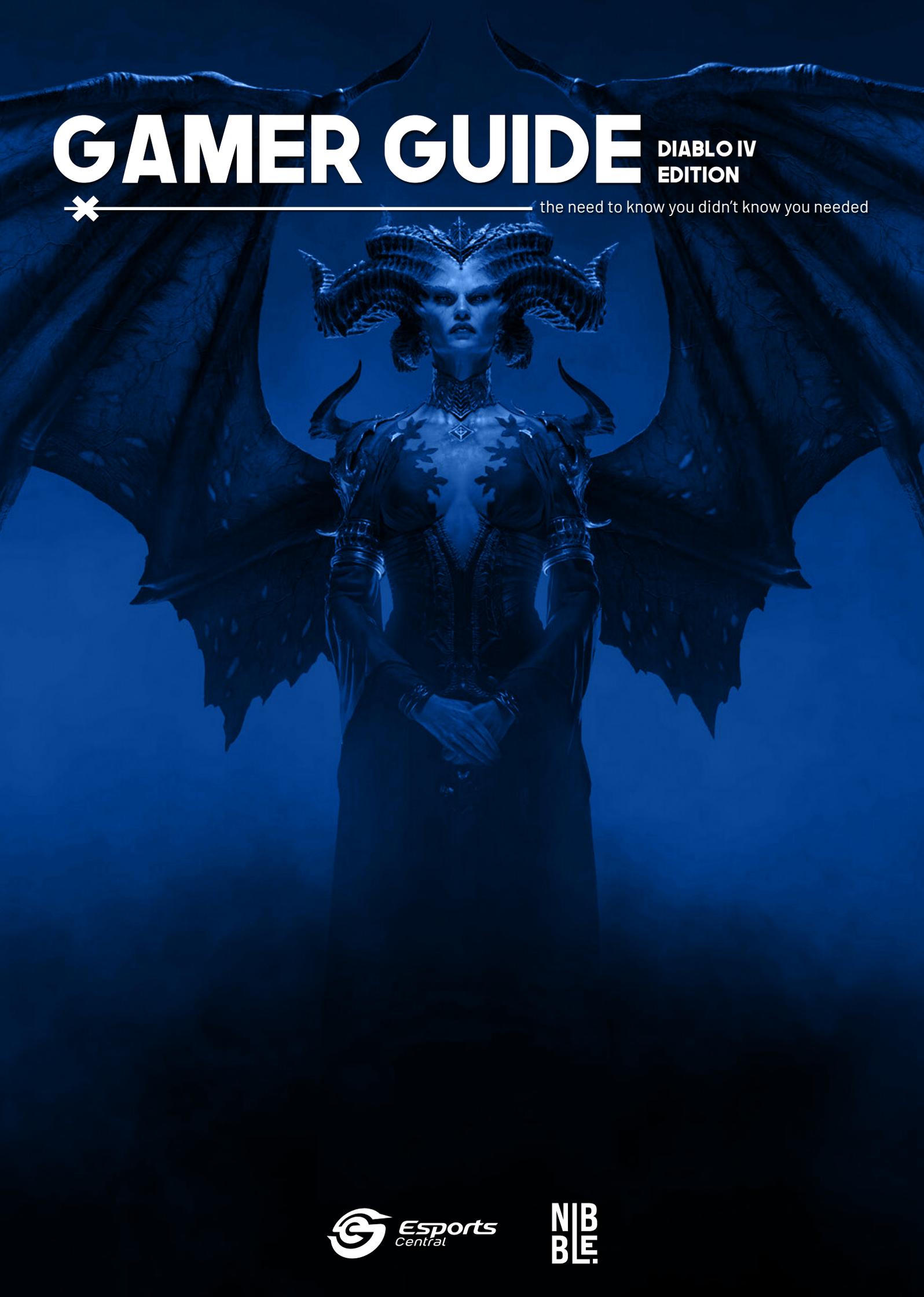


GAMER GUIDE

DIABLO IV
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Diablo IV is a multiplayer-only ARPG (action role-playing game) developed and published by Blizzard Entertainment. The fourth main instalment in the series, it was announced at BlizzCon in 2019 and finally released in June 2023 for the PlayStation, Xbox, and Windows.

DIABLO

Players can create a character from a selection of five playable classes. They'll utilise their unique skills to tackle quests through combat. The game retains beloved features from previous entries in the franchise, like the focus on replayable dungeons that are randomly generated, and the loot-based character builds. However, this instalment introduces fresh mechanics to the series, including an expansive open world and intense PvP (player-versus-player) battles.

BREAKDOWN THE BASICS

The gameplay follows a core formula where players defeat progressively challenging enemies to acquire stronger equipment over time. It's all about strategic progression and teamwork as you face tougher opponents alongside other players.

