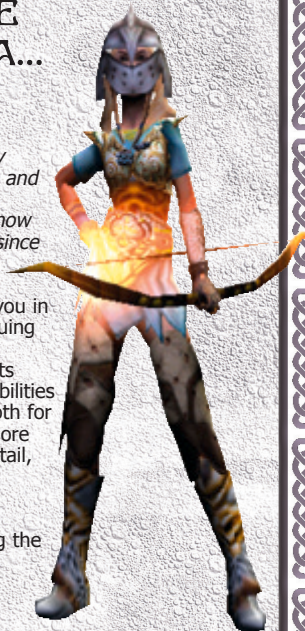


# WELCOME TO THE WORLD OF ANCARIA...

**E**verything looks so real. I am surrounded by many living things. Every day I find myself in new and strange places, confronting weird and wonderful creatures. There is much that puzzles me, but I know what I must do. Is it just a game, or have I long since lost myself in another world?

Exciting adventures and gripping mysteries await you in the vast and varied world of **Sacred**. Full of intriguing figures, menacing foes and hidden treasures, this fascinating game world will soon have you under its spell. The enormous variety of game-playing possibilities and details ensure that there is plenty to enjoy, both for fans of action-based role-playing games and for more traditional role-play enthusiasts, who value rich detail, individual and unique characters and a deeply atmospheric game world.

The **Sacred** team hopes you will enjoy discovering the world of **Ancaria**.



## Epilepsy Warning

Certain individuals may experience epileptic seizures when exposed to particular light patterns or flashing lights. In rare cases, television broadcasts or computer games can trigger epileptic episodes. This can also occur even if the person affected has never before shown symptoms of epilepsy. If you or anyone in your family suffers from epilepsy, you should consult a doctor before starting to play this game. If, while playing the game, you experience drowsiness, dizziness, hallucinations, disorientation, twitching of the eyes or muscles, involuntary movements or convulsions, immediately discontinue play and consult a doctor.



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With an iron fist and bitter ruthlessness, the powerful Prince Shaddar - a descendant of the hated Morgast I, who once drowned the land in the blood of countless innocent victims - ruled in his ancestor's place. His Dark Elf name Ilim'Shaddar, "Wanderer in the Realm of Shadows" is both an heirloom and a prophecy, for he has long since sold his soul to the powers of darkness. Shaddar's own sister is said to have been violated and murdered in dark rituals.

But Shaddar's lust for power over life and death has led to his own damnation. Instead of suffering death in the flames as the magician community of Mystdale Castle demanded, Shaddar was banished into the deserts of the South. That in itself would be a death sentence for any normal mortal.

During the next few centuries, nothing was heard of the ruthless mage. But to this day, even the Orcs, Goblins and Ogres do not dare to speak aloud the name of the Wanderer in the Realm of Shadows. It is said that at the edge of the rocky plains it is possible from a distance to see Shaddar-Nur, the tower of darkness. And so the many races of Ancaria quietly tell stories around their campfires of the nightmarish ruler from those gruesome days. And many a troublesome child has been frightened into obedience by tales of the cruel Shaddar who comes in the night and takes away those who misbehave.

Indeed, the mysterious black magician is still very much alive. For Shaddar has conjured up a Sakkara Demon. These Demons are masters of the damned souls of Hell, the Undead - and the offspring of that devilish brood that was driven from Ancaria by the Seraphim in the old times during the Wars of the Gods. But the conjuring has gone horribly wrong and the powerful Demon has turned against the one who called him forth. For the first time since the Seraphim warriors banished the hellish brood, a demon is again stalking Ancaria. The horrific Sakkara cult, which is banned in all civilized regions of Ancaria, seems to be active once again...

Already, bandits and mercenaries are pushing their way towards Ancaria, accompanied by slavecatchers of the Sakkara cult. King Aarnum's kingdom is increasingly under threat and seems to teeter on the brink of collapse: Goblins, slaves of the much feared Orcs from Khorad-Nur, are already attacking from the desert regions. Prince Valor, the wise old ruler's heroic son, asks the King's Field Marshal Baron DeMordrey for assistance. But DeMordrey, a brilliant strategist and cold-hearted seeker of power, has long been devising plans of his own...

As the hero of Sacred, you are at the very center of this epic story of power, murder, political intrigue and demonic magic. Only your proficiency with the blade and your numerous skills can save the blossoming Ancarian civilization from certain doom. Six fascinating characters are waiting for you to guide them through this truly great adventure.

You can also find the latest news about Sacred on the official website:  
[www.sacred-game.com](http://www.sacred-game.com)



## INSTALLATION

To install Sacred Gold place the Sacred Gold DVD in your DVD drive.

If the Autorun option is activated, the install program will run automatically. If this does not occur automatically, run the setup.exe application located on the Sacred Gold DVD.

Then simply follow the instructions on the screen.

The file readme.html in the game's installation folder contains important technical information.

You can also find the latest news about Sacred on the official website:  
[www.sacred-game.com](http://www.sacred-game.com).

### Minimum System Requirements

Pentium III 800 MHz  
256MB RAM  
4x DVD drive  
DirectX8 compatible 16MB video card  
DirectX compatible sound card  
DirectX9 (included on the **Sacred Gold** DVD)  
Windows® 98 SE/ME  
Hard drive with at least 3.4GB available\*

### Recommended

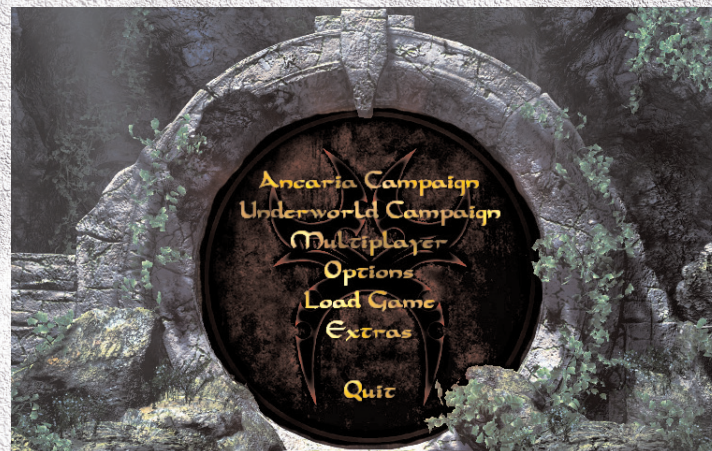
Pentium IV 1.6GHz or higher  
512MB RAM or higher  
8x DVD drive or faster  
DirectX9 compatible 64MB video card or higher  
DirectX9 compatible sound card with 3D support  
Network card  
Windows® 2000/XP  
DirectX9 (included on the **Sacred Gold** DVD)  
Hard drive with at least 3.7GB available\*

\* The installation size is approximately 2.8GB.  
There should be at least 600MB (preferably over 900MB) available for the swap file.

### Please note:

We cannot guarantee that **Sacred Gold** will run on all laptops and notebooks. There are so many models on the market that it simply is not possible to test all of them for compatibility. In addition, chip sets and video cards may differ significantly from the desktop standard. If your laptop/notebook meets the system requirements, **Sacred Gold** will probably run on it. However, we cannot guarantee that it will, due to differences in system architecture.

## MENUS



### MAIN MENU

|                     |   |
|---------------------|---|
| Ancaria Campaign    | Starts a new game with a new hero. Takes you to the <b>New Campaign</b> menu.   |
| Underworld Campaign | Takes you to the <b>Underworld Campaign</b> menu. Please note that you can only enter the <b>Underworld</b> if your character has reached at least level 25. Simply import your experienced character or make use of one of the provided heroes (Dwarf or Daemon) to jump right into the <b>Underworld Campaign</b> . |
| Multiplayer         | Starts a <b>Multiplayer</b> game. Please see the various <b>Multiplayer</b> game options within the <b>Multiplayer</b> chapter of this manual.  |
| Options             | Opens the <b>Options</b> menu. This is where you can edit settings such as graphic details and various game options. For further information, please read the corresponding <b>Options</b> chapter.   |
| Load Game           | Opens the <b>Saved Games</b> menu. For further information, please read the corresponding sections of the <b>Sacred</b> manual.   |
| Extras              | Allows you to start the intro movie sequence again or see the development team credits for <b>Sacred Gold</b> .   |



## ANCARIA CAMPAIGN

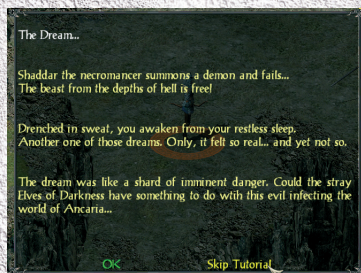
To begin playing Sacred from the beginning, open the Main Menu and select the Ancaria Campaign option to access the character selection screen. From here you can choose one of the eight character classes with which to play Sacred Gold.

