



# DUNGEON SIEGE™



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## Introduction

Centuries ago, when the Empire of Stars collapsed, the land of Ehb became a refuge for the 10th Legion. They were the finest and best-trained of the Imperial armies. The noble legionnaires protected Ehb during the War of Legions, when the old Empire tore itself apart. At the War's end, the commanders of the 10th Legion established a new and independent kingdom of Ehb. Throughout Ehb's history, the Legion provided stability and protection, but they left rulership of the kingdom to an independent monarchy.

As years passed, the Legion became increasingly powerful. Its influence grew to rival the monarchy.

Then, thirty years ago, Ehb's king was murdered, and blame was cast upon the Legion. Led by the young and charismatic Jeyne Kassinder, the people rose up and slaughtered the 10th Legion, tearing down their proud chapterhouses and estates.

With the fall of the Legion, the kingdom has fractured into petty states and free towns. Most of the country has fallen under the sway of Jeyne Kassinder, who controls the Church and eastern Ehb. Her power is steadily growing. The royal court has retreated to the mountain fastness of Glitterdelve, in the west, and the bustling city of Stonebridge has declared itself a free and independent republic.

Only a scattering of Legion descendants survive. Many were hunted down and slain by Jeyne Kassinder, while others fell victim to the mobs of common folk who rose up to sack their estates. But a network of descendants endures, organized by an elusive old man - the Venerable Odo - believed to be the last surviving Legionnaire. He has protected the children of Legion blood and kept them safe from Jeyne Kassinder.

Now a gathering has been called in the remote Rukkenvahl, in the north. Odo has asked all the Legion descendants to assemble, in an attempt to rebuild the Legion and take back their kingdom from Jeyne Kassinder, before it is too late...

## Installation

Before playing *Dungeon Siege™ III*, you must first install the contents of the game disc on to your PC. Once the installation is complete, the game will be ready to play.

### REGISTERING TO STEAM

Account registration to Steam (<http://store.steampowered.com/>) and software installation are required. Please follow the procedure below.

\* An internet connection is required for registration.

\* If a Steam account has already been registered, please skip to "Begin Installation."

Turn on the PC and insert "Dungeon Siege III" disc. The installer will begin automatically.

Select a language for the installation, then click "OK". After selecting a language, you will be at the installation menu. Click "Install Dungeon Siege III" to begin. If you choose to agree to the Software License Agreement, select "Accept" and then click "Install".

The Steam setup will begin. If you choose to agree to the Steam Software License Agreement, select "I accept the license agreement AND I'm over 13 years of age or older." Please select the destination where you would like the Steam software installed. Click "Install" to begin the installation process.

After the installation is complete, select "Create a new Steam account", then click "Next". If you choose to agree to the Steam Subscriber Agreement, click "I Agree". After reading the "Steam Subscriber Agreement" in its entirety, select "I Agree" to proceed.

After the account creation screen appears, please enter an account name and a password. Please note that any account names that are already taken cannot be used. At the e-mail address entry screen, please enter a valid e-mail address.

Select a secret question and enter an answer using only English one-byte characters. The secret question appears in case the player forgot his/her password, and entering the correct answer is a security measure for retrieving the password.

The account is created, and the registered account information screen appears.







### BEGIN INSTALLATION

When the Steam account registration is complete, the game installation will begin. Please enter the product code that is located on the back cover of the manual. After entering your product code click "Next" to begin installation.

\* Please note that once the product code is entered, it cannot be reregistered with a different Steam account. Please follow the on-screen instructions to install. Once installation is complete, you will be able to start the game.

### STARTING UP THE GAME

When selecting the "Steam" shortcut, Steam will start and the screen appears as shown on the right. Select "View Games Library" under the "Games" tab on the upper screen, then double click on "Dungeon Siege III". If the game starts normally, it will proceed to the title screen.

\* The game also can be started by selecting the "Dungeon Siege III" shortcut.

