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### SYSTEM REQUIREMENTS

- Windows® 2000/XP (Windows x64 NOT supported)
- 1.4 GHz Intel® Pentium® 4 or equivalent AMD® Athlon™ or faster processor
- 512 MB RAM or more
- NVIDIA® GeForce®, ATI® Radeon®, or equivalent DirectX® 9.0c-compliant, 128 MB 3D video card with Hardware Transform and Lighting capability and pixel shader support
- DirectX 9-compatible audio card
- CD-ROM
- 4 GB of free drive space or more
- Windows-compatible Mouse
- Windows-compatible Keyboard
- Windows-compatible USB gamepad with eleven buttons and dual analog sticks (Recommended)

### INSTALLATION INSTRUCTIONS

Start your computer. Insert the *Eragon* CD into the CD drive. If your CD-ROM / DVD-ROM drive has Autoplay enabled, click the "Install" button via the launcher and follow the on-screen instructions. If autoplay is disabled, double-click the "My Computer" icon (generally located on your desktop). Double-click on the CD-ROM/DVD-ROM drive containing game CD and follow the on-screen instructions.

### TROUBLESHOOTING

Please view the Read Me documentation on the CD-ROM for troubleshooting information.

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## INTRODUCTION

The fate of a young, unsuspecting farm boy changes forever when he discovers a dragon egg in the deep forests of the Spine Mountains. When the dragon Saphira hatches, their destinies unite. *Eragon* is thrust into a new and dangerous world where enemies lurk at every turn, intent on destroying him before he can take hold of his legacy. Lead *Eragon* and Saphira down the path of destiny. Help *Eragon* become...a DRAGON RIDER.

## DEFAULT CONTROLS—KEYBOARD ONLY

### BASIC CONTROLS:

W	Move Forward
S	Move Backward
A	Move Left
D	Move Right
J	Quick Attack
K	Strong Attack (Grab)
L	Block (Evade)
I	Jump
Left Shift	Bow Mode
Spacebar	Magic Mode
Q (if Fury Meter full)	Activate <i>Fury Mode</i> (restores full health and temporarily allows supercharged attacks)

### MELEE COMBAT CONTROLS:

J	Quick Attack
K	Strong Attack
K (vs. stunned enemy)	Grab enemy
J (vs. grabbed enemy)	Attack grabbed enemy
K (vs. grabbed enemy) + W, A, S, or D (direction)	Throw grabbed enemy
L	Block
L + W, A, S, or D (direction)	Evade

**ATTACK COMBOS**

J + J	Quick forehand-backhand strikes
K + K	Medium 1-2 forehand-backhand strikes
K + J + J	Knockback
J + K + K	Knockdown
J + K + J	Kick-Stun Combo
K + J + K	Grab Combo (this will only work if the enemy is not blocking)
I + J	Overhead attack from a jump
I + K	Knockback attack from a jump
L + K	Parry Grab (press K immediately after a successful block)
Enemy on ground + J or K	Kill Move
Player on ground + K + W, A, S, or D (toward enemy)	Rolling Tackle

**BOW CONTROLS:**

Left Shift	Activate Bow
Left Shift + J	Fire Quick Shot
Left Shift + J (hold and release)	Fire Skill Shot
Left Shift + Spacebar + J	Fire Magic Arrow
Left Shift + A, D (left or right direction)	Evade
Press Left Shift repeatedly	Switch active Bow target

**MAGIC CONTROLS:**

*Note: Eragon learns magic spells as his powers grow throughout the game.*

Spacebar + J (Hold & Release) on environment target	Activate World Magic
Spacebar + J (on Saphira call-in target)	Call in Saphira
Spacebar + J (on enemy target)	Magic Pull
Spacebar + I (on enemy target)	Magic Push
Spacebar + L	Magic Shield
Spacebar + K (on enemy target)	Magic Fire
Spacebar + W, A, S, or D (direction)	Evade
Spacebar (press and release)	Cycle through available Magic targets

**DRAGON FLIGHT CONTROLS:**

W, A, S, D	Steer
J (Press and Hold)	Fire Breath
L	Claw Block (Exit Speed Burst)
K	Tail Whip
Spacebar + J	Deflect Projectiles
Left Shift + J	Fire Magic Arrow
Press Spacebar repeatedly	Switch active Magic target
Press Left Shift repeatedly	Switch active Bow target
Q	Speed Burst

## PLAYING THE GAME

**MAIN MENU**

New Game	Start a new <i>Eragon</i> game
Load Game	Load a saved game
Options	Change Game Settings
Credits	View Credits
Unlockables	View unlockable rewards found during gameplay. Find the secret dragon egg on each level to unlock a reward.