Click on the character you wish to use for your adventures in the world of Ancaria. In the text box, you can then give your hero a new name.

If you have previously exported a hero, you can import that character here. The character's values and equipment will be imported as well. When starting with an imported character, opponents will be at a significantly higher level.

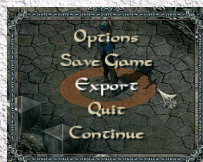


Once you have decided on a character, you will need to choose the level of difficulty. At the start of the game, only the Bronze (very easy) and Silver (easy) levels are available to you. If you finish the game at the Silver level, you can access additional difficulty levels which are far more demanding. As the level of difficulty increases, opponents become harder to defeat and the effect of healing potions is reduced.



Your adventure starts here. Useful tool tips will explain the particulars and finer points of the controls as well as other game elements. Click "Skip Tutorial" to prevent further tool tips being displayed.

## UNDERWORLD CAMPAIGN



To play the **Underworld Campaign**, your game character needs to be at least level 25. To export an existing character simply access the in-game menu [ESC] and click on "Export."

**Note:** For the Dwarf and Daemon, a prepared and equipped character is already supplied in the directory of exported characters.



Simply select a free slot in which to export the character. If no more slots are available, the existing character in the selected slot will be deleted if you choose to export a new character.

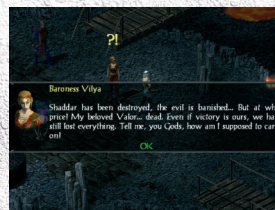
Return to the Main Menu and click on the "Underworld Campaign" option.



This will take you back to the Export screen containing all the characters you have exported from Sacred. Select the hero you wish to use in Underworld and then choose a level of difficulty.

The game will now begin.

**Note:** Exported characters retain their values, character levels, set items and other inventory items.



Talk to Baroness Vilya. After a short sequence, you will have to follow the creature that has abducted the baroness by going through the gate on the altar.



Welcome to Underworld! New enemies, mysterious environments, new friends and unknown treasures are waiting for you - enjoy!

## LOAD GAME (SAVED GAMES)

Clicking on a previously saved game activates the "Load" and "Delete" buttons for loading the saved game or permanently deleting it from the hard disk.



## MULTIPLAYER

Firstly, decide whether you wish to start a LAN or Internet game.

## MULTIPLAYER ON LAN

To play a game using a local area network, click on "LAN" in the "Multiplayer" tab of the Main Menu.

Next, choose your hero (character). You may select a character you have previously exported or begin with a new hero.



|                  |   |
|------------------|---|
| New Character    | Click on the "New Character" button to start the game with a new hero.  |
| Import Character | Click on a previously exported character to start a multiplayer game with this hero.                                  |
| Logout           | Using the "Logout" button, you can return to the Main Menu.   |
| Continue         | After you have selected your character, click on the button at the lower right corner of the screen to select a game. |




## SELECT LAN GAME

The names and properties of the Sacred multiplayer games found on your network are displayed here. You can also set up your own LAN game. Click on "Join" to join a LAN game that is already running.

## GAME PROPERTIES




Multiplayer games have different properties. Along with the name of the game, the game parameters are displayed using the following symbols:

## GAMEPLAY

|   |  |
|---|--|
|    | Up to four players can participate in the extensive campaign in cooperative mode. The game world can be saved and the joint adventure can be continued later. The story begins at the command post in Bellevue.                        |
|   | Up to 16 players can explore the world of Sacred. The main plot is not played out; instead, the game starts on a special island. In a tower on this island an entrance leads to a dungeon that offers portals to the whole of Ancaria. |
|  | This is the same as Hack 'n' Slash, but offers opportunities for fierce battles between players or teams of players.   |

**Hack 'n' Slash & PvP:** In "PvP" mode, players may attack each other. In the secure zones, attacks on other players are not possible. It is also not possible for the members of a party to injure each other.

## SECURITY

|          |   |   |
|----------|---|---|
| Locked   |  | This game is locked. Joining is not possible.                 |
| Open     |  | This game is open and joining is possible.                    |
| Password |  | Joining this game is only possible with the correct password. |

## ERROR

If you receive an error while connecting to the server, it is likely that your game version is not the same as the current server version. In this case, joining the game is not possible.

For the latest information and updates please visit [www.sacred-game.com](http://www.sacred-game.com) or [www.ascaron.com](http://www.ascaron.com)

## SETTING UP A LAN GAME



|                   |  |
|-------------------|--|
| Game              | Enter a name for your multiplayer game.  |
| Password          | If you wish, you can enter a password here. Other players can only join the game if they enter the correct password.   |
| Game type         | Enter the type of game you wish to play.   |
| Number of players | Set the maximum number of players for this game. Using a LAN, up to 4 players may participate in Cooperative campaign mode and up to 16 players in Hack'n'Slash and PvP modes. |
| Difficulty level  | Select the desired difficulty level. If you have not played your way through Sacred before, only the "Bronze" and "Silver" difficulty levels are available.                    |
| Load              | If you have selected the "Cooperative" mode for a LAN game, you can load a previously saved game and continue the campaign in this world.                                      |
| Back              | Brings you back to the previous menu.  |
| Set up            | Sets up and starts a Multiplayer game with these settings.   |



## MULTIPLAYER GAMES ON THE INTERNET

In order to play a game on the Internet, you need to be registered with the server and logged on to the server.

There are 2 types of Internet game; "Closed" and "Open". "Closed" is a series of dedicated secure servers, with character data being saved directly onto the secure database, whilst "Open" servers are those run by other users, and character data from "Open" games is stored locally on that particular user's hard drive.

## LOGIN / REGISTRATION

**IMPORTANT:** The details of your user account cannot be changed once it has been set up! Additional information is available at:

**www.sacred-game.com**

Please store a copy of your user account information in a safe place.

|              |  |
|--------------|--|
| User account | If you have already set up a user account, enter your account name here.   |
| Password     | The password for your (previously set up) account.   |
| Enter CD key | Enter the CD key. Only one player may play on the Internet at any given time using a certain CD key. The CD key can be found on the back of this manual. |

|             |  |
|-------------|--|
| New Account | Use this button to create a new account.   |
| Login       | After entering the appropriate data in the required boxes, you can start the online game by clicking on "Login." |
| Back        | Brings you back to the Main Menu.  |

## NEW ACCOUNT

Click on "New Account" and follow these instructions to create a multiplayer account.

1. Select a username - once created, this cannot be changed.
2. Enter a password - repeat this in the second box to verify the password.
3. Enter a valid email address
4. Enter the Sacred CD key (located on the back of this manual)
5. Enter the Sacred Underworld CD Key (located on the back of this manual)
6. Click on Create Account
7. Confirm the username and password.
8. Wait for confirmation: Your account has been created.
9. You can now play online!

## CHARACTER SELECTION

After you are signed in (registered), you can choose your character. You may import a previously exported character or choose a new hero. Clicking on the "Lobby" button will take you into the lobby.

## LOBBY

By using the chat rooms in the lobby, you can talk to other players and join active online games.

## ACCESSING GAMES FROM THE LOBBY

Click on a game name within the chat room and then click "Join".

To set up a new game, select a chat room and create a new game with the game properties of your choice (see earlier section of the Multiplayer chapter). Select a chat room in the lobby by clicking on it, then click on the "Join" button.

|                |   |
|----------------|---|
| Active Players | This list shows the players active in this chat room. |
| Chat Window    | The chat messages are displayed at the bottom left.   |

Help on using the **Sacred** chat is available by entering the command "?/" (without quotation marks) in the command line at the bottom left of the screen.

**Note:** Some chat rooms are not accessible to everyone. There are rooms with minimum or maximum levels, there are chat-only rooms, and there are private or otherwise restricted rooms, where it is not always possible to set up new games.

**Note:** The list of chat rooms may be rather extensive. You can find the scroll bar on the right-hand side of the chat room list.

**Note:** The numbers next to the name of the chat room pertain to the number of waiting players and the number of games in this room. For example, "(3/4)" means that there are three players in this room who have not yet joined a game, and that four multiplayer games are currently in progress in this room.

## NOTES ON THE MULTIPLAYER GAME

|      |  |
|------|--|
| Chat | Press the ENTER key to activate the chat mode. You can now send messages to the other players. |
| Menu | Use the "N" key to open the Network/Party Game menu.   |

Additional information on multiplayer commands is available in the Readme file in the **Sacred** installation folder.

## PARTIES

Up to eight players can form a party. Each character can belong to only one party. For each party member, a portrait appears at the top left, showing the party member's current state of health. Another number on each portrait shows the respective character level.







It is not possible to attack or harm members of your own party, whether intentionally or accidentally (by "friendly fire"). The experience points gained in fights are distributed equally among the party members. For this, it is important though that the party members are not too far apart from each other.