Mechanics



World Tiers

During character creation, you'll choose between World Tier 1 Adventurer and World Tier 2 Veteran as starting difficulties. Once you've completed the game at these levels you will unlock additional tiers. Each tier modifies the world's difficulty, loot drops, and enemy gold rewards.

- Tier 1: Adventurer
- Tier 2: Veteran
- Tier 3: Nightmare
- Tier 4: Torment



Classes

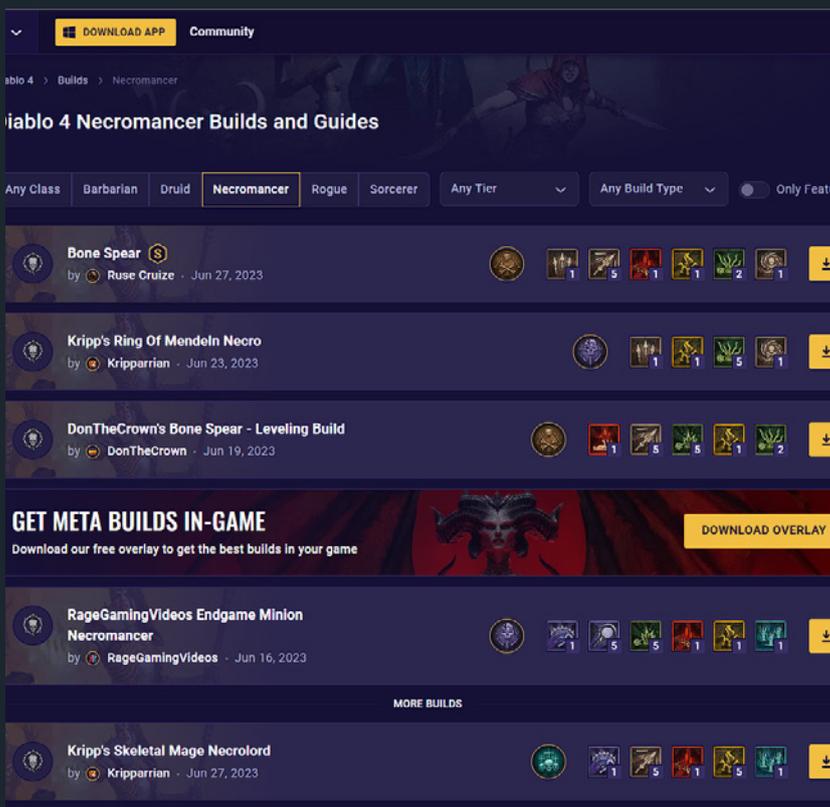
The class you choose will determine your playstyle throughout the game and each has unique skills, weapon options, and strategic challenges. While it's been hinted that more classes might be added at a later date, there are currently five to choose from:

- **Barbarian:** The Barbarian Class is all about dealing massive destruction up close. They excel in switching between different weapon types and focus heavily on physical damage. Their offensive and defensive moves are straightforward and powerful.
- **Sorceress:** The Sorceress is a high-risk, high-reward Class. Although fragile, they unleash excellent elemental damage. However, the Sorceress struggles with early-game battlefield control.
- **Rogue:** The Rogue is a stealthy assassin known for swift movement. They can reposition themselves strategically in combat or retreat when necessary. With the ability to switch between melee and ranged weapons like daggers, swords, and bows, the Rogue is incredibly versatile.
- **Necromancer:** The Necromancer is a renowned summoner, raising corpses to fight alongside them. They have access to various weapons, including swords, daggers, wands, and unique scythes exclusive to them.
- **Druid:** The Druid possesses shape-shifting abilities, can instantly switch forms using beast-themed skills, and specialise in Earth and Storm Spells. Druids can disable enemies and have companions who are automatically summoned to aid them in battle.



Builds

Builds are a combination of your character's skills, talents, and equipment that create a distinct playstyle or emphasise the class's innate strengths. Each class has multiple predefined builds and while you don't need to use them, it is recommended to get the most out of your game, especially in the beginning. The details for these can be found readily online, or even in companion apps.





Gear

When looting gear, it's useful to know the quality. Especially since it drops in abundance and inventory space is limited. All loot stats and modifiers are random and determined by the following rarities:

- Normal (white): No modifier.
- Magic (blue): Up to two extra random affixes.
- Rare (yellow): Up to five extra random affixes.
- Legendary (orange): Up to five extra random modifiers including one legendary affix.
- Unique (gold): Up to six extra random affixes including one unique affix.

Weapons are grouped into different categories, each with its own unique base abilities and random modifiers. This variety offers players a wide range of options to choose from.

- Bows
- Crossbows
- Daggers
- Axes & Two-Handed Axes
- Maces & Two-Handed Maces
- Staves & Two-Handed Staves
- Swords & Two-Handed Swords
- Scythes & Two-Handed Scythes
- Wands
- Focuses

Armour is equipped in designated slots in your inventory: Helm, Chest, Gloves, Pants, and Boots. Armour serves as a means of defence, reducing damage taken while also offering various fixed and random modifiers that impact the player's stats.

