



Games  
for Windows®





## ⚠ Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING



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For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

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# Blind Guardian

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Before You Start



## WELCOME TO SACRED 2: FALLEN ANGEL!

*The following pages will introduce you to the fantastic world of Ancaria.*

Gameplay and game controls should be almost intuitive thanks to the many support functions and tooltips in the game, but we would still like to provide you with some notes that might make the start of your new career as a hero a bit easier.

Lead Ancaria back into the light or plunge the realm into darkness. The decision is entirely yours. No matter which character or which path you choose, Ancaria's unique world will continuously surprise you with its many dangers, adventures and wonders. It is a living world with peaceful inhabitants

and abysmally evil creatures. The courageous and lucky hero will find power, respect and riches beyond his imagination. But for those who waver, there will be only death. It could be anywhere! Around the next bend, in dark crypts, deep woods or icy caverns...

*Sacred 2: Fallen Angel* is a fantastic and detailed action roleplaying game. Whether you play two epic campaigns as a single adventurer or engage in exciting multiplayer combat, Ancaria offers everyone a wide variety of possibilities.

Whatever path you choose – playing alone, in a team, or against other players – we hope you'll enjoy *Sacred 2: Fallen Angel*.

**Your Sacred-2-Team!**

## PRODUCT ACTIVATION

During the installation of *Sacred 2: Fallen Angel* your computer will connect to the internet. *Sacred 2: Fallen Angel* can't be unlocked before the official release date. After a successful installation, please start the game so that you can enter your activation code. You will find it on the back of the manual. Entering it will activate the game. We hope you'll enjoy discovering the world of *Sacred 2: Fallen Angel*. Would you like to copy *Sacred 2: Fallen Angel* for your friends? No problem. We're looking forward to others joining our fantastic voyage.

After installing their copy your friends will be asked for a new activation code, which they can purchase at our webshop. Alterna-

tively, they can also purchase the complete game. Each activation code is valid for two computers. Please return the license to the activation server before reinstalling the game on your computer, or if you intend to purchase a new computer. Then it can be used again, should you wish to reinstall *Sacred 2: Fallen Angel*.

Please follow the same steps if you intend to sell the game.

Please visit [www.unlock.Sacred2.com](http://www.unlock.Sacred2.com) for more information about the activation process and solutions to possible problems.

## INTRODUCTION

*The time of judgment is near!*

*Ancaria is on the verge of war – a war that will determine the future of the realm. Only a hero can avert this war and lead Ancaria back to order or deliberately plunge it into chaos.*



From time immemorial the angelic warriors of the Seraphim guarded the T-Energy, but one day they passed this responsibility on to the High Elves. Through the use of T-Energy this civilization began to flourish and after a while emerged as the dominant culture in Ancaria.

The use of T-Energy was very controversial. Even some High Elves opposed it, as did most of the other peoples. This conflict culminated in a great war during which dragons, Temple Guardians, Humans, and Orcs joined forces against the High Elves. But the High Elves were far too powerful and defeated their enemies. It was however a costly war. All of Ancaria lay in ruins. The Dryads separated from the High Elves and withdrew to an island. The other High Elves also left in search of a better land, and finally settled at a fertile river delta where they built a new civilization founded on T-Energy. To keep the Humans out of their territories they erected a large wall.

Ancaria's suffering didn't end there. In the ruins of the once proud empire of the High Elves aristocrats and clergy now fight for control over T-Energy. Their ever widening conflict could push Ancaria into a new war, a war far more devastating than the last. T-Energy itself could turn out to be Ancaria's worst enemy.

It is spreading across the land out of control, poisoning great swathes of fields, forests, and villages. Its original Godlike power of creation is now causing the beings in these lands to mutate into wild creatures. Giant mutated monsters destroy villages and settlements. This is the time of the final war, the war that will dwarf all others and fulfill the fate of Ancaria. It is a war that must be averted to restore order, or fought to plunge Ancaria into chaos. Which will win, order or chaos?

**It's up to you!**

## INSTALLATION

Place the *Sacred 2: Fallen Angel* DVD into your DVD drive. If autostart is activated, the installation program will start automatically. Otherwise, please start "setup.exe" manually from the *Sacred 2: Fallen Angel* DVD. Follow the onscreen instructions to install *Sacred 2: Fallen Angel* on your

computer. The file "readme.txt" contains important technical information. You can find this file in the "Autostart" menu and the Windows "Start" menu. The latest changes that were implemented after printing of this manual will also be available in that file. *For the latest information relating to Sacred 2: Fallen Angel please visit our website at [www.sacred2.com](http://www.sacred2.com).*

## SYSTEM REQUIREMENTS

*Your computer must meet the following minimum hardware specifications in order to play Sacred 2: Fallen Angel:*

- CPU with at least 2.6 GHz (Dual Core 2,4 GHz for onboard graphics cards [Intel® Integrated Graphics])
- 1 GB RAM (main memory)
- Graphics card with 128 MB RAM, DirectX®-9.0d compatible with Pixel Shader 2.0 support (NVIDIA® GeForce™ 6200, ATI® Radeon® X1300, Intel 945GM or better)
- DirectX-9 compatible sound card
- DVD drive
- 20 GB free HDD space
- Windows® XP with Service Pack 3 or Windows Vista™ with Service Pack 1
- DirectX 9.0d (included with the game)
- Internet or email connectivity (required for Activation Key activation)

*For smooth and fast game play with maximum performance we recommend the following configuration:*

- Dual Core CPU with at least 2.4 GHz
- 2 GB RAM (main memory)
- Graphics card with 512 MB RAM, DirectX-9.0d compatible, with Pixel Shader 3.0 support (NVIDIA® GeForce 8800GTX, ATI Radeon HD 3800 or better)
- Sound Blaster® X-Fi™/ 5.1 surround sound and DirectX compatible sound card
- DVD drive
- 20 GB free HDD space
- Windows® XP with Service Pack 3 or Windows Vista™ with Service Pack 1
- DirectX 9.0d (included with the game)
- Network card and high-speed internet connection (DSL or better) for multi-player games



## STARTING THE GAME

This is the main menu of *Sacred 2: Fallen Angel* where you decide how you would like to play the game and select your game mode.



„Single Player Local“: Create a new character or play with an existing character

„Multiplayer Online“: Play Single Player Online, OpenNet or ClosedNet (page 49)

„Multiplayer Lan / Wi-Fi-Ad-hoc Gaming“: Create or join a LAN game (page 46). More information on ad hoc gaming can be found on page 45.

„Options“: Settings for graphics, sound and game play

„Specials“: Watch unlocked videos again or review the credits for *Sacred 2: Fallen Angel*

„Exit“: Leaves the game (but why would you?)



When you start the game for the very first time, “Start Game” will enter the character creation section (page 9). The character’s progress will be periodically and automatically saved. Once you have entered the game with a character, “Start Game” will take you to the character selection screen. The most recently played character will always be at the top and it will automatically be selected. Simply select the character you wish to play

by left clicking on it, opt for a difficulty level in the list at the top right and then enter the game by clicking “Start Game”. In Single Player mode, advanced characters will always appear by the most recently activated resurrection monolith. In Multiplayer mode, characters will always begin on the multiplayer starting isle. “New Character” will take you back to the character creation section.