## Basic Controls

[Left Mouse]	Attack	[TAB]	Toggle Minimap
[Right Mouse (Hold)]	Move	[Left Control]	Collect Gold/Orbs
[W]	Move Forward	[Space]	Defensive Mode
[S]	Move Backward	[Space + Right Mouse Button/ Space + W or S]	Dodge
[Q]	Stance Switch	[R]	Quest Guide
[E]	Interact	[C]	Player Menu
[Z]	Toggle Walk	[F]	Equip Menu
[1,2,3]	Abilities	[T]	Items Menu
[4,5,6]	Quick Defensive Abilities Casting	[G]	Lore Menu
[Mouse Wheel Up/ Down]	Toggle Zoom Mode	[B]	Abilities Menu
[Left Shift]	Empower Offensive Ability	[X]	Quest Journal
[Left Shift (Hold) + Space]	Empower Defensive Ability	[ESC]	Pause Menu
[Mouse Button 3/ Alt + Move Mouse, A & D]	Rotate Camera	[PrtSc]	Screenshot





## Main Menu

- New Game** - Start a new campaign.
- Options** - Set your Gameplay, Audio, and Video options.
- Load Game** - Load an existing campaign.
- Find Game** - Join a Multiplayer campaign.
- Continue** - Resume your last saved game.
- Downloadable Content** - Access and purchase downloadable content from Steam.

## Pause Menu

- Multiplayer** - Access the Multiplayer Menu.
- Help Topics** - Review tutorials on various game elements.
- Exit to Main Menu** - Return to the Main Menu.

## Saving The Game

Throughout the adventure, your hero will encounter glowing save points. Interact with these points to save your current campaign progress and fully regain your Health.

## Heads-Up Display (HUD)

Your journey through Ehb will be a perilous one. Many battles and obstacles await you along the way. In order to survive, you will need to take advantage of all your skills and Abilities. The HUD displays valuable information about your hero's current status and the Abilities you have learned.



- [1] **Special Abilities** - [1], [2] and [3] each activate one of your hero's Abilities. You may also hold **[Space]** while pressing one of these buttons to trigger a Defensive Ability.
- [2] **Health Meter** - Shows your hero's remaining Health. Taking damage reduces your hero's Health pool.



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- [3] **Focus Meter** - Shows your hero's remaining Focus. Attacking enemies gives you Focus. Using Special Abilities reduces your hero's Focus.
- [4] **Power Spheres** - Shows your hero's remaining Power. Taking damage or using Special Abilities gives you Power. Using a Power Attack, Empowered Ability, or Defensive Ability will reduce your Power.
- [5] **Experience Meter** - Shows the amount of Experience your hero has gained toward the next level.
- [6] **Companion Status** - Shows the current companion in your party and their level of remaining Health.

## Combat Basics

**Blocking and Dodging** - Hold **[Space]** to enter Defensive Mode. While in Defensive Mode, your hero will automatically attempt to block any incoming attack, whether it comes from a slashing blade, an enemy arrow, or the claws of a beast. Blocking is very useful for mitigating damage that your hero would suffer from enemy attacks. Blocking costs Focus, though the Block statistic reduces, and can even eliminate, the Focus cost of blocking.

Click the **[RMB]** in any direction to dodge while your hero is in Defensive Mode. Dodging is an extremely useful tactic for completely avoiding damaging attacks.

**Toggle Stance** - Press **[Q]** to switch your hero's Stance. Toggling Stance opens up alternate weapons and Abilities for your hero to use. Experiment with your hero's Stances to find which one works best in a given situation.

**Attacking and Combos** - To attack with your hero's currently equipped weapon, press **[LMB]**. Attack speed varies depending on your hero's Stance. For example, it takes less time to stab with a short sword than to swing a massive, two-handed blade.

To perform a combo, press **[LMB]** multiple times, in sequence.