Party members are highlighted on the map. As soon as a party member moves away, their name is shown on the screen. The color in which the name is displayed indicates the distance from your own character. The deeper red the color, the further away that character is. Party members that are quite far away from the action do not receive their full share or may not even receive any part of the distributed experience points. The name shows in which direction the party member has moved. If you left-click on one of these names while pressing the CTRL key, you will teleport yourself directly to that character's location!

### SYMBOLS IN THE MULTIPLAYER GAME

Press the "N" key to open an overview of the current multiplayer game.

|   |   |
|---|---|
|  | Issue an invitation   |
|  | Invite this player to join your party   |
|  | You are invited to join this party  |
|  | Leave a party   |
|  | Private chat message (for this player only)   |
|  | Ignore player (if the eye is crossed out, you will not see any chat messages from this player). |

### SAVE CHARACTER

If you wish to save your character, use the "Export" function in the Game menu (ESC key). You can also import exported characters in order to begin a new game with an experienced hero.

### SAVE CAMPAIGN

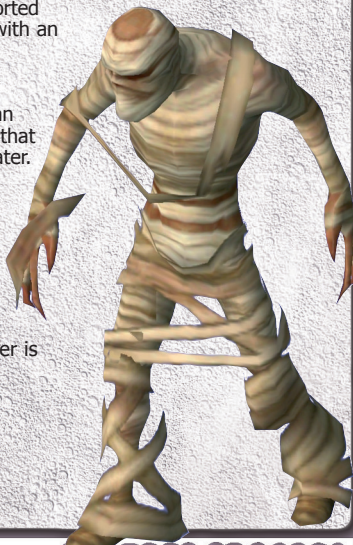
If you play a multiplayer campaign, you can save the game world on the hard disk, so that you can continue your shared adventure later.

### AUTOMATIC COLLECTING

In Multiplayer mode, the "Auto-Collecting" option is not available in order to facilitate fair distribution of items among group members.

### THE SACRED SERVER

Additional information on the **Sacred** server is available in the Readme file in the **Sacred** installation folder.



## OPTIONS

### GRAPHICS OPTIONS

|                     |   |
|---------------------|---|
| Graphics Resolution | Allows you to match the graphical display of the game to your PC's capabilities.  |
| Low                 | For older PCs (e.g., PIII 800 or similar)   |
| Medium              | For somewhat faster PCs that do not have the capability to display all the graphics details of Sacred.  |
| High                | This setting is intended for PCs with a CPU speed of significantly higher than 1600MHz, a lot of storage space and a modern video card.                                     |
| Map transparency    | If the slider is moved to the left, the minimap (Tab key) hides the landscape. Move the slider to the right and the background becomes visible through the transparent map. |

### COLLECTING OBJECTS

|                        |   |
|------------------------|---|
| Atmospheric animations | Your hero will perform certain animated movements in the game quite often, for instance when collecting gold or objects. With this option, you can reduce the display of the most frequently used animations. |
| Collect                | With these settings, you can specify whether you wish to collect all items when collecting automatically ("A" key) (and sort them manually) or whether the hero should leave certain items where they are.    |
| Everything             | The hero picks up all the dropped items.  |
| Gold / Unique Items    | The hero picks up only gold and unique items. These include quest objects, Combat Art Runes, and unique weapons and armor.  |
| Gold                   | The hero picks up only gold coins and Combat Art Runes.   |

### INTERNET OPTIONS

|                 |   |
|-----------------|---|
| Data Throughput | Use this to indicate the speed of your Internet connection. This setting is significant only for the Online Multiplayer mode. |
|-----------------|---|

### GAMEPLAY

|                      |  |
|----------------------|--|
| Auto-Save            | At important points, the game is automatically saved.  |
| Explore Overview Map | A minimap shows only the area that is already known. This is useful when Map Transparency is switched off. |
| Violence             | Use this to toggle the display of violence in Sacred on or off.  |



## SOUND LEVEL

|         |  |
|---------|--|
| Effects | Use this to set the volume of the effects.         |
| Speech  | Use this to set the volume of the spoken dialogue. |
| Music   | Use this to set the volume of the music.           |

## SOUND PARAMETERS

|               |  |
|---------------|--|
| Sound         | Dactivate this option to turn the sound off.   |
| Sound Quality | These settings (Low, Medium or High) influence the quality of audio output in the game, as well as the performance on older PCs. |

## CONTROLS

## MOUSE CONTROLS

## LEFT MOUSE BUTTON:

|  |   |
|--|---|
| On the ground                                  | Move  |
| On an opponent                                 | Attack  |
| On a container or a door                       | Open  |
| On an object                                   | Pick up (quest relevant items appear in log book) |
| On a person                                    | Address individual                                |
| On stairs or an object                         | Use   |
| Shift+left click on an object in the inventory | Discard   |
| CTRL+left click                                | Stop and attack                                   |
| Shift+left click (on ground)                   | Walk (rather than run)                            |
| Shift+left click (on horse)                    | Dismount  |
| Shift+left click (on selected object)          | Drop object                                       |

## HOLD LEFT MOUSE BUTTON:

|                        |                                       |
|------------------------|---------------------------------------|
| Click+hold on ground   | Hero moves in direction of cursor     |
| Click+hold on opponent | Hero will attack target (if in range) |

## RIGHT MOUSE BUTTON:

|                    |  |
|--------------------|--|
| On ground/opponent | Execute combat art/spell/combo           |
| In inventory       | Equip or use object                      |
| + CTRL             | Attack or execute combat art/spell/combo |

## WITH TRADER:

|                                    |                           |
|------------------------------------|---------------------------|
| Left click on object               | Pick up                   |
| Place object in trader inventory   | Sell                      |
| Shift+left click on object         | Sell without confirmation |
| Right click on item held by trader | Buy without confirmation  |

## MULTIPLAYER:

|                                |   |
|--------------------------------|---|
| CTRL+left click on player name | Teleport to fellow player (party members are displayed on the edge of the screen). The text color shows their distance: from green (close) to red (far away). |
|--------------------------------|---|

## SYMBOLS

As you make your way through the dangerous world of **Ancaria**, you will see many different symbols while moving, fighting or pursuing a quest. Here is an explanation of these symbols.

## MOUSE CURSOR AND SYMBOLS



Click on open ground and the hero will run to the selected spot.



If you point to an opponent, the Fight symbol appears. Left-click to launch an attack using the currently activated weapon. If an attack symbol glows, this means that the currently selected Combat Art or spell can be used by right-clicking on the opponent.



In the case of usable objects (doors, boxes, etc.) or items that can be picked up, the cursor is transformed into a hand symbol.



If you point at neutral people, a Speech symbol appears. Left-click to initiate a conversation.



If this symbol is displayed for a neutral person, that NPC has a task for you. Left-click on that person to obtain information about the task, which may be accepted or declined.



If you see the exclamation mark, you have completed the task given to you by that person and can now claim your reward.

These symbols highlight the various traders and craftsmen on the overview map, the minimap and in the game.



Combo Master: The person to go to if you wish to create Combos or exchange Combat Art Runes.



Blacksmith: A useful craftsman who will upgrade weapons and armor that contain one or more slots.



Shop: The place to purchase new weapons, armor, potions or jewelry.



Stable: The local horse market, where you can purchase a new mount.



## GAME ENVIRONMENT

Press the ALT key to view the objects on the ground, and also the names of both neutral characters and opponents. Additionally, various icons above neutral characters inform you about their current intentions.



1. Left-click on an unoccupied space to move the Gladiator.
2. An NPC that is open for a short chat or has a task they would like you to tackle.
3. Left-click on boxes, chests, cabinets and other containers to open them. Press and hold the ALT key to view the names of the objects.

4. A colorful sparkle marks objects that can be collected. Press and hold the ALT key in order to display the names of all visible objects.
5. Move the mouse cursor onto the health display or the green bar to display a window with exact numeric values.

Note: During the game, other characters may join you in your quest. Their portraits are displayed underneath yours and include information on their health.

6. The large needle of the quest compass always points directly towards the next main goal. If a sub quest has been completed, then a small blue compass needle points towards the person who has given you the quest. This is where you can claim your reward. If the task involves eliminating an enemy group, a small red compass needle shows the position of the nearest enemy. If you have placed a goal marker on the Ancaria world map ("M" key), another compass needle (also red) points precisely towards that point. Arranged around the compass are icons for five different potions:

|                        |  |            |
|------------------------|--|------------|
| Healing Potion         | Regenerates health                                   | (spacebar) |
| Potion of Undead Death | Undead do not arise again                            | (Q)        |
| Potion of the Mentor   | Player gains more experience while this is in effect | (W)        |
| Potion of Antidote     | Heals poisoning                                      | (E)        |
| Concentration          | Regenerates Combos                                   | (R)        |

The five buttons at the lower edge of the screen are used for important game information and functions. They can be activated easily, just like potions, using keyboard shortcuts (or a mouse click).