## CHOOSING A CHARACTER

In this menu you create your character, choose a God, select your path and pick a difficulty level. This example will show you how to enter the fantastic world of *Sacred 2: Fallen Angel* in little or no time. All character classes start at different spots in a remote area of the High Elf region. Opponents are not too strong and quests are not too difficult. It’s a good place to get to know the game controls and the environment of Ancaria.

So let’s start:



- 1 This is where you pick your character. You can choose between Seraphim, High Elf, Dryad, Temple Guardian, Shadow Warrior, and Inquisitor. Each character has very specific strengths and weaknesses and will develop accordingly throughout the game.
- 2 Your choice of hero may determine whether you will be playing the Campaign of Light or the Campaign of Shadows, as well as which God 3 you can select to look upon you favorably. Please remember that not all options are available to all characters. Seraphim and Inquisitor face restrictions in their choice of God and campaign. Seraphim may only fight for the Light, Inquisitors only for the Shadows.
- 3 Finally you can choose between bronze difficulty mode which is easiest and recommended for beginners, or the more challenging silver difficulty mode. The center button is for very tough players because in “hardcore” mode the game ends when your character dies. **WARNING:** Hardcore characters **cannot** be played after death! In the default mode your hero is resurrected after death, and the game continues.
- 5 Here is a summary of your choices plus a progress indicator for the current campaign.

## THE GAME

When you start the game your character appears in the world of Ancaria.  
The screen looks like this:



In the center is your character, which is what you will use to interact with the 3D world. Cursor **1** adjusts its symbols according to the current action. The controls of *Sacred 2: Fallen Angel* are context sensitive, simple, and intuitive.

## MOUSE CURSOR

Left clicking always triggers a “default action”. The action depends on the object the cursor is currently pointing at and is chosen automatically.

**1**



Click on the floor to make your hero move to this spot. If you hold the left mouse button down your character will simply follow the mouse cursor.



Point the cursor at an opponent. It will now look like a sword.



Left click to attack with the weapons currently equipped.



If you're carrying a ranged weapon the same icon will turn into an arrow.



Doors and gates can usually be opened, unless they are part of a quest. The cursor will show you an “open” icon.



You will meet many characters during the course of your adventures. If you mouse over them and see a speech bubble, it means they'd like to chat. Questgivers can be identified by the exclamation point and question mark icons.



The cursor turns into a hand whenever you can interact with an object, for example a statue of a god, a well or a resurrection monolith. The cursor turns into a fist if you can grab the object.



Containers such as chests or crates can be opened when the cursor turns into a “lock” icon.



## SCREEN DESCRIPTION

Page 14 A

In Ancaria you can move by simply using the mouse. Click on a spot on the ground and your character will move to that location. If you hold the left mouse button down your character will simply follow the mouse cursor.

The mouse wheel lets you zoom or change camera positions.

This is a compact guide about the main features of the game. If you'd like to know more about a specific topic, please refer to these pages.

Page 17 E



In order to fight against an opponent using the activated weapon, left click to target the opponent and you will attack with the currently selected weapon. You can trigger a combat art (such as the meteors in this picture) by right clicking.

Page 16 D



Page 14 B

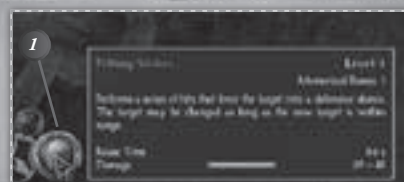
Page 20



Page 15 C

In order to use a combat art (or combo) you have to drag it from the overview of combat art aspects and drop it into slot area 1 (a detailed description can be found on page 25). It can now be activated by right clicking on the slot.

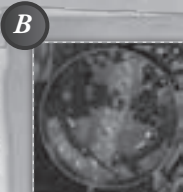
Bufs are put in slot area 2. (See page 15).



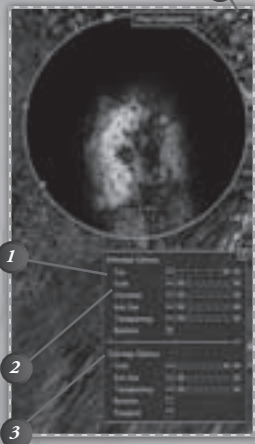


In the upper left corner is a portrait of your character with information notification areas.

- 1 The red bar shows the current health of your character.
- 2 The green bar fills up with the experience your character has earned. When it's full, your hero (or heroine) gains a new level.
- 3 A small number in the circle to the left shows your character's current level.
- 4 A blinking cross here informs you of unspent skill points. (See page 22).



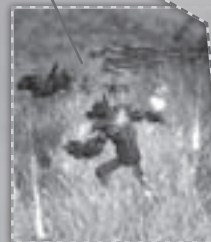
Controls for the minimap, the large world map and the symbols available during gameplay can be found on the right side.



- 1 Size and scale of the miniature map can be adjusted here. For example, the upper slide bar increases or decreases the size of the map.
- 2 The slide bar beneath it adjusts the scale of the map. However, a larger scale will display less details.
- 3 The settings for the "Tab" menu refer to a larger version of the minimap that can be displayed using the "Tab" key.
- 4 The map can be hidden by clicking on the small arrow.



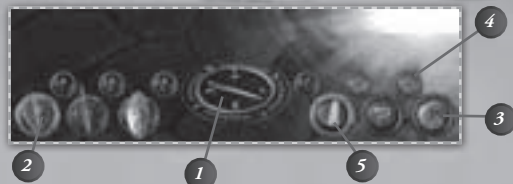
In the lower right corner you will find the controls used to display the character screen, skills, and combat arts.



- 1 Clicking on the book symbol activates another important information screen. It offers statistics about slain opponents, collected items, and stories about the history of Ancaria, as well as the status of active quests.
- 2 A successfully finished quest is indicated by a green check, a failed one by a red cross.
- 3 You can tell how difficult a task will be by the number of stars beneath the description. The more stars the harder the job.
- 4 These slots are reserved for "buffs". At the start of the game only one slot is available; later, up to three buffs can be placed there. Buffs are combat arts that can be "permanently" active – as if they were running in the background. They remain active until switched off. Active buffs cause a slower regeneration of other combat arts. To give an example: the energy shield of the Temple Guardian is a buff.
- 5 Horses and special mounts are available as means of transportation (page 24). If you own a mount, you will be able to call, mount or dismount it by clicking this icon.



D



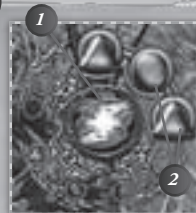
1 A compass is displayed at the bottom of the screen. Its needle will guide you through the mainquest. The compass also shows the direction in which the currently active sidequest can be found. Finally, you will find information which time of day it is in Ancaria (morning, noon, afternoon, evening, night) in the center of the compass.

