 2000 / XP
Suoritin	Pentium® III (tai vastaava), 700 MHz	Pentium® III (tai vastaava), 1200 MHz
Näytönohjain	32 MB näytönohjain, 3D-kiihdytin	64 MB näytönohjain, 3D-kiihdytin
Muisti	256 MB RAM	512 MB RAM
Kiintolevytila	2,2 GB	2,2 GB
Ääni	DirectX®-yhteensopiva äänikortti	DirectX®-yhteensopiva äänikortti
Ohjaimet	hiiri, näppäimistö	hiiri, näppäimistö
DirectX	DirectX® 8.1 tai uudempi	DirectX® 8.1 tai uudempi

### Pelin asentaminen

1. Aseta "Gothic II" CD-levy tietokoneen CD-ROM-asemaan (tai DVD-asemaan tai tallentavaan CD-asemaan). Jos tässä CD-ROM-asemassa on käytössä "Automaattinen käynnistys" -toiminto, näytölle tulee asennusvalikko.
- 1a. Jos asennusvalikko ei tule näytölle automaattisesti, napsauta Windows-työpöydän "Oma tietokone" -kuvaketta avataksesi ikkunan, jossa näkyvät kaikki olemassa olevat asemat. Kaksoisnapsauta CD-asemaa, jossa "Gothic II" CD-levy on, saadaksesi CD:n sisällön näkymään uudessa ikkunassa. Käynnistä asennus kaksoisnapsauttamalla tiedostoa "Gothic2-Setup.exe".
2. Asenna Gothic II tietokoneelle valitsemalla "Install" (Asenna).
3. Lue käyttöoikeusehdot. Valitse "Continue" (Jatka) hyväksyäksesi ne.
4. Oletusasennuspolku on c:\Ohjelmatiedostot\JoWooD\Gothic II. Sinulla tulee olla vähintään 2,2 GB vapaata tilaa kiintolevyllä, jolle haluat asentaa pelin! Valitse "Continue" (Jatka), jos haluat asentaa Gothic II -pelin tähän kansioon. Ellet, valitse "Search" (Etsi) ja kirjoita uusi kansio. Valitse sitten "Continue" (Jatka).



5. Voit myös kirjoittaa ryhmän nimen, jonka haluat lisätä Windowsin Käynnistä-valikkoon. Valitse sitten "Continue" (Jatka).
6. Nyt näet yhteenvedon nykyisistä asennusasetuksistasi. Jos haluat muuttaa jotain asetusta, valitse "Back" (Takaisin).  
Käynnistä asennus valitsemalla "Continue" (Jatka). Pelin tiedot kopioidaan. Tämä voi kestää muutaman minuutin.
7. Lopulta sinulta kysytään, haluatko luoda Gothic II -pelin pikakuvakkeen Windowsin Työpöydälle ja haluatko käynnistää pelin heti. Pääta asennus tekemällä valintasi. Nyt voit käynnistää pelin!

## Pelin ohjaaminen

Tässä jaksossa esitellään oletusohjausasetukset. Voit mukauttaa peliasetuksiasi Gothic II -pelin päävalikon kohdassa "Options" (Asetukset).

### Perustoiminnot

Eteenpäin (kävele/ui)	W tai nuoli ylöspäin
Taaksepäin	S tai nuoli alaspäin
Käännä oikealle	E tai nuoli oikealle tai hiiri
Käännä vasemmalle	Q tai nuoli vasemmalle tai hiiri
Tulita oikealle	D tai Page Down
Tulita vasemmalle	A tai Delete
Nopea / hidas liike	Vaihto
Selaa nopeasti / hitaasti	Caps Lock
Hyppää / sukella	ALT
Toimintaa (nosta, puhu, avaa jne.)	CTRL tai hiiren vasen painike
Katsele ympärillesi	Num-0 + nuolinäppäimet / hiiri
"Taustapeili" (katso taaksesi juostessasi)	Paina Num-0 juostessasi
Hahmonäyttö	C
Loki	L, N
Kartta (jos käytettävissä)	M
Vedä viimeksi käytetty ase esiin	välilyöntinäppäin
Vedä käytettävissä oleva lähitaisteluase esiin	1
Vedä käytettävissä oleva pitkän matkan ase esiin	2
Viimeksi käytetty taika	3
Aktivoi käytettävissä olevat taikat	4-0



## Kalustoluettelo ja kaupanteko

Avaa kalustoluettelo	TAB
Sulje kalustoluettelo	Esc tai hiiren oikea näppäin
Osta/myy tuote	CTRL tai hiiren vasen painike
Osta/myy yhdyntyyppisiä tuotteita	ALT
Varusta/käytä tuotetta (pelaajan kalustoluettelosta)	CTRL / hiiren vasen painike
Pudota tuote	ALT

## Taistelu

Tähtää vastustajaan	pidä CTRL pohjassa
Hyökkää eteenpäin	CTRL / hiiren vasen painike + nuoli eteenpäin
Hyökkää vasemmalle	CTRL / hiiren vasen painike + nuoli vasemmalle
Hyökkää oikealle	CTRL / hiiren vasen painike + nuoli oikealle
Väistä	CTRL / hiiren vasen painike + nuoli taaksepäin
Tulita	ALT + nuoli vasemmalle / oikealle