From left to right...

- Open inventory (I)
- Open Game menu (ESC)
- Collect everything (A)
- Open map (M)
- Open log book (L)



These quickslots provide information on current weapons and active Combat Arts, spells and combos. Weapons are displayed to the left, special skills to the right. At the beginning of the game, you have only one quickslot on each side. One quickslot is added to each side when you reach levels 2, 8, 16 and 30, respectively, up to a maximum of five quickslots. These can also be selected using a keyboard shortcut, if clicking with a mouse is too slow for you. You can switch weapons using the number keys 1 through 5, and activate special skills (Combat Arts, spells or combos) using the number keys 6 through 0.

## LEVELING UP

During battles your hero will gain experience points and will increase a level, indicated by a "+" symbol beside the hero's portrait. By clicking on the "+" or by pressing the "I" key, you can open the Inventory and Character menu.

Here, you may distribute points among your attributes and skills when you reach a new level. Click on the button in the upper left corner of the character screen to switch between the "Attributes" and the "Skills" display.

The number of new attribute and skill points as well as other level-up effects depend on the level the hero has now reached.

| Level | # Skills | # Skill points/level | # Attribute points/level |
|-------|----------|----------------------|--------------------------|
| 1-2   | 2        | 1                    | 1                        |
| 3-5   | 3        | 2                    | 1                        |
| 6-11  | 4        | 2                    | 1                        |
| 12-19 | 5        | 3                    | 1                        |
| 20-29 | 6        | 3                    | 1                        |
| 30-49 | 7        | 4                    | 1                        |
| 50+   | 8        | 4                    | 1                        |

**Note:** With every level-up you can distribute a few points. In addition, all attributes are automatically increased by 10% of their starting value.



## THE WORLD AND THE MAP

There are two different maps that will help you find your way around **Ancaria**.



1. The overview map. On this map you can see all of **Ancaria**, including the names of places and attractions. Dotted red lines show how much of the country you have explored already. You can access the world map with the "M" key during the game.



2. You can access a more detailed overview of your immediate surroundings by using the "TAB" key. The area you have not yet explored is shown in black and therefore not visible on this map. In the regions you have already explored, colored dots show where enemies (red), neutral characters (blue), important NPCs - they might give you a task to complete, for instance - (white), and dropped objects (gray) are located.

## EQUIPMENT: TRADERS AND PRIVATE STASH



Every larger settlement provides a special (blue) chest for your private possessions. This allows you to store the equipment you don't currently need but do not want to sell at this point.



Traders are designated by a bag of gold on the map. Click on the trader to access the trade menu. When purchasing an object, left-click on it and confirm your purchase. It is even easier when you right-click on it: This way you purchase the object right away - the price is automatically deducted from the gold you own.

## MENU

You can access the menu using the ESC key during the game.



Click on "Saved games" to access the menu in which you can save the game. At the center, you will see the slots for saved games as well as the name for that game.

Click on one of the slots. This activates the "Save", "Load" and "Delete" buttons that allow you to save, load or delete a game.



## IMPORTING/EXPORTING CHARACTERS

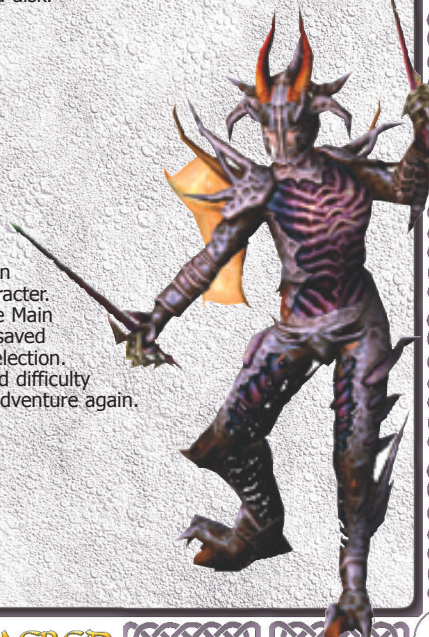


You can "export" your hero at any time. Just use the ESC key to open the menu and select the "Export" option. Then choose an unoccupied pedestal for your character and click on "Export."

Your character and all its associated properties, objects and Combat Arts are now saved to the hard disk.



When starting a new game, you can "import" a previously exported character. Just choose "New Campaign" in the Main Menu, then click on "Import." The saved characters are now displayed for selection. Select the character and the desired difficulty level and launch yourself into the adventure again.





## CHARACTER PROPERTIES

This window (displayed when you open the inventory [I]) provides information about your character.

1. Your character.
2. Current level of experience.
3. Attribute points available for distribution.
4. Strength: increases the attack value and the melee damage.
5. Endurance: influences the body's inherent protection and reduces the effects of poison.
6. Dexterity: influences defense values and ranged combat damage.
7. Physical Regeneration: speeds up the regeneration of health and combat arts.
8. Mental Regeneration: increases the damage of your spells and reduces the time you need to regenerate from poison attacks.
9. Charismatic characters benefit from lower prices when dealing with traders; such characters are often favored by certain gods, granting increased poison damage.
10. Experience points accumulated to date.
11. When you reach this experience value, your character gains a level.
12. The value in front shows your current state of health, the second value shows the maximum health.
13. This is the amount of points required to reach the next level of experience.
14. Attack, Defense and Hit Chance: This displays the values for your current weapon and armor in relation to the last opponent you have defeated.
15. The damage value and the type of weapon currently equipped.
16. The damage value and the type of Combat Art currently activate.
17. The cumulative resistance value.
18. Gold carried.

|                       |              |        |   |
|-----------------------|--------------|--------|---|
| 1                     | Level        | 54     | 2 |
|                       | Attributes   | 3      | 0 |
| Strength              | 211          | 4      |   |
| Endurance             | 149          | 5      |   |
| Dexterity             | 149          | 6      |   |
| Physical Regeneration | 174          | 7      |   |
| Mental Regeneration   | 1            | 8      |   |
| Charisma              | 133          | 9      |   |
| Experience            | 14520853     | 10     |   |
| Next level            | 15249700     | 11     |   |
| Health                | 12 3929/3929 |        |   |
| EXP for Next Level    | 13 728847    |        |   |
| Attack                | 672          | To Hit |   |
| Defense               | 638          | 0%     |   |
| Weapon                | 15 1192-1534 |        |   |
| Combat Arts           | 16 4053-5216 |        |   |
| Resistance            | 17 4038      |        |   |
| Gold                  | 207306       | 18     |   |



## WEAPON PROPERTIES

1. Weapon name - the color shows how "rare" this weapon is. Regular weapons are white, golden weapons are extremely rare. The figure in brackets shows the number of available smithing slots and the number of slots already occupied.
2. Skill base of weapon.
3. Price you will receive if you sell the weapon.
4. Expected total damage.
5. Weapon level - the higher the level, the more difficult the weapon is to handle.
6. Damage inflicted by a weapon: Subdivided into Physical, Fire, Magic, and Poison as well as possible bonus damage points within these damage types.
7. Minimum character level required to use the weapon.
8. Possible additional bonuses to attributes and skills granted by the weapon. Some of these bonuses are provided by the weapon itself.
9. In addition, further improvements are possible by forging (smithing) runes or objects into the weapon.
10. If available, this is where smithing slots are displayed. There are three different colors: Bronze, Silver, and Gold. Depending on the color, additional points are added to the bonuses.

|  |    |
|--|----|
| Excellent Mace of Destruction (0/2)    | 1  |
| Axe Lore                               | 2  |
| Price: 10353                           | 3  |
| Damage: 360-595                        | 4  |
| Level: 29                              | 5  |
| Physical: 78-129                       | 6  |
| Weapon Damage Physical: +20% Dexterity |    |
| Physical Damage: +30%                  |    |
| Minimum Level: 21                      | 7  |
| +20% to Attack                         | 8  |
| Speed: +20                             | 9  |
|  | 10 |

## ARMOR PROPERTIES

1. Armor name - the color shows how "rare" the armor is. If the name is displayed in green, the armor is part of a set of armor. The figure in brackets shows the number of available smithing slots and the number of slots already occupied.
2. Specifies which character can use the armor.
3. If the item is part of a set, then the set's name is shown.
4. Price you will receive if you sell the armor.
5. Expected total protection
6. Level of the armor
7. Minimum level required to wear the armor.
8. Resistance provided by the armor: Subdivided into Physical, Fire, Magic, and Poison resistances.
9. Possible additional bonuses to attributes and skills granted by the armor.
10. In addition, further improvements are possible by forging (smithing) runes or objects into the weapon.
11. If available, this is where smithing slots are displayed. There are three different colors: Bronze, Silver and Gold. Depending on the color, additional points are added to the bonuses.

|   |    |
|---|----|
| Armor of Arsenic (4/4)                          | 1  |
| Vampire   | 2  |
| Price: 17478                                    | 3  |
| Expected Protection: 979                        | 4  |
| Level: 53                                       | 5  |
| Defense: 27                                     | 6  |
| Minimum Level: 41                               | 7  |
| Resistance: +81% 91% 103% 87%                   | 8  |
| Concentration: +6                               | 9  |
| Speed: +3                                       |    |
| +3% to Attack                                   |    |
| Fire Resistance: +5%                            | 10 |
| To all skills: +1                               |    |
| vs. Dragon Weapon Damage Physical: +6% Strength |    |



## ENEMY DISPLAY

When an enemy is nearby or is becomes a target, a color-coded circle will appear, indicating the level of difficulty of your opponents. Additionally, hovering the mouse cursor over your enemy will activate an information bar, providing more detail on the enemy's current health points. In addition, the bar contains notes on the opponent's level, name and type - such as "Monster". The opponent's resistance values are also displayed.