Accessories in the form of Amulets and Rings can be equipped on their respective slots as well. One slot for Amulets and two for Rings. Accessories also provide random modifiers that help players increase their stats and may even provide skills.



Crafting

Crafting is facilitated through an Artisan System. As you play you'll obtain materials and unlock recipes to forge new weapons, armour, and accessories. Crafting materials do not take up inventory space so don't hold back on collecting.

In each capital city, you'll encounter four artisans. The Blacksmith, Jeweller, and Alchemist can be unlocked by reaching certain levels and completing related quests. The Occultist, on the other hand, can be unlocked by completing an optional dungeon and acquiring a Legendary Aspect, or by reaching level 25 without engaging in any dungeons.

- The Occultist: The Occultist offers the ability to imprint and extract Aspects on gear using Veiled Crystals and Gold. They handle Nightmare Sigil crafting and equipment enchanting.
- The Alchemist: Unlock The Alchemist at level 10 after completing the Priority Quest. They handle Healing Potions, Elixirs, and Incense crafting, which grants buffs to party members.
- The Jeweller: Unlock The Jeweller at level 20 after completing the Priority Quest. They handle Gems and Accessories, upgrading them and assisting with socketing and unsocketing.
- The Blacksmith: Unlock The Blacksmith at level 10 after completing the Priority Quest. They handle Weapons and Armour crafting, upgrades, and salvaging of materials.



Combat

Diablo IV combat is real-time and action-packed, with frequent encounters and split-second decision-making. Players use skill rotations and basic attacks to eliminate foes. Enemy attacks can be dodged with the Evade mechanic, particularly useful against AoE (area-of-effect) assaults.

Basic attacks and abilities don't deplete special gauges like Fury or Mana and work well against easier foes. Melee builds rely on basic attacks to regenerate resources, while other classes gradually regenerate their resource points over time.





Skills & Levelling

Skills are active actions performed in combat by equipping and activating them manually. They are tied to your weapons, so make sure you have the appropriate skill when switching weapons. Passive Skills work similarly but activate automatically once unlocked.

Ultimate Skills are rare and powerful, with a choice of one of three options per class. They have long cooldowns requiring strategic character building and management.

The Paragon Board expands character customization beyond skills. Unlocked at level 50, it progresses up to level 100, with new tiles unlocked through Paragon XP. Each class has a unique Starting Paragon Board, and expansion is done one tile at a time using earned points.





Environment



The open world of Sanctuary is divided into five regions that players explore as they progress through the game:

- Scosglen: The lush land of the Druids filled with dense forests and coastal borders. Watch out for werewolves and the new drowned monster types.
- Dry Steppes: Harsh and unforgiving, home to desperate souls resorting to anything to survive.
- Kehjistan: Desert shadows hide rising cultists searching for the power to resurrect ancient Prime Evils.
- Fractured Peaks: Secluded snowy mountains where devout priests seek enlightenment, unaware of lurking horrors below.
- Haweza: A snake-infested swamp inhabited by witches and zealots hunting for ancient artifacts. Stay alert.

Notable Locations

Altars of Lilith boost your character's Attributes, enhancing their power. These special objects are spread across the world, concealed in various locations which are often quite cleverly hidden.

In Sanctuary, Strongholds are challenge arenas that require purification before unlocking new vendors, dungeons, and waypoints.

Dungeons are private locations where you won't encounter other players unless they are in your party. They are randomly generated, featuring a variety of interior and exterior landscapes with diverse tilesets and enemies. By using Nightmare Sigils you can access high-level Nightmare Dungeons which come with increased difficulty and rewards.

TIPS & TRICKS



Watch your weapons

Weapons and gear deteriorate over time and become unusable when their durability reaches zero. This is accelerated by death which results in equipped items losing 10% of their total durability. To avoid the frustration of your best weapon breaking during a critical moment in battle, remember to repair your gear at the local Blacksmith before venturing out of town.

Gold is cheap

Gold is abundant in Diablo IV. Materials, however, are not! Rather than selling the weapons and gear you find during your adventure, it's advisable to dismantle them. Dismantling breaks down the gear into component parts, which can be used to upgrade or craft stronger equipment. Since the end game has a large focus on crafting, getting started early on will give you a major advantage.

Hoard your gems

Gems are valuable enhancements that can be inserted into sockets on weapons and gear. To save inventory space, it's recommended to keep gems stored in your stash until you're ready to optimise your gear. When the time comes, retrieve them to unleash their power and gain a significant advantage in your adventures.



CONCLUSION

Diablo IV may not be the most innovative ARPG but it is certainly one of the most polished and well-crafted. The fluent progression design along with the satisfying combat makes it really hard to put down once you've started. It's certainly worth the wait and you're in for a good time!