**”KÄYTTÖOPPAAN SEKÄ LISÄÄ OHJAUSKOMENTOJA JA TIETOJA LÖYDÄT TÄSTÄ KÄSIKIRJASTA.”**



# QUICKSTART - SVENSK

## Systemkrav

	Minimum	Rekommenderas
Operativsystem	Windows® 98 / ME / 2000 / XP	Windows® 98 / ME / 2000 / XP
Processor	700 MHz Pentium® III (el. likvärdig)	1200 MHz Pentium® III (el. likvärdig)
Grafik	32 MB grafikkort med 3D-acceleration	64 MB grafikkort med 3D-acceleration
Minne	256 MB RAM	512 MB RAM
Hårddiskutrymme	2,2 GB	2,2 GB
Ljud	DirectX®-kompatibelt ljudkort	DirectX®-kompatibelt ljudkort
Kontroller	mus, tangentbord	mus, tangentbord
DirectX	DirectX® 8.1 eller senare	DirectX® 8.1 eller senare

## Installera spelet

1. Sätt in Gothic II-CD:n i CD-ROM-spelaren (eller DVD-spelaren eller CD-brännaren). Om automatisk uppspelning är aktiverad kommer installationsmenyn att visas.
  - 1a. Om installationsmenyn inte visas klickar du på "Den här datorn" på Windows skrivbord så öppnas ett fönster med alla enheter. Dubbelklicka på CD-spelaren med Gothic II-CD:n så öppnas ett fönster med CD:ns innehåll. Starta installationen genom att dubbelklicka på "Gothic2-Setup.exe".
2. Klicka på "Install" (installera).
3. Läs licensavtalet och klicka på "Continue" (fortsätt) för att acceptera.
4. Den förinställda installationssökvägen är C:\Program\JoWoD\Gothic II. Du behöver minst 2,2 GB ledigt utrymme på hårddisken för att kunna installera spelet. Klicka på "Continue" om du vill installera spelet i den här mappen. Klicka annars på "Search" (bläddra), välj en annan mapp och klicka på "Continue".



5. Du kan även ange namnet på den grupp som läggs till Windows Start-menyn. Klicka sedan på "Continue".
6. Nu visas en sammanfattning av de installationsval du gjort. Om det är någonting du vill ändra klickar du på "Back" (tillbaka).  
  
Klicka annars på "Continue" för att påbörja installationen. Alla speldata kommer nu att kopieras över; detta kan ta några minuter.
7. Avslutningsvis blir du tillfrågad om du vill att en genväg till Gothic II ska placeras på skrivbordet och huruvida du vill starta spelet. Gör dina val och börja spela!

## Spelkontroller

Här nedan beskrivs de förinställda kontrollerna. Du kan ändra dessa och andra spelinställningar under "Options" (alternativ) i huvudmenyn.

### Grundkontroller

Framåt (gå/simma)	W eller uppåtpil
Bakåt	S eller nedåtpil
Vänd dig åt höger	E eller högerpil eller mus
Vänd dig åt vänster	Q eller vänsterpil eller mus
Sidosteg åt höger	D eller Pg. Down
Sidosteg åt vänster	A eller Del
Snabb/långsam förflyttning	Shift
Växla snabbt/långsamt	Caps Lock
Hoppa/dyk	Alt
Handling (plocka upp, prata, öppna etc.)	Ctrl eller vänster musknapp
Titta omkring	Num-0 + piltangenter/mus
"Bakspegel" (titta bakåt när du springer)	Num-0 när du springer
Figurskärm	C
Logg	L, N
Karta (om tillgänglig)	M
Dra senast använda vapen	mellanslag
Dra buret närstridsvapen	1
Dra buret långdistansvapen	2
Senast använda trollformel	3
Aktivera tilldelade trollformler	4-0



## Inventarium och handel

Visa inventarium	Tab
Stäng inventarium	Esc eller höger musknapp
Köp/sälj objekt	Ctrl eller vänster musknapp
Köp/sälj alla objekt av viss typ	Alt
Utrusta dig med/ använd objekt (i spelares inventarium)	Ctrl/vänster musknapp
Släpp objekt	Alt

## Strid

Fokusera på motståndare	håll ned Ctrl
Anfall framåt	Ctrl/vänster musknapp + uppåtpil
Anfall vänster	Ctrl/vänster musknapp + vänsterpil
Anfall höger	Ctrl/vänster musknapp + högerpil
Parera	Ctrl/vänster musknapp + nedåtpil
Sidosteg	Alt + vänster-/högerpil

"I HANDBOKEN FINNS BÅDE EN SPELGUIDE,  
FLER KONTROLLER OCH MER INFORMATION."



## 12. Credits

### 12.1 Piranha Bytes

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Ulf Wohlers

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Und Konsorten...

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### Gothic II uses

Miles Sound System  
BINKVideo Player by  
RadGame Tools  
Caffeine, burgers, and  
cigarettes :-)  
www.gothic2.com

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