## INTUITIVE SYMBOLS

Symbols are used for resistance values (for opponents, armor and your character) as well as for damage caused by weapons or skills. If the resistance or damage values are not listed in absolute figures, the symbol's transparency provides a good idea of this value. The more transparent a symbol is, the weaker the resistance and/or damage.

## PHYSICAL RESISTANCE/DAMAGE

|  |                            |
|--|----------------------------|
|  | Physical Resistance/Damage |
|  | Fire Resistance/Damage     |
|  | Magic Resistance/Damage    |
|  | Poison Resistance/Damage   |

|                |          |
|----------------|----------|
| Zwerg          | Level 34 |
| Resistance     | 187      |
| Physical       | 89       |
| Fire           | 34       |
| Magic          | 0        |
| Poison         | 64       |
| Armor Bonus    | 101%     |
| Movement Speed | 132      |
| Attack Speed   | 140      |
| Survival Bonus | 0%       |

## VIEW ALL BONUSES

This feature can be accessed via the 'Sum' button - this is the "+" (plus) symbol to the right of the character image health bar.

This is the at-a-glance, visible display of the bonus, resistance and damage values your character currently has - either naturally or improved through objects or equipment. If, for instance, you have two pieces of equipment that improve the Physical Regeneration value by twelve points each, the total bonus value (24) is displayed in this information window.



## SKILLS

You can switch between your character's attributes and skills by clicking on the "Skills" button, if you are currently viewing the Attributes screen, or the "Attributes" button, if you are currently on the Skills screen.

|                   |          |
|-------------------|----------|
| Zwerg             | Level 34 |
| Skills            | 55       |
| Weapon Lore       | 11       |
| Constitution      | 7        |
| Dwarven Lore      | 6        |
| Weapon Technology | 12       |
| Concentration     | 7        |
| Forge Lore        | 5        |
| Armor             | 6        |

Skills improve the hero's properties in very different ways. Different skills are available to different classes of characters.

Every hero begins his or her adventure with two predetermined skills. When moving up one experience level, the player may distribute additional skill points in order to improve the skills that have already been learned. During a hero's career, the hero can learn up to six additional skills, to be exact when moving up to levels 3, 6, 12, 20, 30 and 50. These skills are very powerful and should be carefully chosen depending upon the character and the preferred tactics.

| Skills        | Dwarf             | Daemon               | Gladiator            | Seraphim             | Wood Elf             | Dark Elf       | Battle Mage          | Vampiress            |
|---------------|-------------------|----------------------|----------------------|----------------------|----------------------|----------------|----------------------|----------------------|
| Start of Game | Weapon Lore       | Weapon Lore          | Weapon Lore          | Magic Lore           | Agility              | Weapon Lore    | Magic Lore           | Vampirism            |
|               | Constitution      | Magic Lore           | Concentration        | Weapon Lore          | Weapon Lore          | Concentration  | Meditation           | Weapon Lore          |
| Level 3       | Dwarven Lore      | Meditation           | Axe Lore             | Meditation           | Magic Lore           | Trap Lore      | Fire Magic           | Constitution         |
|               | Weapon Technology | Dual Wielding        | Dual Wielding        | Concentration        | Meditation           | Ballistics     | Earth Magic          | Magic Lore           |
|               | Axe Lore          | Axe Lore             | Unarmed Combat       | Heavenly Magic       | Moon Magic           | Blade Combat   | Water Magic          | Concentration        |
|               | Trading           | Hell Power           | Ranged Combat        | Long-handled Weapons | Ranged Combat        | Dual Wielding  | Air Magic            | Sword Lore           |
|               | Armor             | Sword Lore           | Sword Lore           | Sword Lore           | Concentration        | Constitution   | Weapon Lore          | Axe Lore             |
|               | Ranged Combat     | Constitution         | Constitution         | Constitution         | Constitution         | Agility        | Sword Lore           | Armor                |
|               | Concentration     | Concentration        | Armor                | Parrying             | Riding               | Disarming      | Long-handled Weapons | Parrying             |
|               | Parrying          | Long-handled Weapons | Agility              | Riding               | Long-handled Weapons | Riding         | Riding               | Disarming            |
| Level 6       | Unarmed Combat    | Agility              | Riding               | Dual Wielding        | Trading              | Unarmed Combat | Agility              | Riding               |
| Level 12      | Sword Lore        | Riding               | Disarming            | Armor                | Sword Lore           | Armor          | Trading              | Agility              |
| Level 20      | Forge Lore        | Armor                | Long-handled Weapons | Ranged Combat        | Armor                | Sword Lore     | Constitution         | Long-handled Weapons |
| Level 30      | Disarming         | Parrying             | Parrying             | Agility              | Disarming            | Parrying       | Disarming            | Trading              |
| Level 50      | Agility           | Disarming            | Trading              | Trading              | Parrying             | Trading        | Parrying             | Ranged Combat        |



|                            |   |
|----------------------------|---|
| <b>Agility</b>             | Increases the defensive and offensive values during combat.   |
| <b>Air Magic</b>           | Reduces casting and regeneration times for Air Magic.   |
| <b>Armor</b>               | Increases protection and decreases encumbrance caused by wearing armor.   |
| <b>Axe Lore</b>            | Stronger and faster attacks with axes.  |
| <b>Ballistics</b>          | Increases damage and attack speed of traps.   |
| <b>Blade Combat</b>        | Stronger and faster attacks with Dark Elf bladed weapons.   |
| <b>Concentration</b>       | Increases the regeneration rate of Combat Arts.   |
| <b>Constitution</b>        | Increases health and improves the healing rate.   |
| <b>Disarming</b>           | Increases the probability of disarming opponents that have been hit.  |
| <b>Dual Wielding</b>       | Enables combat with two weapons, increases offensive value and attack speed.  |
| <b>Dwarven Lore</b>        | Reduces the regeneration times of the Dwarf technical combat arts (including Cannon Blast, Flame Thrower, Mortar Grenade, etc)  |
| <b>Earth Magic</b>         | Reduces casting and regeneration times for Earth Magic.   |
| <b>Fire Magic</b>          | Reduces casting and regeneration times for Fire Magic.  |
| <b>Forge Lore</b>          | Endows the Dwarf with blacksmith skills. A higher level skill allows for higher quality forge crafts, and the working of higher level items. The cost of forging items is also reduced. |
| <b>Heavenly Magic</b>      | Reduces casting and regeneration times for Seraphim Magic.  |
| <b>Hell Power</b>          | Reduces casting and regeneration times of Daemon spells (not including the Daemon's elemental form changes)   |
| <b>Long-handed Weapons</b> | Stronger and faster attacks with pole weapons.  |
| <b>Magic Lore</b>          | Increases the damage caused by all magic.   |
| <b>Meditation</b>          | Increases the regeneration rate for spells.   |
| <b>Moon Magic</b>          | Reduces casting and regeneration times for Wood Elf Magic.  |
| <b>Parrying</b>            | Attacks can be parried (deflected) with weapons and shields.  |
| <b>Riding</b>              | Allows the riding of better horses.   |
| <b>Sword Lore</b>          | Stronger and faster attacks with swords.  |
| <b>Trading</b>             | Reduces the traders' prices and increases the probability that traders will make special offers.  |
| <b>Trap Lore</b>           | Reduces the regeneration time for trap setting skills.  |
| <b>Unarmed Combat</b>      | Stronger and faster attacks in melee combat (without weapons or while using battle gauntlets).  |
| <b>Vampirism</b>           | Increases the regeneration rate for Vampire abilities. The Vampire suffers less damage during daytime.  |
| <b>Water Magic</b>         | Reduces casting and regeneration times for Water Magic.   |
| <b>Weapon Lore</b>         | Opponents suffer more damage from melee and ranged combat attacks.  |
| <b>Weapon Technology</b>   | Increases the attack speed and regeneration of all Dwarf combat arts.   |

## CHARACTERS





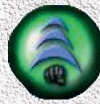


**Sacred Gold** offers eight character classes with varying skills, powers and abilities. In the Ancaria Campaign each character has a different starting location.

