



DIABLO®

RESURRECTED™

REVIEWER'S GUIDE

TABLE
OF CONTENTS

Installing Diablo II: Resurrected..... 3

Welcome To Diablo II: Resurrected 4

The Story So Far + Acts Overview 5

Character Classes 6

Gameplay Fundamentals 7

Controls 8

Character Development11

Core Item Types 12

Item Rarity Grades 13

Tips & Tricks 14

Conclusion..... 15



INSTALLING DIABLO II: RESURRECTED

1. Open the Battle.net desktop app.
2. In the Battle.net app, either click the Diablo II: Resurrected game icon in the favorites ribbon or click ALL GAMES, then locate Diablo II: Resurrected in the list of all games. This will open the Diablo II: Resurrected game tab.
3. On the left side of the game tab, click the Install button. This will start the installation for Diablo II: Resurrected.
4. Once the installation has completed, the Install button will change to a Play button. Click Play to launch the game.

WELCOME TO DIABLO II: RESURRECTED

Diablo II: Resurrected is a remastered version of the action RPG Diablo II, originally released in 2000.

Slay monsters, collect loot, grow stronger, and take the fight against evil to the depths of hell itself. Pursue the mysterious Dark Wanderer and fight the denizens of hell as you uncover the fate of the Prime Evils Diablo, Mephisto, and Baal. Choose from seven iconic character classes and battle the forces of ultimate evil across five acts spanning the world of Sanctuary and beyond. Features include:

- Remastered graphics and audio – monsters, heroes, items, spells, and the game world itself.
- Updated cinematics – all in-game cinematics have been completely rebuilt from scratch with modern lighting, animation, models, and more.
- Classic gameplay – the same Diablo II you know and love, preserved.
- Seven unique character classes – each with their own distinct gear and abilities.
- Updated Battle.net support – take advantage of Battle.net's full feature set.
- Cross-progression – carry your progress with you wherever you play.
- Improved accessibility – adjust options for sound, controls, and more.

THE STORY SO FAR + ACTS OVERVIEW

In the town of Tristram, a Prime Evil has slipped from its prison. As the Dark Wanderer makes his way across the world of Sanctuary, Hell follows in his path. Assuming the mantle of one of seven distinct heroes, you must chase the Wanderer and stop him before his evil machinations plunge all of Sanctuary into chaos. Your journey will take you across five acts:

- **ACT I: THE SIGHTLESS EYE** – In the kingdom of Khanduras, the Sisterhood of the Sightless Eye has been driven from their monastery by the Maiden of Anguish, Andariel. Discover the significance of Andariel's return and pick up the trail of your quarry.
- **ACT II: THE SECRET OF THE VIZJEREI** – Travel to Lut Gholein in sand-swept Aranoch to stop the Dark Wanderer before he unleashes an ancient scourge hidden away beneath the sands.
- **ACT III: THE INFERNAL GATE** – Deep within the jungles of Khejistan, below the ruins of a fallen empire, the Dark Wanderer seeks to open a gateway to the Burning Hells.
- **ACT IV: THE HARROWING** – At the Pandemonium Fortress deep within the heart of hell, your destiny awaits.
- **ACT V: LORD OF DESTRUCTION** – Finally, the Prime Evils' gambit is revealed. Race to Mount Arreat and end their dark designs as the fate of Sanctuary hangs in the balance.



CHARACTER CLASSES

Diablo II: Resurrected includes seven playable classes, each with their own unique abilities and gear.