2 Here you can see your currently equipped weapons, combat arts 3 and items 4 you need to access quickly, such as healing potions. At the start of the game only one slot is active for weapons and combat arts and two for items. Active slots are marked by a golden circle. Combat arts and combinations (or “combos”) can be found to the right of the compass, weapons to the left.

5 A combat art needs to regenerate after use. You can tell it’s regenerating by the symbol visually filling up. The combat art can be used again when it’s fully regenerated. *You can read more about combat arts on page 36.*

When you’re riding a horse, both combo and combat art slots are replaced by the horse’s special skills. There are different kinds of horses and also special mounts (or in the case of the Temple Guardian a machine). Your character’s combat arts cannot be used when riding a horse, but they can be accessed when riding a special mount. Mounts can be upgraded with saddles.

E

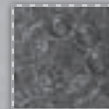


1 The Orb. The “God Spell” is in the center of the orb. This is an especially powerful spell that is determined by the God you selected when starting the game. You will find a detailed description of the spells on page 40.

2 These items are relics that you will find throughout the course of the game. There are four different kinds that offer resistances against magic, poison, fire, or ice attacks. You will be able to combine these relics and toggle between the different resistances.



### Allocated Slots



Markers in different colors show which slot you can use for a buff, a combo, or a weapon. Slots that can be used are green, unusable slots are red.



### What are Combos?



A combo is a powerful combination of different combat arts. You create a combo by placing the combat arts you wish to use into the available slots. They are executed in the order you have defined.

## MAPS

There are three different maps in *Sacred 2: Fallen Angel*. The minimap that was mentioned earlier is in the upper right corner. The “TAB” map shows an enlarged version of your immediate surroundings.



Minimap and “TAB” maps only show a small section of your environment whereas the world map (default: “M”) shows the entire world. The symbols remain the same to ensure easy navigation. The pin only works on the world map.

## IMPORTANT MAP ICONS

Additional symbols on the world and minimap help you find your way. Here is a list of the most important markers.

### Direction pointers on the minimap:



There are two kinds of quests, the main quest (orange) and sidequests which are symbolized by a silver arrow. **Hint:** Only one sidequest can be active at any given time, so only one arrow is shown.

### Task icons:



Question marks will assume different colors based on the quest type and they are reserved for quest givers. Exclamation marks are typically used for people who will reward you whereas circles show the quest target. Character quests are – as the name implies – character specific tasks and will be shown in character colors.

### Services:



These four symbols stand for the most important service providers (from left to right): Merchant, blacksmith, runemaster and horse trader.



Inactive resurrection monoliths are shown as dark gray, while the last one you activated is brightly colored to distinguish it from the others and make it easy to see where you'll return if you die.

### Teleporter:



An active teleport portal is shown in blue. Step through it to cover great distances instantaneously.

### Dungeons:



Entrances to a jail, cave, tunnel or any other dungeon are marked by dark stone doors.

### Marker:



Ctrl + left click places a mark looking like a pin on the world map. For easier navigation a version of the pin can also be seen on the minimap.



## INGAME OVERVIEW

You can use keyboard shortcuts to access information screens about your character.

**1** By default **[I]** will bring up the character information screen. Here you will find information about your name, class and current level.

**2** Here you see your character's equipment and the money that's available.

**3** This shows you all the items your character is carrying around.

**4** Clicking on this button brings up the screen for your mounts and their equipment.



**14** This shows how combat arts are affected by armor and buffs.

**15** This turns items into gold without the need for a merchant, but this convenience comes at the cost of less gold per item than a merchant would pay.

**16** Here you will find the sum of all bonuses for character attributes.

**17** Clicking on this icon shows equipped special items. Special items belong to a set and are marked green.



By default **[S]** will bring up the combat arts screen.

This is an overview of the different combat arts. In this example you see a Seraphim and the names and symbols related to this class. However, the arrangement on the screen is the same for all character classes. Menus **8**, **9** and **10** show the three combat art aspect groups.

**11** Here you can create combos.

**12** This is where you switch between the screens for combat arts and their modifications.

**13** Drag a combo symbol to the free slot in the upper left corner of the combo area. This is where you combine combat arts into combos.

By default **[C]** will bring up the attribute and skills screen.

**5** This shows your attributes.

**6** shows the skills you have learned. A character can learn up to ten different skills.

**7** In the lower area you see information about the last opponent you killed.

### ★ Hint

Items, weapons and armor are distinguished by different colors. The color of the name or description varies according to its rarity. Normal items are white, magic items are blue, extremely rare items are yellow and set items are green. Magic, very rare and set items include special bonuses. A character who has equipped all the items belonging to a set gains an additional bonus.

## CHARACTERS AND DEVELOPMENT

*Characters and their development are at the heart of Sacred 2: Fallen Angel. Many different skills, character specific combat arts and attributes make sure that each character is unique.*

Apart from classic attributes such as dexterity and strength, each character features special abilities that can be developed. Seraphim for example can learn to use Celestial Magic. The following pages explain character development using several examples.

By default [C] will bring up the attribute and skills screen.

Here you see general attributes. They are raised automatically when you gain a level. Whether they are raised significantly or slightly depends on character class. When gaining a level you can also distribute points manually. To do so use the [+] sign in the lower right corner of the corresponding symbol.



### ★ Info

*The grayed out abilities in the right column can only be accessed after spending five points on the abilities on the left. Points count for the whole group (2 – 5), so it doesn't matter, if all five were spent on one ability or split between several. After spending five points all gray abilities in this group become available.*



*Attributes refer to the basic physical and mental abilities of the character.*



*These skills mainly improve the special combat arts of the active character.*



*Here you'll find the offensive skills of the active character.*

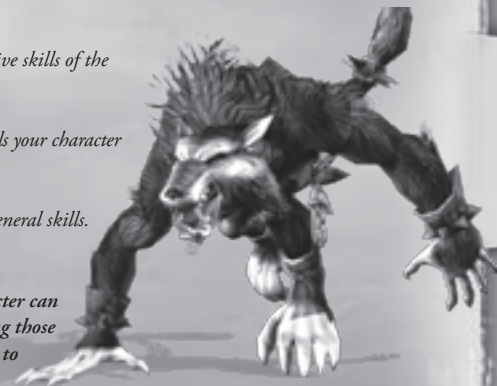


*These are the defensive skills your character can choose from.*



*This last group contains general skills.*

*Skills refer to everything your character can learn in Ancaria. All skills (including those under 2, 3, 4 and 5) vary according to character.*



*As an example the skills of a Shadow Warrior are displayed on the right. On the left you see the skills of a Temple Guardian. The differences are obvious.*





## SERAPHIM

*The female Seraphim warriors look like angels wearing winged armor and carrying specific weapons.*

*Their general appearance adds to this impression: They are of an unearthly beauty, have long flowing hair and eyes without pupils.*

*Appearances can be deceiving though. The Seraphim are dangerous opponents, skilled in the use of weapons as well as in that of technology and magic.*

### ★ Sabertooth

*The Seraphim may look like angels, but their mounts have nothing angelic about them. Their large fangs not only look dangerous, but are indeed deadly weapons.*



### ★ Too good to be true



The Seraphim is an ideal all-around character well suited for beginners and veterans alike. They can use most weapons and wear heavy armor. Their aspects Exalted Warrior, Celestial Magic and Revered Technology reflect a mix of offensive combat arts and solid protection spells. Efficient buffs

like Warding Energy complete the profile of a versatile, strong character class. The Seraphim fights for the light and can therefore only choose the Campaign of Light. She may also not choose a dark God.