### DWARF

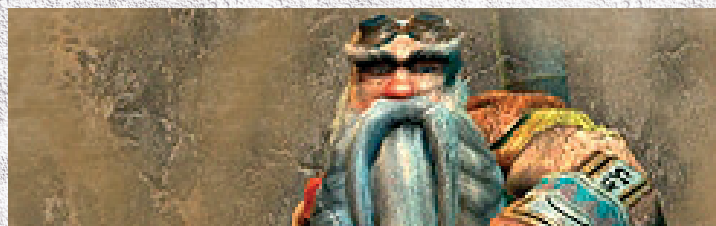
Despite his small size, the Dwarf is sturdy and has several unique properties that distinguish him from other character classes. For one thing, he is able to use firearms and muskets as ranged weapons, rather than the bow and arrow.

In addition to several classic skills such as Assault, the Dwarf has numerous special abilities unique to his character class. For instance, he lays mines to make short work of his opponents, fires his shoulder cannon directly at enemies or launches mortar grenades at distant enemies.

#### COMBAT ARTS

|   |   |
|---|---|
|    | <b>Assault</b><br>A combination attack consisting of blows, kicks and head butts. Musket: Several shots fired in succession. The target is automatically switched if the opponent dies.   |
|    | <b>Wrath</b><br>The Dwarf spins in a circle, attacking every enemy in range. Musket: The Dwarf spins in a circle, firing a shot at every enemy in range.  |
|    | <b>Heavy Blow</b><br>A strong blow inflicted on an opponent while the Dwarf jumps in the air. Musket: Increased damage, blast passes through the opponent.  |
|    | <b>Battle Rage</b><br>A state of frenzy in which the speed of fighting increases up to a maximum with every hit. The rage state decreases in intensity when the Dwarf does not fight. Injuries sustained by the Dwarf increase damage. Musket: The higher the charge, the more rapidly shots are fired. |
|   | <b>Recoil</b><br>Only works with two-handed weapons. The opponent is pushed back by a mighty blow and takes damage. Every enemy hit by the affected opponent also takes damage. Large opponents are not thrown very far.  |
|  | <b>Vehemence</b><br>Only works with two-handed weapons. The target takes severe damage. Surrounding opponents may also be partially wounded.  |
|  | <b>War Cry</b><br>A piercing scream increases one's own attack and defense values as well as those of all allies (party members or hirelings) for a certain amount of time.   |





### DWARVEN TECHNOLOGY

|  |  |
|--|--|
|  | <b>Flame Thrower</b><br>Shoots a stream of liquid fire from his backpack. The fire sets any enemy on fire, but also dies down very quickly.  |
|  | <b>Mortar Grenade</b><br>Fires mortar grenades in a ballistic trajectory. These cause tremendous large-scale damage. Due to the minimum range of grenades, these cannot be used for short distances.                                       |
|  | <b>Cannon Blast</b><br>Fires a projectile from his back in a straight trajectory that explodes into many small splinters, damaging the target and confusing all opponents within range.  |
|  | <b>Greed</b><br>The Dwarf's attention strays from the fight and thus, from his defense. Chances finding valuable objects the opponent is carrying are increased.   |
|  | <b>Landmine</b><br>The Dwarf drops several Landmines that explode as soon as an opponent steps on or comes close to one. If the mines are not set off by an enemy, they will detonate automatically after a certain time.                  |
|  | <b>Entrench</b><br>The Dwarf digs in deep, thus increasing his defensive values such as resistances and defense. On the other hand, he cannot move - and will only remain entrenched for a short while.                                    |
|  | <b>Dwarven Armor</b><br>Increases the Dwarf's fire and poison resistances. This is displayed by a glowing red and green circle on the ground surrounding the Dwarf. The aura gradually weakens over time.                                  |
|  | <b>Dwarven Steel</b><br>The weapon glows for a period of time. During this time, the opponent's physical resistance is greatly reduced. With every hit, the weapon lights up. Over time, the glow decreases until it completely dies down. |

## DAEMON

Driven from hell and temporarily deprived of her daemonic powers, the Daemon finds herself in Ancaria near Bellevue. Her equipment is typically traditional, including swords, shields and plate armor - though there are specific items only the Daemon can handle.

Although her appearance causes fear and panic in towns and villages, and residents flee from this hellish warrior, the Daemon is working for the forces of good. One unique feature is her adaptability. Some of her skills allow her to incorporate different elements into her body, thus she can shift into an Elemental Daemon in order to eliminate her opponents or can cause a bloodbath with her tentacles and many other abilities.

### TRANSFORMATIONS

|  |  |
|--|--|
|  | <b>Battle Daemon</b><br>The Daemon changes into a Battle Daemon. In this form, she has white particle hair and a shimmering white aura. Physical damage and resistance are greatly increased.  |
|  | <b>Assail</b><br>In the form of a Battle Daemon the Daemon carries out a quick series of attacks on an opponent.   |
|  | <b>Soaring Daemon</b><br>In this form, the Daemon can fly for a short period of time and her speed is increased. Her defense also increases, however, she will be more susceptible to ranged weapons and to special effects against soaring opponents. |
|  | <b>Descent</b><br>In the form of a Soaring Daemon, the Daemon swoops and dive-bombs an opponent, inflicting severe damage. Nearby opponents may also sustain slight damage as a bonus.   |
|  | <b>Fire Daemon</b><br>This form is indicated by a red aura with red particle hair. Whenever the Daemon takes this form, she has increased resistance to fire and some of the physical damage is converted into fire damage.                            |
|  | <b>Wall of Flames</b><br>As a Fire Daemon, this Combat Art transforms into a ball of fire that bursts open upon impact and covers an area with blazing fire.   |
|  | <b>Poison Daemon</b><br>The Daemon changes into a Poison Daemon, as indicated by green particle hair and aura. While the Daemon is in this form, she has increased poison resistance and some of the physical damage is converted into poison damage.  |
|  | <b>Poison Ring</b><br>A poisonous cloud spreads in a circle from the Poison Daemon. All nearby opponents that are hit by it are poisoned. Although the cloud dissolves quickly, the poison effect lingers on.  |



### TRANSFORMATIONS

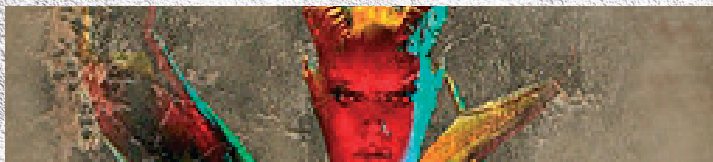


#### Energy Daemon

Blue particle hair and a blue aura surrounding the equipment indicate the form of an Energy Daemon. In this form, resistance to magic is greatly increased and some of the physical damage is converted to magical damage.

#### Charged Bolts

The Energy Daemon hurls several Charged Bolts forward in a spreading pattern. The higher the Combat Art level, the greater the number of bolts.



### BELL MAGIC



#### Blazing Disc

The Daemon hurls a flaming disc that circles opponents, hindering and damaging them. If no living enemies are in range, the disc returns to the Daemon and attacks again when an enemy approaches.



#### Call of Death

This magic spell draws the souls of the dead into the Daemon's weapon. The current weapon becomes more charged with every soul and thus inflicts additional damage. This effect will decrease if the weapon is not fed fresh souls.



#### Infernal Power

For a short time, the Daemon's weapon and shield are on fire. This greatly increases the attack value with opponents suffering additional fire damage.



#### Hell Sphere

The Daemon conjures up a ball of flames that fires a long-range stream of fire against all enemies surrounding her. To do so, the Hell Sphere must avail itself of the Daemon's senses.



#### Tentacles

Tentacles grow from the corpses of opponents killed while this aura was active. These attack any enemy approaching, sucking the life out of them.



#### Abysmal Choir

The Abysmal Choir of hell serves to confuse the Daemon's enemies. All opponents within range are slightly injured and slowed down.



#### Dread

A terror-inducing scream greatly reduces the attack and defense values of all opponents. The radius of the effect is marked by "sound waves" on the ground.

## GLADIATOR

The Gladiator was abducted by slavecatchers in his early childhood and trained as a profitable killing machine. As a show fighter, he is the master of spectacular and highly effective fighting techniques.

### GLADIATOR COMBAT ARTS



#### Hard Hit

Extremely strong attack on an opponent.



#### Attack

Quick succession of different attacks.



#### Multi-Hit

An attack on all opponents within range.