AMAZON

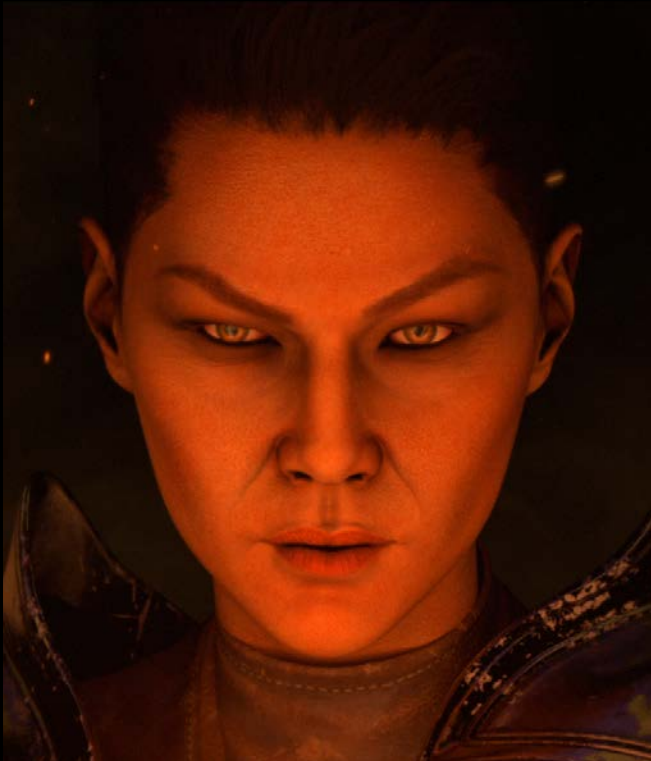
A tough fighter, proficient with bows, spears, javelins, and other weapons.



Hailing from one of the nomadic bands who roam the plains near the South Sea, the Amazon is accustomed to fighting to defend her own. The Amazon is much sought after as a mercenary, in which type of service she will be loyal as long as her own ends are also served.

ASSASSIN

A martial artist who uses stealth and cunning to defeat her enemies.



The Assassins are an ancient order originally founded by the Vizjerei to hunt down and eliminate rogue mages within their own ranks. Common people know nothing of the Assassins, but they are widely feared and respected by all who employ the magic arts.

BARBARIAN

A pure, brutal fighting machine who excels at melee combat.



The Barbarian, a member of a tribe on the fringes of civilization, rebuffs the influence of those he sees as soft and weak. Ceaseless clan warfare and the constant struggle to survive in the hostile wilderness are evident in the Barbarian's sturdy and powerful frame.

DRUID

A shapeshifter who uses elemental magic and animal friends to fight.



The Druids are a race of nomadic warrior-poet-kings. Driven from their homelands long ago by their Barbarian brothers, the Druid tribes live primarily in the northern forests. Using mystic secrets passed down through the generations, they summon the elements of fire and wind to do their bidding, and command the creatures of the forest to aid them in battle.

NECROMANCER

A versatile and deadly spellcaster, the Necromancer raises the dead, summons magical familiars, and places terrible curses on his enemies.



Though the Necromancer's goals are often aligned with those of the forces of Light, some do not think that these ends can justify his foul means. Long hours of study in dank mausolea have made his skin pale and corpselike, his figure, skeletal.

PALADIN

A warrior of light, the Paladin bolsters his allies with powerful auras and holy magic.



The Knights of Westmarch who felled the armies of mighty Leoric are pure at heart and closely follow the teachings of Zakarum, the Religion of the Light. A battle-ready warrior for whom faith is a shield, the Paladin fights for what he believes to be right.

SORCERESS

The Sorceress wields devastating frost, lightning, and fire magic.



A rebellious woman who has wrested the secrets of magic use from the male dominated Mage-Clans of the East, the Sorceress is an expert in mystical creation ex nihilo. Solitary and reclusive, the Sorceress acts based on motives and ethics inscrutable to most, and sometimes seems capricious and even spiteful.

GAMEPLAY FUNDAMENTALS

MOVEMENT: PC

Left click to move your character to a location on the screen. You can single click for a single move command or click and hold to keep moving in the direction of your mouse cursor.

RUNNING: Hold the CTRL key to run. Running uses Stamina, which recovers as you walk or stand still. You can also press R to toggle between running and walking.