#### EXALTED WARRIOR

In close combat the Seraphim doesn't seem quite as elegant, but strength does not matter here, only her perfect fighting technique counts.



Soul Hammer



Pelting Strikes



Assailing Somersault



Dashing Alacrity



Battle Stance (buff)



#### CELESTIAL MAGIC

Due to her mystic background she has the gift of holy magic that can turn her into a magic fighter.



Baneful Smite



Radiant Pillar



Instill Belief



Hallowed Restoration



Cleansing Brilliance (buff)



#### REVERED TECHNOLOGY

The Seraphim have a highly advanced technology at their disposal which grants them exceptional powers in battle.



Archangel's Wrath



Flaring Nova



Divine Protection



Warding Energy (buff)



BeeEffGee (Buff)



## HIGH ELF

*The aristocratic High Elf belongs to the ancient race that is partly responsible for the conflict that is unsettling Ancaria.*

*Long years of studying elemental magic has turned the High Elf into a master of sorcery.*

*She considers the control over T-Energy as a birthright and approaches members of other races with arrogance.*

## ★ Wind Serpent

*The Wind Serpent would seem almost cute, if it weren't for its glowing eyes.*

*The Wind Serpent's appearance is not as commanding as that of a Dragon, but its powers are no less terrible.*



## ★ Magic for magic's sake



Of all the character classes in *Sacred 2: Fallen Angel* the High Elf comes closest to being a "classic mage." She has three magic based aspects at her command: Arrant Pyromancer which is especially useful for learning fire spells.

Mystic Stormite, which grants her access to a number of ice-based spells, and Delphic Arcania which contains special protection spells such as a teleport spell and a banishing circle. The High Elf's constitution is relatively weak and therefore, she is easily wounded by melee attacks. In a fight she is dependant on the use of her combat arts, so playing her requires more strategic thinking than playing a melee class.



### ARRANT PYROMANCER

She completely controls the element of fire. This aspect is useful for playing her as an offensive mage.



Ancestral Fireball



Blazing Tempest



Incendiary Shower



Fire Demon (buff)



Incandescent Skin (buff)



### MYSTIC STORMITE

Here she specializes in ice magic, putting emphasis on her own protection while also weakening the opponent.



Frost Flare



Glacial Thorns



Raging Nimbus



Cascading Shroud



Crystal Skin (buff)



### DELPHIC ARCANIA

This is the school of classic magic, well suited to support one of the other aspects.



Cobalt Strike



Magic Coup



Shadow Step



Expulse Magic



Grand Invigoration (buff)



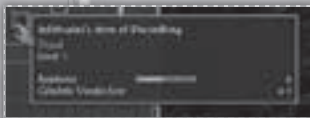


## DRYAD

*The Dryads are descendants of renegade Elves who withdrew to the western islands in ancient times.*

*Dryads live as one with nature and are masters of nature magic. They're also well-skilled with ranged weapons such as bows or blowguns.*

### What is a shrunk head?



*Some slain opponents drop a shrunk head that can be equipped by the Dryad (only one at a time). Shrunk heads can give several possible bonuses to armor and attack values, for example the shrunk head of an Orc grants the Dryad an attack bonus against Orcs.*

## ★ Monitor Lizard

*The Dryads respect nature and ever since the Great War they have hated T-Energy. It makes sense that their special mount is a Monitor Lizard because these giant lizards compliment the Dryad's preference for ranged weapons very well.*



## ★ Bow and Arrow



The High Elves work mainly with elemental magic, but their enemies, the Dryads, focus on nature. Capricious Hunter, Cabalistic Voodoo and Nature Weaver are the aspects used by the Dryad. She is also the ranged combat specialist among the character classes. She starts out with a blowgun and a better

than average dexterity value. No one can beat this character when it comes to bows and blowguns. At the same time her magic is relatively weak at the start of the game, which means the Dryad is mainly a character for advanced and veteran players.



### CAPRICIOUS HUNTER

This combat art aspect provides her with everything that is useful for ranged combat. Her combat arts are the best of all ranged fighters.



Ravaged Impact



Darting Assault



Forest Flight



Dust Devil



Sinister Predator  
(buff)



### CABALISTIC VOODOO

The Dryad's dark side. This magic drains the life from her enemies. She can also use their ghosts to fight for her.



Twisted Torment



Viperish Disease



Black Curse



Malicious Totem



Moribund Animus  
(buff)



### NATURE WEAVER

This aspect derives its power from nature and uses natural forces for battle.



Edaphic Lances



Tangled Vine



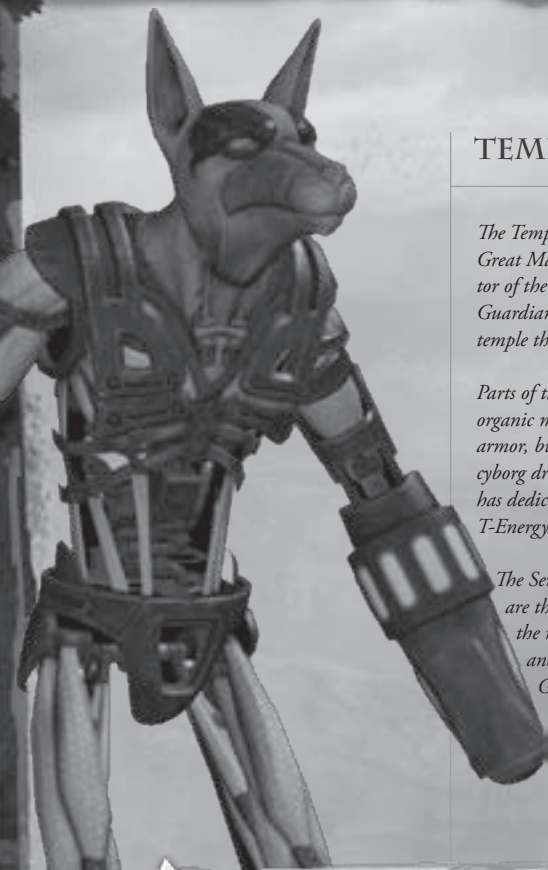
Goldenglade Touch



Acute Mind



Ancient Bark (buff)



## TEMPLE GUARDIAN

*The Temple Guardian is almost as old as the Great Machine and T-Energy itself. The creator of the Great Machine also created Temple Guardians to protect the machine and the temple that was built around it.*

*Parts of the Temple Guardian consist of organic matter which must be protected by armor, but he is mainly a kind of cyborg. A cyborg driven by T-Energy. A machine that has dedicated its "life" to the protection of T-Energy.*

*The Seraphim and the Temple Guardian are the two characters who use technology the most. Due to his unique abilities and his use of T-Energy, the Temple Guardian is an ideal character for multiplayer games.*

## ★ Mobiculum

*All characters except for the Temple Guardian have a "biological" special mount. He on the other hand uses a modern, T-Energy powered monowheel, a machine that is as imposing as it is dangerous. The Temple Guardian can use his combat arts even when sitting inside the Mobiculum.*



## ★ Man and Machine



The Temple Guardian is a special character who can access T-Energy directly. In contrast to the other characters one of his most important weapons – his weapons arm – is already built in, which means that his left arm changes with whatever combat art is used at the time. He is always able to fire a bolt of energy

from his left arm. When engaging in close combat he uses the arm to strike his enemies down. Due to his unique abilities he's an excellent support character in multiplayer games. In a campaign this character is better suited for experienced players.