**OPTIONS MENU (MAIN MENU)**

Controller Info	Change controller type and re-configure game pad button mapping
Graphics	Configure graphic settings for the game: resolution, gamma, brightness, contrast, particle density, texture resolution, fog, recommended settings
Volume	Set volume for music and sound effects
Vibration	Turn controller vibration on/off (applies only to game pads that support vibration feature)

## PAUSE MENU

Resume	Return to the game
Restart from Last Checkpoint	Restart from an earlier location
Restart Level	Restart the game at the beginning of the current level
Controls	Change controller type and re-configure game pad button mapping
Skills	View controller actions
Options	Change Game Settings
Quit	Quit game and return to main menu

## OPTIONS MENU (PAUSE MENU)

Volume	Set volume for music and sound effects
Vibration	Turn controller vibration on/off (applies only to game pads that support vibration feature)

## CO-OPERATIVE PLAY MODE

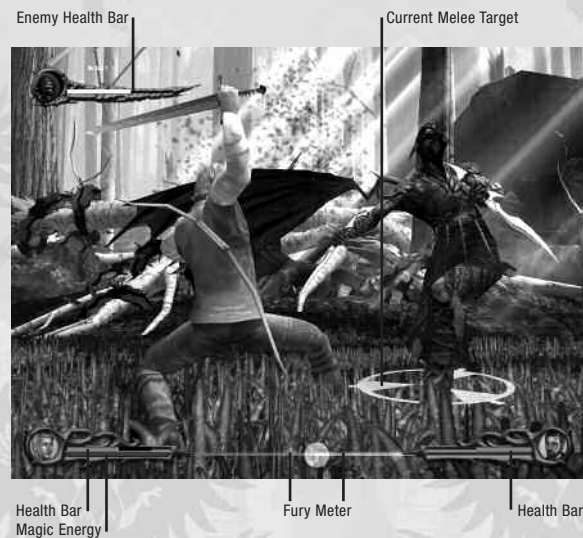
### GAME PAD

Play *Eragon* with another person at any time by inserting a second game pad into any open USB port on your computer and pressing the Start button. For best results, both controllers should be inserted into available USB ports on your computer prior to starting up the game. As the second player, you control Brom, Murtagh and Saphira (during Dragon Flight levels). Press the Start button and select Drop Out from the Pause Menu at any time to switch the game back to single player mode.

### KEYBOARD

Play *Eragon* with another person at any time by pressing Enter on the Number Pad. Additional keyboard controls for the second player in Co-Operative Play Mode can be found by pressing Enter on the Number Pad to bring up Player 2's Pause Menu, then choosing Skills.

## ERAGON GAMEPLAY HUD



**Health (red bar)** - Indicates health status of Eragon and Ally character. Maximum health will increase throughout the game as the heroes grow stronger.

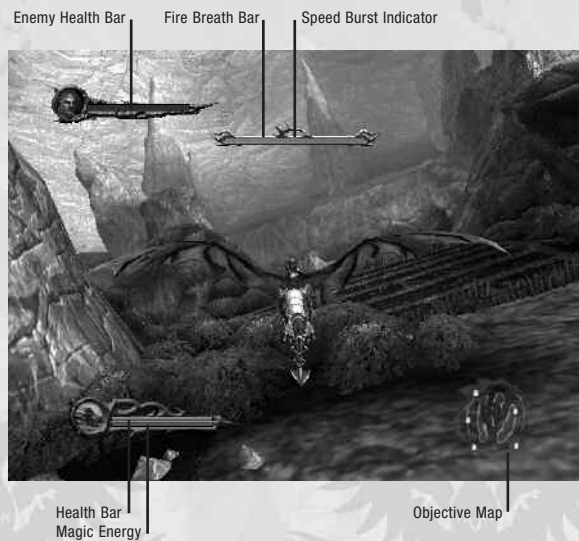
**Magic Energy (blue bar, Eragon and Saphira only)** - Indicates whether or not Eragon can cast magic. If blue, magic can be cast. Once magic is cast, the bar is empty and turns gray as it replenishes. Magic-casting speed increases throughout the game as Eragon learns the ways of magic.