LEFT- AND RIGHT CLICK ACTION ICONS

Use the left and right mouse buttons to perform actions such as moving, using abilities, and more. The Action Icons (located on the Interface Bar) display the actions currently assigned to the left and right mouse buttons. Left click on an Action Icon to bring up a pop-up menu of available actions. Click on an action to assign it to that Action Icon.

STANDING YOUR GROUND: Hold the Shift key and click to use an action such as swinging a sword or shooting a bow without moving. This is useful when you're trying to hold a specific position.

HEALTH AND MANA

The red globe on the screen indicates your current health; if it runs out, your character dies. The blue globe is your mana; abilities cost mana to use. Use health and mana potions from your Belt (located on the Interface Bar) if your health or mana get low.

DEATH

Sooner or later, your character will die. When that happens, you will respawn at your current act's safe zone (usually the primary quest hub) without your previously equipped gear. To get your stuff back, track down your corpse and click on it.

AUTOMAP

Getting lost and don't know where to go? Press the Tab key to open the game's automap. This map will show your character's current location, allies, and nearby points of interest.

THE MINI-PANEL

Near the center of the Interface Bar is a row of buttons called the Mini-Panel. The Mini-panel buttons are:

- Character - Brings up a screen displaying your character's attributes.
- Inventory - Opens your backpack and displays your inventory.
- Skill Tree - Brings up a screen displaying your skill tree.
- Party Menu - Brings up a menu of all players in the game.
- Automap - Displays an overlaid map of your surroundings.
- Message Log - Displays the history of messages sent in the game.
- Quest Log - Brings up a menu listing the status of your quests.
- Game Menu - Brings up the "Game Menu" of in-game option

C⊕NTR⊕LS

PLAYSTATION⊕

Character menu

SHARE

Game menu

OPTIONS

Skill toggle

Show item labels

Belt slot 1

Belt slot 2

Belt slot 3

Belt slot 4

Move

A top-down diagram of a DualShock 4 controller. The left side (L) has a D-pad and four touchpad buttons. The right side (R) has a D-pad and four touchpad buttons. The top has two shoulder buttons (L1, R1) and two touchpad buttons (L2, R2). The bottom has two analog sticks (L, R) and a central touchpad. Lines connect various controls to labels on either side of the controller.