### Battery

Throughout the course of the game the Temple Guardian might come across something called a battery. This piece of armor determines the kinds of shots that can be fired with the arm cannon.



### DEVOUT GUARDIAN

The Temple Guardian is very strong in close combat. His futuristic technology adds to his deadliness.



### LOST FUSION

The Temple Guardian uses a number of weapon arm attacks for ranged combat, thereby destroying opponents before they even get close.



### SOURCE WARDEN

The Temple Guardian was once part of the Great Machine and can still use T-Energy as a weapon. With it he can change the attributes of opponents and even those of his environment.



Dedicated Blow



Battle Extension



Deathly Spears



Combat Alert



T-Energy Shroud (buff)



Amplifying Discharge



Furious Emblazer



Jolting Touch



Archimedes Beam



Propelled Levitation



Primal Mutation



Fiery Ember



Icy Evanesence



Charged Grid



Untouchable Force (buff)



## SHADOW WARRIOR

*Shadow Warriors are soldiers who fought valiantly on the battlegrounds of Ancaria until their death. They were respected and feared by friends and enemies.*

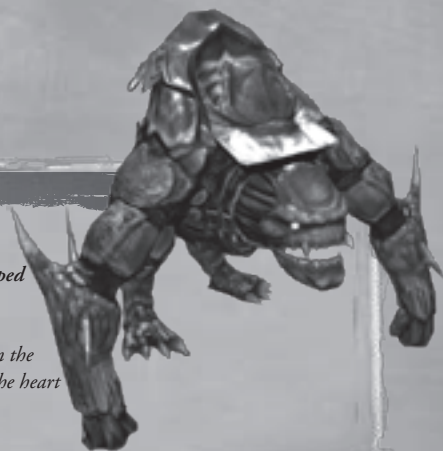
*High Elves or Inquisitors employed a very dangerous ritual to cheat this warrior out of his last reward and brought his body back into the world.*

*The Shadow Warrior can wear heavy armor and weapons, and he is the deadliest melee fighter in all of Ancaria. No one knows combat like he does.*

### ★ Hellhound

*The Hellhound is the perfect companion for a warrior trapped between life and death.*

*When this monster appears from the underworld it strikes fear into the heart of every opponent.*



### ★ Death Becomes Him



New to Ancaria? Then the Shadow Warrior should be your first choice. He is robust, hard to kill and a skilled fighter, which makes him the perfect character for beginners. He is able to use the largest swords, heaviest war axes and maces. His strikes and blows are deadly. He keeps calm when battle rages around him and always tries to get close, so his opponents can get a taste of his close combat skills. The undead part of the Shadow Warrior adds something very special to his classic fighting skills as it enables him to call forth his dead comrades for support.



#### DEATH WARRIOR

The fighting specialist. No subtle conjuring, just raw strength and violence.



Demonic Blow



Scything Sweep



Ruinous Onslaught



Rousing Command



Grim Resilience (buff)



#### MALEVOLENT CHAMPION

The Shadow Warrior is also capable of applying a more strategic and agile close combat style that relies less on sheer strength and armor and more on dexterity and tactics.



Frenzied Rampage



Belligerent Vault



Augmenting Guidon



Killing Spree



Reflective Emanation (buff)



#### ASTRAL LORD

The Shadow Warrior's link to the afterlife allows him to call forth his dead comrades in order to fight for him.



Spectral Hand



Skeletal Fortification



Rallied Souls



Shadow Veil



Nether Allegiance (buff)

## INQUISITOR

*The Inquisitor is the High Priest of the High Elves. He is as deadly as he is arrogant and he has only his own interests at heart.*

*The fate of the other inhabitants of Ancaria does not concern him. He is determined to see the High Elven clergy in absolute control of T-Energy.*

*The Inquisitor doesn't even respect the dead and he does not hesitate to call upon them to aid him.*

### ★ Shroud Spider

*The dark powers have provided a very special mount for the Inquisitor.*

*He rides on the back of a large dark spider while weaving his powerful spells.*

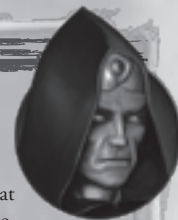


### ★ Death Follows Him



The Inquisitor is to the powers of Darkness what the Seraphim are to the powers of Light. The combat arts of his aspects Gruesome Inquisition, Astute Supremacy and Nefarious Netherworld, for example Callous Execution, speak for the mindset of the Inquisitor. Just like his counterpart - the

Seraphim - he is a versatile character, but specializing in the aspect Nefarious Netherworld requires an experienced player as the Inquisitor will not even stop short of utilizing the dead for his purposes.



#### GRUESOME INQUISITION

The Inquisitor is an excellent melee fighter. He is not defensive; instead, he prefers to attack relentlessly with no regard for his own protection. He knows very well that his best defense lies in preventing a second blow from his opponents.



*Callous Execution*



*Ruthless Mutilation*



*Mortifying Pillory*



*Frenetic Fervor*



*Purifying Chastisement (buff)*



#### ASTUTE SUPREMACY

His command of magic is so extensive that he can turn his opponents or their attacks into weapons.



*Levin Array*



*Raving Thrust*



*Clustering Maelstrom*



*Zealous Doppelganger*



*Reverse Polarity (buff)*



#### NEFARIOUS NETHERWORLD

The Inquisitor is also proficient at dark magic that drains the souls from his opponents and even turns the dead into tools.



*Dislodged Spirit*



*Inexorable Subjugation*



*Eruptive Deseccration*



*Paralyzing Dread*



*Soul Reaper (buff)*



## EVERYONE'S ALIKE? NOT HERE!

*Confused? Does the mix of character attributes, combat arts, combos and modifications seem too complicated? It's not, quite the opposite. Character development in Sacred 2: Fallen Angel is a simple process that lies at the heart of the game. Developing your character with this sophisticated system will render him or her truly unique.*



Here is how it works: At the beginning you choose one of six characters who will feature a certain predetermined set of abilities. Attributes such as strength, dexterity and intelligence will increase when you gain a level. The amount varies according to the character you are playing. Some characters are also restricted in their choice of weapons and armor.