**Health, Focus and Orbs** - Ehb is a dangerous place, full of adversaries who hate the Legion. When an enemy injures you, your Health will be reduced. If you use your Special Abilities to strike back, you will deplete your Focus and Power. One way to replenish these resources is by collecting Orbs.

There are Orbs of Health, Focus and Power. Walk over an Orb to replenish a small amount of the resource associated with that Orb's type.

You can find these Orbs by defeating enemies and smashing destructible items.

## Advanced Tactics

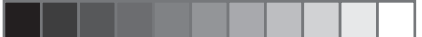
**Special Abilities** - Over the course of your adventure, you will learn powerful Special Abilities. They are unique to your hero, arising from your specialized knowledge, lifelong training, or ancient heritage. These Abilities have varied effects, but all Special Abilities cost Focus to use. Your Abilities are mapped to **[1]**, **[2]** and **[3]**. To use one of these Abilities, press the button associated with that Ability.

**Defensive Abilities** - These Abilities are activated by holding down **[Space]** to enter Defensive Mode, and then pressing **[1]**, **[2]** or **[3]**. Defensive Abilities cost Power to use.

**Empowered Abilities** - Once you have used a Special Ability enough times, you will unlock the Empowered version of that Ability. Empowered Abilities are more effective, but cost Power to use instead of Focus.

To use an Empowered Ability, just press the button associated with that Ability while holding **[Left Shift]**. You can even Empower Defensive Abilities by holding down **[Space]** and **[Left Shift]** while pressing the button associated with the Ability you want to use.





**Status Effects** - Some of your weapons and Special Abilities can cause Status Effects. For example, you might bash an enemy with your shield, causing him to be Stunned or knocked to the ground. Powerful enemies may also inflict Status Effects on you. You might be Poisoned by the bite of an evil water spirit, or Burned by a bomb or grenade. The in-game Help Topics menu (accessed from the Pause Menu) contains detailed information on Status Effects.

**Special Enemies** - Certain enemies are more powerful than others of their kind. For example, a particularly ancient spider may have lived for a century or more, growing huge and strong, while learning new tactics to defend itself. Such powerful enemies will usually have more Health, stronger attacks, and Status Effect auras. Defeating them will earn greater rewards, as well. When you encounter them, a Health bar will appear at the top of your screen, along with the enemy's name.

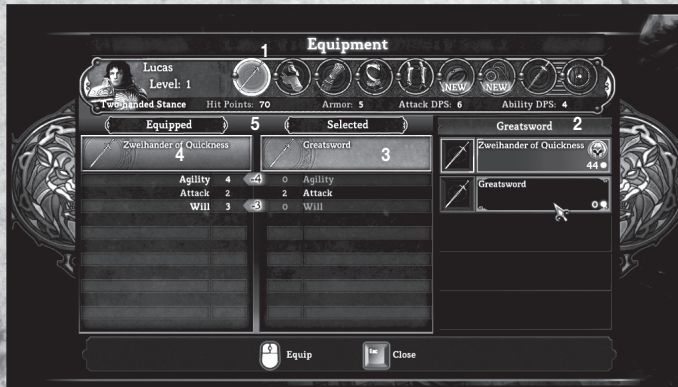
**Bosses** - Some Boss battles may be particularly difficult. Charging directly into the fray is not always the wisest course of action. If your usual approach isn't working, consider new tactics, or look to your environment for clues.

## Improving Your Heroes

**Equipping Items** - Scattered across the kingdom of Ehb are a wide variety of weapons, armor, rings, and more. Each of these items has special properties that may improve your skills or add Status Effects to your attacks. Your hero has only been trained to use certain kinds of weapons and armor, so you will find some items that you cannot equip (though one of your companions probably can).

To access the Equip Menu, press **[F]**. Press **[LMB]** on an item slot to compare all equippable items within that slot.

Remember that items will only appear in an equipment slot if they can actually be equipped in that slot. For example, Anjali can equip staves and spears, but she cannot equip swords. Therefore, swords will never appear on her Equip Menu, even if you have swords in your inventory.