Skill 6

Skill 5

Skill 4

Skill 3

Skill 2 / Interact

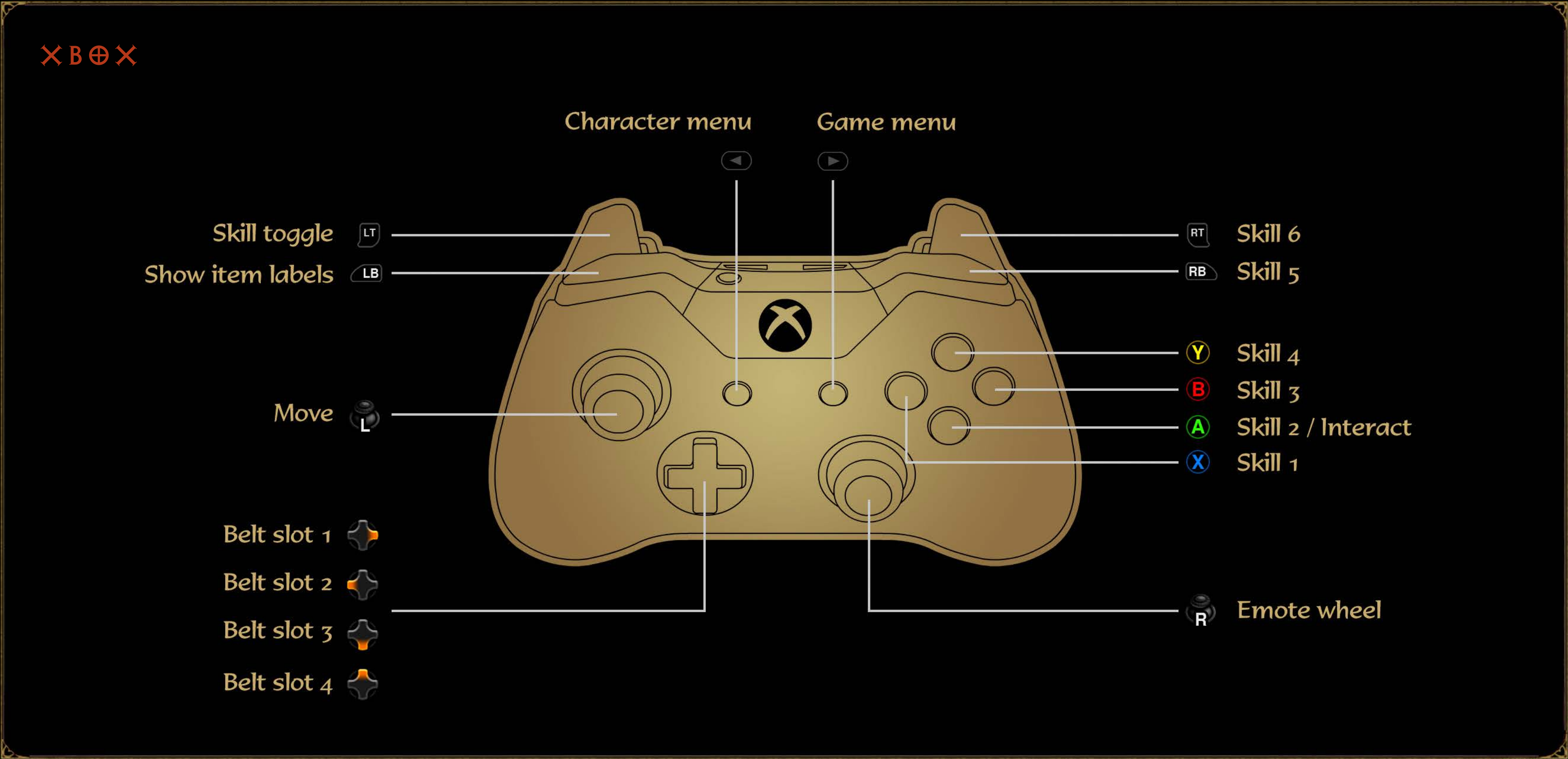
Skill 1

Emote wheel

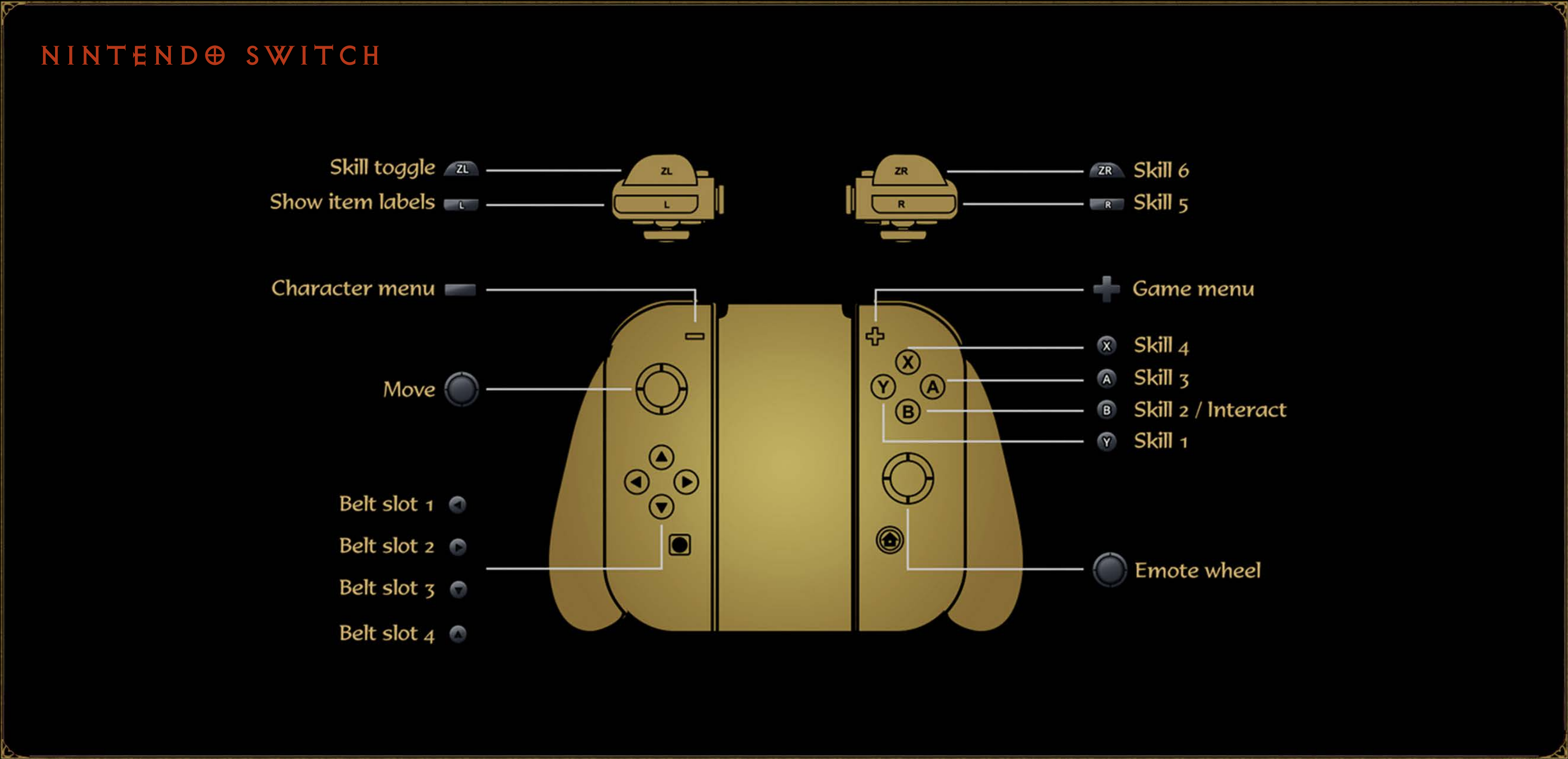
© 2021 Blizzard Entertainment, Inc. All rights reserved. All trademarks referenced herein are the properties of their respective owners.

Blizzard Entertainment

C⊕NTR⊕LS



C⊕NTR⊕LS



CHARACTER DEVELOPMENT

As you progress through the game, your character will level up and acquire new skills and more powerful gear.

LEVELING UP

Each time you level up, you can spend character points to improve your core stats, and you get to spend a skill point to either level up a skill your character already knows or unlock a new skill.

ACQUIRING GEAR

The enemies you fight may drop weapons, armor, and other items. More powerful enemies drop more powerful gear. Open your inventory to inspect your current gear and to compare it to new items you find.



CORE ITEM TYPES

You can find a vast number of items in Diablo II: Resurrected, the vast majority of which have randomly assigned stats, special abilities, and other characteristics.

WEAPONS, ARMOR, RINGS, AMULETS

These items are equippable via your inventory screen. Some of them have certain character class, stat minimum, and level requirements your character must meet before they can be equipped.

POTIONS

Health and mana potions are crucial to keeping your character alive. Assign them to your Belt for quick access.

GEMS

Gems can be socketed into certain weapons and armor to give them unique effects such as added lighting damage, vampiric life steal that replenishes your health as you damage enemies, elemental resistance, and more. Gems can be upgraded in quality to increase their potency.

RUNES

Runes can also be socketed, but you need to use the correct runes in the right order to create Rune Words which add incredibly powerful effects.

CHARMS

Charms are special items that grant magical enhancements simply by being in your character's backpack.

HORADRIC CUBE

The Horadric Cube is a powerful, mystical item used to craft other items.