Now it gets interesting: Your hero (or heroine) can learn ten skills throughout the course of the game. This is the first step toward creating a unique character. Later you can either focus on one aspect and upgrade certain combat arts until they reach their full potential, or you can try to learn as many arts as possible which of course means that your character will be a jack of all trades - but at the cost of high-end powers.

Equipment also plays an important part in developing your character. You can select the weapons you'd like to use, decide which armor to wear, which type of relic to collect, which items to forge and which combat arts to upgrade. The items you find in your travels will affect your choices and contribute to the uniqueness of your character.



### ★ Part One:

Choosing a Character, Campaign Type and Deity

*Note: Your choice of campaign type also determines your faction outside of the campaign game. In a multiplayer game only players of the same faction can create a team.*

### ★ Part Two:

Equipment

### ★ Part Three:

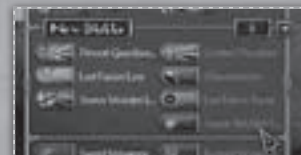
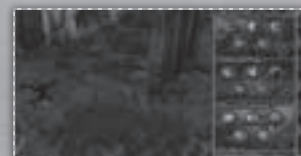
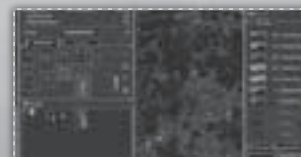
Strategic Use of Aspects

### ★ Part Four:

Upgrading Attributes / Choosing and Upgrading Skills

### ★ Part Five:

Customizing Combat Arts with Modifications



## RUNES AND COMBAT ART IMPROVEMENTS

Throughout the course of the game you will find runes that upgrade combat arts or unlock those not learned yet. Runes also add bonuses to items when they are forged in. You may either use a new rune when you find it or exchange it at a runemaster for another one.



Memorized or acquired combat arts are also influenced by external factors, for example gaining a level. You can tell how much you have developed a combat art here.

- 1 This is the symbol for the original combat art.
- 2 The bronze, silver and gold markers show how many modifications you have added to this combat art.
- 3 The current level of the combat art is displayed here.
- 4 The green bar indicates when the next modification of a combat art (from the corresponding aspect) will become available.

**Note:** Although you will be able to memorize multiple runes of the same combat art to increase its level, the maximum level of a combat art is limited by your character's level.

### ★ Runes



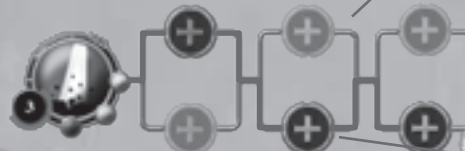
Runes that you find or obtain in exchange for other runes

from a runemaster are placed in your backpack inventory. Hold the cursor over them to learn about the runes and their effects. Memorize a combat art rune by right clicking it.



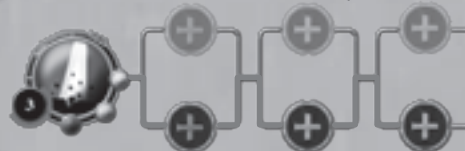
## UPGRADING COMBAT ART ASPECTS

### Example 1



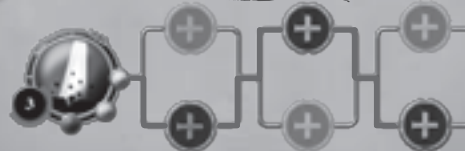
1 **Brightness:**  
Increases area of effect of the light effect.

### Example 2



2 **Conserve:** Increases duration of the light effect.

### Example 3



Developing combat arts individually is fairly simple. However, the results can be quite spectacular as characters are changed by their newly learned skills in a myriad of ways. When a skill that is pertinent to an aspect (e.g. Celestial Magic Lore and Celestial Magic Focus) is upgraded, modification points will be unlocked. These can be used to upgrade combat arts of this aspect. Depending on the chosen modification spells might change.

**Example:** Choosing 1 increases the area of effect for the spell, 2 increases its duration.



## MAGIC OF THE GODS

*At the beginning of the game you can choose a God to worship. It's important to notice that characters who come with an allegiance to either Light or Shadow cannot choose a God from the other faction as their patron God. Thus, a Seraphim cannot choose Ker whereas an Inquisitor won't be protected by Lumen. Life is easier for neutral characters such as the Dryad. They are able to choose their God freely and they are only limited by their chosen campaign which is always opposed by one of the six Gods.*

Once you have chosen a God, he or she will grant you a special protection spell that is incredibly powerful, but also has a very long regeneration time. You can shorten that time by praying to a statue of your God or visiting a temple.



LUMEN

The God of Light lets light beams shoot from the character. Opponents are petrified, damaged and might even burn.



KYBELE

Nature itself grants the character and all allies part of its life force. The character is instantly healed, and the effect of current afflictions is reduced.



FORENS

The power of philosophy makes the character deflect almost all attacks back to the attacker for a certain time.



TESTA

The God of Science fills the character with energy, making him shoot out T-Energy balls that heal allied units and damage opponents for a while.



KUAN

The God of War confuses all nearby opponents making them attack each other.



KER

The Goddess of Chaos calls upon a powerful, magically shackled demon who fights for the character. But the shackles won't hold forever...



## Trading Runes

For a fee, a runemaster will let you exchange runes that you don't need for others. You can give a runemaster up to four runes **1**.



The number of runes you have to offer influences the fee for the exchange. The more runes, the cheaper the exchange. Place the runes you wish to exchange here. **2** Select the rune you would like to receive by choosing the character **3**, aspect **4** and combat art **5** here.

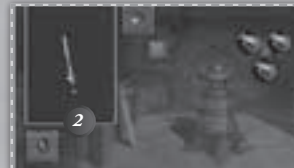


## Blacksmithing

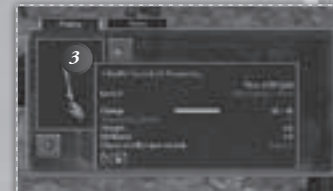
When you find an item that includes special slots – such as the sword in picture **1** – you can forge other items into it in order to add special attributes to the item, in this case the sword.



**2** Rings, amulets, runes, or blacksmithing abilities available from blacksmiths can be forged into items, but depend on the quality level of the available forge slots. Bronze slots are lowest, silver medium and gold highest. In this case we will forge a ring into the sword that will convert physical damage into fire



damage. Every weapon has an additional slot that can be used to forge in special items. **3** Now that the ring has been added, the sword assumes the ring's attributes. If there is more than one slot, different attributes can be combined. It is even possible to remove an item (ring or amulet), but all other items, including the one they were forged into, will then be lost.



## A FEW WORDS ON COLORS

*Color coding plays a major role in Sacred 2: Fallen Angel. Strength of opponents as well as item, weapon or armor specifications are all characterized by colored markings.*

**Here are the most important examples:**

The glowing circle around an opponent shows its strength in relation to your character.