- Equipment Slot** - Every slot holds a different piece of equipment that your hero can equip. Some slots are unique to a hero, while other slots have equipment that can be shared between heroes.
- Inventory Items** - These are the items that your party has acquired for that slot.
- Selected Item Stats** - This shows the stats for the currently selected item.
- Equipped Item Stats** - This shows the stats for the currently equipped item.
- Stat Comparison** - View the stat comparison between the selected and equipped item.







**Gaining Special Abilities** - When your hero levels up, you can select new Abilities for them to use. These Abilities can be offensive or defensive, active or passive, but they are all very useful. Be careful which abilities you choose to take. Once you have chosen your path, you are unable to undo your selections. These Abilities can be accessed during gameplay by pressing [1], [2] and [3]. Press [B] to access the Abilities menu at any time.

**Purchasing Proficiencies** - Your hero gains a new Proficiency point at every level. Usually, a Proficiency increases the effectiveness of a particular aspect of an Ability, but sometimes it can add additional powers to the Ability. Each Ability has two Proficiencies, and you can only spend a total of five Proficiency points on each Ability, so choose your Proficiencies wisely!

**Purchasing Talents** - Talents allow you to augment your hero directly. They range from damage increases to Health regeneration. Choose these Talents carefully, as they can dramatically change your hero's play style. Just like Abilities and Proficiencies, Talents are unique to each hero, depending upon their personality, training, and background.

## Quests

As you struggle to restore the Legion and rebuild the kingdom of Ehb, you will embark on numerous Quests. Some will be simple tasks for local people, in exchange for friendship or rewards. Others will draw you into world-changing events, in which your decisions will chart the future of your country.

Open the Quest Menu to view your current Quests. All Quests display a name, a brief description, and current objectives. Note that the objectives may change, based upon the actions you have taken or the choices you have made. Once an objective has been completed, it will be checked off for you in the Quest Menu.

It's possible to change which Quest you are currently tracking through the Quest Menu. Highlight whichever Quest you would like to track and press [LMB]. The advantage to tracking a quest is that you can use Breadcrumbs to lead you to the location of your next objective. Press [R] to display these Breadcrumbs.

## Deeds

Deeds are special rewards given to heroes who perform a special task or challenge. When you are awarded a Deed, you will also be given special bonuses to reflect your great achievement. Deeds can be earned at various points in the story or by completing challenges, such as killing a specific number of an enemy or blocking a large amount of damage.

You can view your hero's Deeds at any time by opening up the Deeds Menu from the Player Menu.

## Lore

Throughout your journey, your hero will uncover books and scrolls that reveal more about Ehb and its inhabitants. Such Lore may be sitting in plain sight... or it may be secreted away on a bookshelf, in a remote corner of a room. Whenever you find Lore items, they will be added to your journal. If you discover enough Lore, you will be rewarded with special Deeds.

You may view all the Lore that your hero has discovered by opening the Lore page. Press [G] to access the Lore page.





## Multiplayer

**Online** - To begin your online campaign, choose the Find Game option from the Main Menu. When ready, continue on to the Game Type Menu. This menu lets you choose between joining a Quick Match (which throws you into a random game) or listing All Games that are available at the time. If you choose to see all of the game currently active, you will be able to choose a game based on the Host Name, Player Levels, Locations and the Current Players in the game.

When you enter the campaign, you will be prompted to choose a hero to play. You may select any hero that is not already in play.

In this fashion, up to four players may join into one campaign.

**NOTE:** A Steam account is required for online multiplayer.







# Intellectual Property Rights Statement and Limited Warranty

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## SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

### EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen.  
*Sit a good distance away from the monitor, as far away as the length of the cable allows.*
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

### WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

### WORLDWIDE CUSTOMER SERVICE CONTACTS

<http://support.eu.square-enix.com>

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

#### Square Enix Ltd Customer Support

Wimbledon Bridge House, 1 Hartfield Road, London SW19 3RU

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