**Fury Meter (colored bars that extend between hero health meters)** - Collect power orbs from fallen enemies to fill this meter. Fury Mode can be activated when the meter is full and flashing.

**Enemy Health Bar (top left corner of screen)** - Shows remaining health of enemy character in boss battles.

**Current Melee Target (circular target under enemy)** - Shows current target for sword attacks. If it is spinning, the enemy is stunned and can be grabbed.

## SAPHIRA DRAGON FLIGHT HUD



**Health (red bar)** - Indicates Saphira's health status.

**Magic Energy (blue bar)** - Indicates when Eragon is ready to cast Magic Arrow or Deflect Projectiles while riding Saphira.

**Fire Breath (red bar, top of screen, Dragon Flight levels only)** - Indicates when fire breath is used up. Release fire breath button to allow the bar to recharge.

**Speed Burst Indicator (small blue gem connected to Fire Breath meter)** - This indicator turns blue when Saphira is able to activate Speed Burst.

**Objective Map (Urgal Attack! Mission only)** - Displays location and health of Varden Towers.

**Enemy Health Bar (top left corner of screen)** - Indicates health status of enemy character in boss battles.

## GAMEPLAY INDICATORS



**Current Bow Target** - Shows current Bow target. Green indicates targetable, grey indicates untargetable and orange indicates an Ally target.



**Skill Shot Target (target gets small)** - Shows current Skill Shot target. Reticule will also start spinning when Skill Shot is activated. Green indicates targetable, grey indicates untargetable and orange indicates an Ally target.



**Saphira Call-In target** - Can be activated to call in Saphira for help!



**Magic Target** - Shows Eragon's current Magic target. A green indicator means that Eragon is ready to use magic on the target. Grey indicates Eragon's magic is recharging and/or the target is not yet ready to use.



**Mission Tally** - Various indicators will show mission-specific goals.

## ITEMS



**Health Orbs** - Small orb restores a small amount of health. Large orb completely restores health.



**Power Orb** - Collect these to fill your Fury Meter.



**Super Orb** - Breaks into many Power Orbs.



**Treasure Chest** - Contains Health or Super Orb, depending on need.



**Secret Egg** - Opens unlockable content. One of these is hidden in each level.

## CREDITS

### CHARACTER VOICES

Edward John Speleers  
Sienna Guillory  
Robert Carlyle  
Garrett Hedlund  
Geraint Wyn Davies  
TC Carson  
Claire Cox  
Chris Edgerly  
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Neil Dickson  
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**Art Director** John Kleber  
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**Studio Technical Director** Ken Demarest  
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Katie Choi

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### INTERFACE AND MENUS

Sveta Trushchenkova

### PARTICLE EFFECTS

Brian McSweeney

### AUDIO

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Orchestral score recorded at Paramount Studios, Studio M, Stephanie Murray, Studio Manager

Performed by The LA Studio Orchestra  
Score Supervisor Audrey deRoche  
Orchestra Contractor Ross deRoche  
Music Preparation deRoche Music Inc.  
Orchestrations Andrew Kinney, Marshall Bowen, Ira Hearshen, Larry Kenton  
Conductor Larry Kenton  
Recording Engineer Dan Blessinger

Choir and vocal soloists recorded at Ex'pression College for Digital Arts  
Choir Volti  
Soloists Alison Lewis, Pamela Z  
Recording Engineers Eric Appell & David Johngrass

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Michael Daglow  
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Colin Fix  
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Giant Killer Robots  
Mainframe  
MOVA  
Paramount Studios  
Wild Brain  
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Palma VFX  
The Animation Farm  
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Gail Harrison  
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