- 1 Green indicates that the opponent is weaker than your character.
- 2 Yellow means the opponent is of equal strength.
- 3 A red circle indicates that the opponent is stronger. Gray circles denote much weaker opponents that will give you almost no experience.



You can recognize elite opponents by the golden letters in their hitpoint display.



- 4 The color codes in 5 are also used for opponents. Beneath the opponent's hitpoints you will find a small bar that shows different resistances.



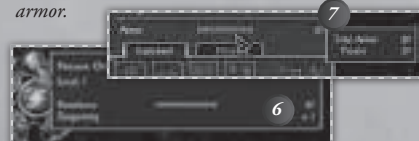
- 5 The categories are physical, magical, poison, fire and ice. They are used for damage that can be inflicted (which appears as a bar in the weapon attributes screen) or for the defense against such attacks (shown under armor).



*These values are influenced by relics (page 17).*

There are different kinds of relics in Ancaria: magic, fire, poison and ice. You may combine these relics to increase your character's resistances. For example, if you only use fire relics then your character will be well protected against fire-based attacks but will lack defense against ice-based attacks. You will even be able to create several combinations for use on different kinds of opponents. You can use these combinations without switching armor.

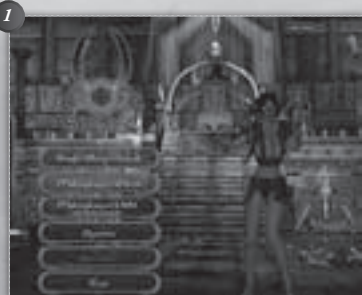
- 6 In this example we see a poison relic with an armor value of 20.
- 7 This number is also included in the total armor value of your character. How much physical damage your character takes is determined by normal armor.





## MULTIPLAYER

In *Sacred 2: Fallen Angel*, several options for multiplayer games are available.



### ★ Game Characteristics

We would like to point out that the game relates to the characters rather than accounts. For example, a LAN game starts with the option of choosing a character. In ClosedNet you can add several characters played by the same person to your buddy list, instead of adding the person's account name.

Additionally, it should be noted that when saving or loading a game, quest progress (including story) and the character itself are accessed, but not map notes, etc.

## LAN MULTIPLAYER

1 First, select a saved character or create a new one. An overview of the defined parameters is available on the right.

2 Here you will find a list with the names and characteristics of *Sacred 2: Fallen Angel* games accessible on your network.



3 Before entering the LAN lobby you have to select a character. Instructions on how to load or create a character are available under Single Player Mode.

## JOIN LAN GAME



### 4 LAN Lobby

- Server List / Server Name -> double click or click on server to join. Confirm choice in the lower area of the menu screen.
- On the right hand side is a list of all players on the server and the faction they are associated with (light smiley for good, dark for evil). Click on players for more information.
- Ad-hoc-gaming means starting a network game almost instantaneously. Please read "Ad-hoc-gaming" in this manual for more information.

## CREATE LAN GAME 5

Click on create game:



### Password

Set a password here. Other players may only join if they know this password.

### Game Type

Select your game mode.

### Number of players

Select maximum number of players for this game.

### Load

Select "Campaign" to load a previously played game and continue the campaign.

### Create

Creates and starts the multiplayer game with your chosen options.

## AD-HOC GAMING

Would you like to connect quickly to others in order to play a LAN game and do you have a WLAN card available in your PC/laptop? In that case *Sacred 2: Fallen Angel* offers a very comfortable and simple way to play a multiplayer game "on the fly"!

### This is how it works:

Start a LAN game from the start menu (Wi-Fi Ad-hoc Gaming). The ad hoc connection can be activated and deactivated both in the lobby or later in the game. Decide whether you would like to create or join a game. If you would like to join a game and someone else in the vicinity has already created a LAN session with ad hoc gaming you can start playing immediately.

### Security Warning!

*Sacred 2: Fallen Angel* will create a shared network for the game. Therefore, the laptop and its shared resources will be detectable by other players and third parties. If permissions for shared data and/or internet connectivity have not been explicitly restricted, third parties may use their knowledge and hack into the laptop or use the available internet connection.

Please do not use the Wi-Fi ad hoc mode if you cannot rule out unauthorized access. If you use Wi-Fi ad hoc mode you do so at your own risk! If the game is unexpectedly terminated, the Wi-Fi ad hoc connection (and the corresponding security warning) will remain active until you close the Wi-Fi ad hoc connection properly after entering another game.

## INTERNET MULTIPLAYER

In order to play an internet game you must register with a server or be registered with one.

In this menu you can sign in or create a multiplayer account for the lobby server. Create account:

Click on "New Account" -> create new account



### New Account

6 Create a new account.

### User / Account Name

Choose an account name. This name will not appear in the lobby or ingame, only character names will be seen there. The account name may not be used as a character name as it must be unique.

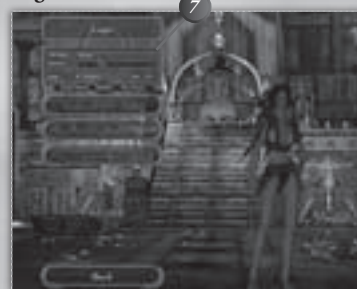
### Password

The password for your account.

### Activation Key

Enter your Activation Key. Please remember that two or more players cannot use the same Activation Key for internet games simultaneously. The Activation Key can be found on the back of this manual.

### Log In



In order to play a ClosedNet, OpenNet, or single player game on the internet, please enter your account name and password under 7, then click on the game type of your choice to connect to the lobby on the corresponding lobby server. Please note:

**You must enter your account name and password before clicking on ClosedNet, OpenNet, or single player. This button confirms your choice and will proceed with your login.**

For further information, please read "What to Remember" (page 48). After choosing OpenNet or ClosedNet, you will either be taken to a character selection screen or asked to create a new character:

8 Start by creating a nickname:



### OpenNet (page 49)

Lobby commands for OpenNet are almost identical to those for ClosedNet, so please refer to the next paragraph.

### ClosedNet 9 (page 49)



Lobbies are almost the same for all game types. Differences regarding ClosedNet games include:



On the right hand side are three tabs that serve as a context menu.

• **The three player lists:**

1. **General:**

When this tab is activated all player actions will be displayed in the list. Clicking on the server shows a list of all players on that server. Clicking on a chatroom equally reveals who is currently using it.

2. **Friends:**

The general buddy list. All players added as friends are displayed here. The context menu can be activated by right clicking on it.

3. **Ignore:**

Shows all players on the ignore list. Right clicking opens the context menu.

• **Chat Window**

(also for private messages). Official chatrooms are displayed in the upper area of the channel and private ones in the lower area.

• **Password**

You need the correct password to join this game.

## GAME MODES - NOTE-WORTHY FACTS

### Level of Difficulty

Here you enter the level of difficulty and the maximum character level.

### Hardcore vs Default

You may play *Sacred 2: Fallen Angel* in hardcore mode, meaning that the game ends when your character dies. In default

mode your character is resurrected after dying and the game continues.