#### Stomping Jump

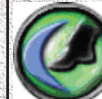
A powerful jump. The ground shakes upon impact, nearby opponents take damage and are briefly stunned.

### GLADIATOR COMBAT ARTS



#### Fist of the Gods

A powerful punch that inflicts severe damage on the target and nearby opponents.



#### Combat Kick

This powerful kick causes additional damage, throwing the opponent back.



#### Back-breaker

The opponent takes damage and loses consciousness for a short time.



#### Throwing Blades

The Gladiator hurls his bladed weapon(s) against the opponent. The weapon then falls to the ground.



#### Awe

An awe-inspiring effect that pushes back all nearby opponents within a short radius.



#### Heroic Courage

A shimmering aura of battle lust which increases the Gladiator's attack and defense values.



#### Dagger Stare

Looks can indeed kill. This skill gives the Gladiator an aura of spikes. Nearby opponents suffer damage.





## SERAPHIM

The Seraphim are considered descendants of a mystical army of angels who fought alongside the Gods in the dark era of long ago during the Wars of the Gods. Over the millennia, these ancient entities have preserved their noble character just as strongly as their rigorous interpretation of the ancient laws.

## SERAPHIM COMBAT ARTS

|  |  |
|--|--|
|  | <b>Combat Jump</b><br>The Seraphim jumps in the direction of the distant opponent and unleashes a fierce attack upon landing.              |
|  | <b>BeeEffGee</b><br>The Seraphim receives a mystical energy weapon which fires incandescent spheres of energy.                             |
|  | <b>Hunter-Seeker</b><br>The Seraphim hurls her weapon along a circular flight path and then catches it again. Impacts cause severe damage. |
|  | <b>Whirling Hit</b><br>The Seraphim rotates rapidly and with every turn, all nearby opponents suffer slight damage.                        |
|  | <b>Multi-Hit</b><br>A circular attack that affects several nearby opponents.   |
|  | <b>Hard Hit</b><br>A particularly fierce attack that causes severe damage.   |
|  | <b>Attack</b><br>A rapid sequence of blows and lunges. Once the target has been overcome, the next opponent within reach is attacked.      |
|  | <b>Combat Kick</b><br>This powerful kick causes additional damage, throwing the opponent back.   |

## SERAPHIM HEAVENLY MAGIC

|  |  |
|--|--|
|  | <b>Irritation</b><br>A whirl of light stuns the opponent for a short time.   |
|  | <b>Conversion</b><br>An opponent is turned into a companion for a short time and attacks the Seraphim's enemies.                   |
|  | <b>Rotating Blades of Light</b><br>A protective wall of blades helps the Seraphim to defend herself against enemy attacks.         |
|  | <b>Lightning Strike</b><br>The opponent is hit by lightning and suffers damage.  |
|  | <b>Light Shield</b><br>Deflects simple arrows and bolts, as well as poisoned missiles. Not effective against magic projectiles.    |
|  | <b>Light</b><br>Brightens the surroundings and damages the Undead.   |
|  | <b>Celestial Light</b><br>The Seraphim conjures up a column of light and opponents within the light's radius are severely damaged. |
|  | <b>Strength of Faith</b><br>Increases attack values of the Seraphim or of a companion.   |
|  | <b>Energy Bolts</b><br>The Seraphim fires glowing bolts of energy for a certain time.  |

## WOOD ELF

Elves are nature-bound forest creatures and particularly skilled with bow and arrow. With their Elven bows they launch a veritable hail of arrows against all attackers. Wood Elves usually try to avoid melee combat, but if opponents come too close, they defend themselves with their magic and summon forest creatures to their aid.

## WOOD ELF COMBAT ARTS

|  |   |
|--|---|
|  | <b>Knockback Arrow</b><br>Pushes opponents back and stuns them for a short time.  |
|  | <b>Spider Arrow</b><br>On impact, this arrow produces spiders, which attack all nearby opponents with poison bites for a short time.                              |
|  | <b>Penetrating Arrow</b><br>The target seeking penetrating arrow punches through all opponents in its path.   |
|  | <b>Explosive Arrow</b><br>Opponents suffer damage on impact and, on fatal impact, they explode.   |
|  | <b>Multi-Hit</b><br>Attacks all opponents in melee range. Shoots multiple projectiles with scatter effect in ranged combat.                                       |
|  | <b>Hard Hit</b><br>A particularly strong attack, usable both with melee and ranged weapons.   |
|  | <b>Eye for an Eye</b><br>A rapid sequence of attacks, usable both with melee and ranged weapons.  |
|  | <b>Multiple Shot</b><br>For a short time, additional arrows are fired (with scatter effect). Ideal in conjunction with other arrow types, e.g., explosive arrows. |

## WOOD ELF MOON MAGIC

|  |   |
|--|---|
|  | <b>Quick as a Flash</b><br>Movement and attack speed are greatly increased for a short time.  |
|  | <b>Thorn Bush</b><br>Any opponent hit by the thorn bush will suffer damage. If it comes into contact with an arrow, a fierce explosion takes place (causing damage in a large area).    |
|  | <b>Companion of the Woods</b><br>Conjures up a unicorn as a companion.  |
|  | <b>Poisoned Tendrils</b><br>Plant tendrils shoot up out of the ground. The poisonous thorns damage opponents.   |
|  | <b>Plant Cage</b><br>Plant tendrils shoot up out of the ground and immobilize the opponent.   |
|  | <b>Transformation</b><br>Transforms all nearby opponents into harmless animals. The length of the transformation depends on the opponent's level. Ideal for escaping from melee combat. |
|  | <b>Call of the Ancestors</b><br>The souls of the tree ancestors are summoned as companions. These spirits attack nearby opponents.  |
|  | <b>Recuperation</b><br>The Wood Elf draws new energy from nature to heal her own and her companions' wounds. Poisoning is counteracted.   |










## DARK ELF

The cruel Dark Elves are followers of a power-hungry death cult, no longer associated with the other Elves. Dark Elves love violence, the sound of breaking bones and the smell of fresh blood. Their society is organized as a strict matriarchy which strives to expand their dark empire.

## DARK ELF COMBAT ARTS

|   |  |
|---|--|
|    | <b>Cobra</b><br>Hypnotizes all opponents within range for a short time.  |
|    | <b>Mongoose</b><br>Enables rapid flight from battle, past any opponents blocking the way.  |
|    | <b>Soul Catcher</b><br>The souls of conquered opponents are absorbed and converted to health. Warning: The Undead have no souls. |
|    | <b>Pak-Nakor</b><br>This force field absorbs magic attacks and reflects the damage back onto nearby opponents.                   |
|    | <b>Pak-Dain</b><br>This force field deflects enemy shots onto opponents within range.  |
|    | <b>Sudden Fury</b><br>A strong blow that hits all opponents in melee range.  |
|   | <b>Revenge</b><br>Very strong blow with a weapon or a severe combat kick.  |
|  | <b>Rage</b><br>Rapid sequence of attacks.  |
|  | <b>Combat Kick</b><br>The targeted opponent is hurled back and suffers slight poison damage.                                     |

## DARK ELF TRAPS

|  |   |
|--|---|
|   | <b>Poison Mist</b><br>The trap creates a poisonous mist which causes poison damage to opponents.  |
|   | <b>Confusion</b><br>When the trap is sprung, the opponent is stunned for a short time.  |
|   | <b>Battle Fog</b><br>The thrown trap generates a dense cloud of fog at the site of impact, depriving the enemy of any view on their target.     |
|   | <b>Explosive Charge</b><br>Thrown trap which explodes on impact and damages all nearby opponents.   |
|   | <b>Bottomless Pit</b><br>When this trap is sprung, the victim is scorched by hellfire from the burning chasm of the Seventh Hell of Pharak-Gor. |
|   | <b>Testosterone</b><br>Causes more powerful attacks for a short time.   |
|  | <b>Adrenaline</b><br>Improves defense for a short time.   |

## BATTLE MAGE

All his life the Battle Mage has been trained to harness and shape the magic of the elements. No other character masters stronger magic than the Mage. Battle Mages also undergo a tough physical training and they use their swords and staves with great skill when engaged in melee combat.