ITEM RARITY GRADES

Gear you come across comes in different rarity grades, with more rare items generally being more powerful. Rarity grades are color coded to make it easier to tell which is which. These items must be identified (for example, by using a Scroll of Identify) before they can be equipped.

MAGIC ITEMS (BLUE)

Magic Items have one or two magical attributes applied to the basic item.

RARE ITEMS (YELLOW)

Rare items contain two to six magic properties.

CRAFTED ITEMS (ORANGE)

Crafted Items are similar to rare items but can only be created using the Horadric Cube. These items have fixed properties as well as random Magic Prefixes and Suffixes.

SET ITEMS (GREEN)

Set Items are part of a set that grants additional bonuses the more items of their set have been found and equipped.

UNIQUE ITEMS (GOLD)

Unique Items have unique names and attributes. Unique Items are more rare than Rare or Set Items.

TIPS & TRICKS

- **USE THE STASH:** In each act's quest hub, there is a big chest marked as "Stash." You can store items in there for later use and even use it to transfer items between characters. Found a powerful item you can't use yet? Stash it. Got a bunch of gems taking up inventory space? Stash them. Found a nice new weapon for another character? Stash it.
- **HEALING TAKES TIME:** Health potions restore health gradually, so use them BEFORE you're at critically low health.
- **SCROLL OF TOWN PORTAL:** Scrolls of Town Portal can create a temporary portal that takes you back to safety. Use Town Portals if your inventory is getting full or if you need a break.
- **SCROLL OF IDENTIFY:** You have to identify a magic item's properties before you can equip it. Use Scrolls of Identify to ID items in the field, or return to town and have them identified there.
- **TOMES:** Tomes can hold several scrolls of either Town Portal or Identify and save a lot of space in your inventory. It's good to stock up on Town Portal and Identify every once in a while.
- **WAYPOINTS:** Throughout each act, you will find a number of Waypoints. These are teleporters that can take you back to town, but unlike Town Portals, Waypoints are permanent. Once unlocked, you can always use Waypoints to travel.
- **NO SHAME IN RUNNING:** Sometimes, you may run into groups of powerful enemies. If you're outmatched, double back and give them the slip. You can use a Town Portal to make your escape. You should be able to outrun most enemies, so always know where your exits are.
- **BOSS FIGHTS:** Boss fights can be very tough, especially in the beginning. Luckily, there is often a Waypoint near a boss, so going back after getting killed to retrieve your gear (this is called a "corpse run") is somewhat painless. Bring lots of healing and mana potions, and be mindful of any special attacks or other tricks a boss may spring on you.
- **AVOID ANALYSIS PARALYSIS:** You will find A LOT of items in Diablo II: Resurrected, and it won't always be immediately obvious which ones are better. Don't agonize too much about each item in the early game, since you will be upgrading a lot of your gear very quickly.
- **SHRINES:** Every once in a while, you may come across Shrines. These grant special, time-limited bonuses such as increased XP from monsters, infinite Stamina, and some even upgrade gems in your inventory.
More info on Shrines: <http://classic.battle.net/diablo2exp/shrines.shtml>
- **KEEP AN EYE ON ENEMY BEHAVIORS:** Each enemy type you encounter has slightly different behavior. Fallen are cowardly and will run away, Fallen Shamans will resurrect their fallen brethren, archers will try to keep their distance and riddle you with arrows from afar, etc. Learn what each enemy's strategy is and how to counter them.

C⊕NCLUSION⊕N

We hope this guide helps get you started on your journey through Sanctuary, but be aware that this barely scratches the surface of everything there is to experience in Diablo II: Resurrected. There is much more to learn about Hirelings, group play, different difficulty settings, ladder seasons, the intricacies of the Horadric Cube, and more. Luckily, the game's original online guide is still up and running (in its original early '2000s web design, too), and it includes a host of in-depth information that might prove useful. For the complete online guide, visit the Arreat Summit at: <http://classic.battle.net/diablo2exp/>

We'll see you in Hell.