### Campaign (PvE only)

Up to five players may team up to play the campaign. PvE means "Player versus Environment".

#### Important Notice:

*Campaign progress is saved separately for different difficulty settings and for each character. Players wishing to team up should make sure that their campaign progress is the same. If a character has played the campaign further than the current game has progressed, his campaign progress will not be noted until the game is on par with him. If a character's campaign progress is less than the game's, his progress in this game will not be saved at all. Therefore the player with the lowest story progress should create the server.*

*When a player joins an existing game, already active quests will not be displayed for this player.*

*Light/Shadow: There can only be one. This means you can't join a Shadow campaign while playing a Light campaign and vice versa. Only characters belonging to the appropriate faction can play the corresponding campaign.*

*If a player joins a game started in single player mode, his or her campaign progress will not be saved.*

### Free Game (PvE and PvP)

In this game mode up to 16 players will be able to explore the world of *Sacred 2: Fallen Angel* together. They will not play the main story; instead the starting point will always be a special multiplayer island.

### Player vs Player (PvP)

In this free game type players can attack each other.

### Closed (ClosedNet)\*

Secure, permanent ASCARON servers with other players

### Open (OpenNet)\*

*Player created servers for private or public games. Please note: As these games and characters are exclusively saved on the players' PCs there is a chance of misuse, manipulation and cheating. Therefore, it is preferable that you frequent the ClosedNet servers.*

### Single Player\*

This is a special new game type in *Sacred 2: Fallen Angel*. It allows players in a single player internet game to invite other characters. Story progress is only saved for the player who initiated the game.

*\* These modes cannot be chosen when creating a server.*

## INGAME FEATURES

### General

- You can chat, access the party menu, play alongside or against other players.
- The (default) "N" key opens menu and chat window simultaneously.

### Save

The character will be saved automatically and periodically throughout the game. It will also be saved when you exit the game or if you experience an unexpected disconnection from the game.

### Chat

- Pressing the "Enter" key opens the message bar and the chat log. Press "Enter" again to send your message.

### Party Menu

You can open the party menu separately by moving the mouse to the left side of the screen and clicking on the now visible, upper tab. Right clicking on a player on the server opens the context menu allowing you to invite the player to join your party, among other things. **Stay Together!** In the vastness of Ancaria players of a party might well lose sight of each other. In this case they can use the party teleport to travel directly to another player. Just CTRL + left click on the character portrait in the upper left hand corner (right next to your own portrait). This works on the entire map.



### Multiplayer Trade

In order to trade with another player CTRL + left click on the character you wish to trade with. This will bring up the inventory and the trade window.

The trade symbol now appears over the character who initiated the trade. The other player has to CTRL + left click on the initiating player in order to confirm their willingness to trade. Simply drag the items you wish to trade from your inventory into the trade window and press "suggest trade". Your trading partner can now either accept, decline, or make a counter offer.

### Multiplayer Drop

Items from a slain opponent are reserved for the person who landed the killing blow. Gold and experience are automatically split between party members, but items drop specifically for one party member. As is the case in single player mode, there is still a chance for a drop the character cannot use. In any case, the drop will be reserved for this party member for a certain amount of time.



### Multiplayer Quests

The rewards for quests accepted while in a party are given to the party, no matter who actually finished the quest.

### Opponents' Strength Adjustments

A party consists of a maximum of five characters. Their opponents' strength will be adjusted automatically depending on the number of players in any given game. The maximum number of players taken into consideration for the adjustment is five which means that opponents will be equally strong whether there are six, eight or more players in the game. This maximum value is based on the assumptions that having a party consisting of more than five players would be detrimental to a good gaming experience and adjusting to higher numbers would render the game unplayable for those wishing to play alone or in a small party.

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95% Cotton, 5% Elastane

High Elf  
T-Shirt - € 18.99  
100% Cotton



## GAME CONTROLS

Functions	Keys
Open main menu/close all screens	Esc
Combat Art Slot 1	1
Combat Art Slot 2	2
Combat Art Slot 3	3
Combat Art Slot 4	4
Buff 1	5
Buff 2	6
Buff 3	7
Trigger God Spell	G
Call Mount	0
Weapon Slot 1	F1
Weapon Slot 2	F2
Weapon Slot 3	F3
Weapon Slot 4	F4
Orb Page 1	F5
Orb Page 2	F6
Orb Page 3	F7
Orb Page 4	F8
Collect All	A
Healing Potion	Space
Potion Slot 1	Q
Potion Slot 2	W
Potion Slot 3	E
Potion Slot 4	R
Potion Slot 5	T
Potion Slot 6	Y
Inventory	I

## GAME CONTROLS

Functions	Keys
Combat Arts/Combos	S
Skills/Attributes	C
Questlog	L
Worldmap	M
Increase size of minimap	TAB
Show objects / Additional Info	Alt
Network Window	N
Confirm/Open Chat	Enter
Zoom Out	Num Block [-]
Zoom In	Num Block [+]
Walk Forward	Arrow Up
Turn Around	Arrow Down
Turn Camera Left	Arrow Left
Turn Camera Right	Arrow Right
True North	Y
Screenshot*	Print Screen
Chat Whisper	Delete
Chat Start	Home
Chat End	End
Scroll Up Chat	Page Up
Scroll Down Chat	Page Down



### Hint

You can change the default keys for all actions in the Options Menu.

\*Sacred 2: Fallen Angel offers an integrated screenshot function. You can take a picture of the screen with "Print Screen". The image will be automatically saved in the folder "My Pictures\Ascaron Entertainment\Sacred 2\". You can reconfigure this key in the Options Menu.

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**PROVERBA**  
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...und unseren Partnern und Familien für ihre Geduld und allen Betatester für ihre Mühen

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## README AND FORUM

You can find important technical information and recent changes in the readme file. This file can be found in the autostart menu, the Windows start menu, or in the directory where you installed the game (By default C:\Programme\Ascaron Entertainment\Sacred 2 - Fallen Angel\). Please be sure to read this file as it contains vital information!

In our forum you can exchange information with other Sacred2: Fallen Angel fans and discuss game issues. You can find the forum by visiting <http://www.sacred2.com>

## SUPPORT AND WARRANTY

We have put this product through rigorous tests and you shouldn't experience any problems. However, it's impossible to test every configuration and should you experience any problems regarding this product, please go to <http://www.kochmedia.com> support section.

Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified.

*If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:*

### Technical Support Hotline

0906 732 9005 (Calls are charged at 1.00 GBP per minute)

**Available:** Mon - Fri 11am - 7pm.

Weekends and Public Holidays 11am - 5pm

### Technical Support Helpdesk

**email:** [support@kochmedia.co.uk](mailto:support@kochmedia.co.uk)

### Tips & Tricks hotline

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**Available:** Mon - Sun 9am - 12pm

### Useful Hints

<http://forum.sacred-game.com>

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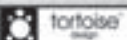
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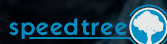
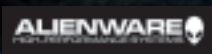
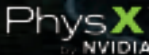
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# Activation Key



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