## BATTLE MAGE FIRE MAGIC

|   |   |
|---|---|
|  | <b>Fireball</b><br>A fireball consumes opponents with flames and causes fire damage.  |
|  | <b>Flameskin</b><br>The Mage is enveloped in flames. Opponents who come too close will suffer damage. Arrows burn up on impact. |
|  | <b>Purgatory</b><br>The flames of the purgatory pursue opponents and damage all enemies they touch.                             |
|  | <b>Fire Spiral</b><br>A pulsating circle of fire surrounds the Mage.  |





## BATTLE MAGE AIR MAGIC

|   |  |
|---|--|
|  | <b>Whirlwind</b><br>The powerful air blasts can deflect arrows and inflict damage upon nearby opponents.                 |
|  | <b>Gust of Wind</b><br>A strong gust of wind pushes opponents back and damages them. Projectiles are not deflected.      |
|  | <b>Phase Shift</b><br>Teleportation to a selected target location.   |
|  | <b>Chain Lightning</b><br>After it hits the first opponent, the lightning bolt jumps on to other opponents within range. |

## BATTLE MAGE EARTH MAGIC

|   |   |
|---|---|
|    | <b>Stoneskin</b><br>Physical resistance and armor resistance of the Mage or a companion are increased for a short time.   |
|    | <b>Petrification</b><br>Opponents turn to stone for a short time.   |
|   | <b>Circle of Fear</b><br>Enemies find it hard to cross this terror inducing barrier. Thus the spell can keep opponents distanced, pen in groups of enemies or protect the Mage against opposing melee fighters. |
|  | <b>Meteor Storm</b><br>A hail of meteors rains down over the target site. Opponents that are hit will suffer damage.  |

## BATTLE MAGE WATER MAGIC

|   |  |
|---|--|
|    | <b>Cataract of Agility</b><br>Increases agility, attack speed and movement rate of the mage or a companion.  |
|    | <b>Ice Shards</b><br>Fires many sharp ice shards towards the opponent. The scattering range depends upon the distance of the mouse cursor when cast. |
|   | <b>Ring of Ice</b><br>A ring of sharp ice crystals slows down and damages opponents caught within it.  |
|  | <b>Water Form</b><br>Turns the Mage into water for a short time, thus facilitating an escape.  |



## BATTLE MAGE LIFE MAGIC

|  |  |
|--|--|
|  | <b>Spiritual Healing</b><br>Regenerates the health points of the Mage or a chosen companion. Heals poisoning.        |
|  | <b>Shield Wall</b><br>Offers protection against magic attacks and ranged weapons, but no protection in melee combat. |
|  | <b>Ghost Meadow</b><br>Increases the concentration power and accelerates regeneration time of spells.                |
|  | <b>Reiki</b><br>Accelerates the health regeneration of the Mage or a companion for a short time.                     |



## VAMPIRESS

Once a young female knight, this noble creature succumbed to the bite of a Vampire. For centuries to come, she followed only her blood craving instincts, murdering wherever she went and whomever she found, until she sank her teeth into the lily white flesh of a Seraphim. The blood of the angelic creature gave the soulless vampiress a soul once again. Thus, the Vampiress was once again able to assume her original knightly form. In this form she can even step out into the light of the sun without suffering harm like her soulless brethren.

## VAMPIRESS COMBAT ARTS

|  |   |
|--|---|
|  | <b>Vampirism</b><br>Transformation into vampire form.<br>Transformation into knightly form.   |
|  | <b>Mind Control</b><br>Opponents are stunned and remain rooted in place for a short time.<br>Opponents are stunned and remain rooted in place for a short time. |

## VAMPIRIC POWERS

|  |  |
|--|--|
|  | <b>Blood Bite</b><br>(Vampire form only)<br>Sucks life out of an opponent and transfers it to the Vampiress.                                 |
|  | <b>Master Bite</b><br>(Vampire form only)<br>Changes the opponent temporarily into a groveling servant who supports the Vampiress in battle. |
|  | <b>Combat Jump</b><br>(Vampire form only)<br>Predator type jump. Opponents at target location suffer damage and are dazed for a short time.  |

## VAMPIRESS COMBAT ARTS

|  |   |
|--|---|
|  | <b>Wolf Call</b><br>A vampire wolf appears as a companion.<br>A vampire wolf appears as a companion.  |
|  | <b>Time Control</b><br>Extremely rapid movement in a straight line.<br>Extremely rapid movement in a straight line.   |
|  | <b>Whirling Claws</b><br>Multi-hit with weapon against all opponents within range.<br>Melee attack with whirling claws, causing damage to all opponents within range. |
|  | <b>Claws of Death</b><br>Particularly heavy blow with a weapon.<br>Precisely aimed blow with claws, causing severe damage.  |
|  | <b>Ripping Claws</b><br>Rapid sequence of attacks.<br>Very rapid sequence of numerous claw attacks.   |
|  | <b>Combat Kick</b><br>A hard kick throws the opponent back and causes damage.<br>Significantly increased melee damage, opponent is pushed back.                       |

## VAMPIRIC POWERS

|  |  |
|--|--|
|  | <b>Blood Kiss</b><br>(Vampire form only)<br>Echo of the Blood God, whose kisses pursue all opponents within range, causing severe damage.  |
|  | <b>Awaken Dead</b><br>(Vampire form only)<br>Transforms a body into an allied vampire.   |
|  | <b>Bats: Blood Swarm</b><br>(Vampire form only)<br>Battle bats surround the Vampiress and powerfully attack all opponents in range.  |
|  | <b>Bats: Confusion</b><br>(Vampire form only)<br>Robust bats circle the Vampiress, attacking opponents within range. They cause little damage, but effectively distract opponents. |
|  | <b>Bats: Guard</b><br>(Vampire form only)<br>These bats are trained to catch ranged projectiles and even absorb spells with their bodies to protect the Vampiress.                 |





## SUPPORT

Should you experience technical problems with the installation or operation of **Sacred Gold**, a variety of information sources are available.

The Readme file in the game's installation folder contains tips, additional and technical information which may not have been available at time of printing the manual.

(The default installation path is C:\Program Files\Ascaron Entertainment\**Sacred**.)

### FORUM

You can use the forum to discuss or exchange your ideas and experience with other **Sacred** fans. The developers of the game are also often available in the forums.

Visit [www.sacred-game.com](http://www.sacred-game.com)

### PATCH / WEBSITE

A patch is a program that optimizes the performance of the already installed program. If you have an Internet connection, you can check whether new updates are available on the **Ascaron** and **Sacred** websites:

[www.ascaron.com](http://www.ascaron.com) • [www.sacred-game.com](http://www.sacred-game.com)

Given the large number of hardware and software components as well as system configurations available on the market, it is not possible to entirely eliminate the possibility of program installation and operation problems. Although we try to prevent such problems through extensive testing and numerous beta tests, sometimes issues do occur, but these can usually be quickly corrected.

Should you encounter a technical problem with **Sacred Gold**, our Service Department will gladly assist you. Please call using the following telephone number:

+49 (0) 52 41 / 96 69 0  
(Monday through Friday, 2 - 5 p.m. CET)

Note: The service number is hosted in Germany and will be charged at a rate according to the terms and conditions of your telephone provider.

Please be at the computer when you call and have your computer hardware information ready.

Alternatively, you can contact us by e-mail at:  
**Service\_Sacred@ascaron.com**

If you contact us by e-mail, please remember to provide your computer's basic hardware details. In addition please also attach the file "DxDiag.txt".

To create it, proceed as follows:

1. Click on the Windows "Start" button.
2. Open the command line by clicking on "Run."
3. Type "dxdiag" and click on "OK."
4. The DirectX diagnosis program should now start up. Please wait, it may take a little while.
5. Click on "Save all information." A file named "DxDiag.txt" will be created in your chosen location.

We are also available for contact via mail and fax:

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## TECHNICAL FAQs

### My computer doesn't recognize the CD!

Possible solutions: Deactivate the anti-virus software and other active or background programs before starting **Sacred**. Virtual CD-ROM drives should be deactivated, or preferably uninstalled.

### After starting the game, my screen remains blank!

Your video or sound driver is probably not up to date. You can download the latest drivers from the websites of the respective equipment manufacturers.

### Online Registration or Multiplayer: No connection

Check the network for possible error sources. Routers and firewalls in particular can prevent connection to the server for a variety of reasons, depending upon the installation. If problems persist, please contact your system administrator.

### When trying to create a multiplayer account I receive the error message "BAD CDKEY" or "ACCOUNT BLOCKED". What should I do?

**Sacred Gold** accounts require 2 CD keys (1 for **Sacred** and 1 for **Underworld**). These CD keys must be entered correctly. For more information see the Multiplayer chapter within this manual.

### I cannot use my old savegames. Why?

**Sacred Gold** contains all the latest updates at the time of publication. Original savegames (such as **Sacred Original**) may not be compatible with the new realms. However, you can use EXPORTED **Sacred** characters as normal.

### I cannot find my exported characters. What should I do?

Check your "SACRED\SAVE" folder within the **Sacred** installation. In order to use your exported characters you should be able to see "heroxx.pax" files in the "SACRED\SAVE". If there are no files present, try exporting the characters again.

Further technical information that was not available at the time of this manual's printing may be provided in the Readme file in the **Sacred** installation folder. Alternatively, please visit the official **Sacred** website: [www.sacred-game.com](http://www.sacred-game.com)



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Internet Lobby by TriNode Systems, Bochum, Germany



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