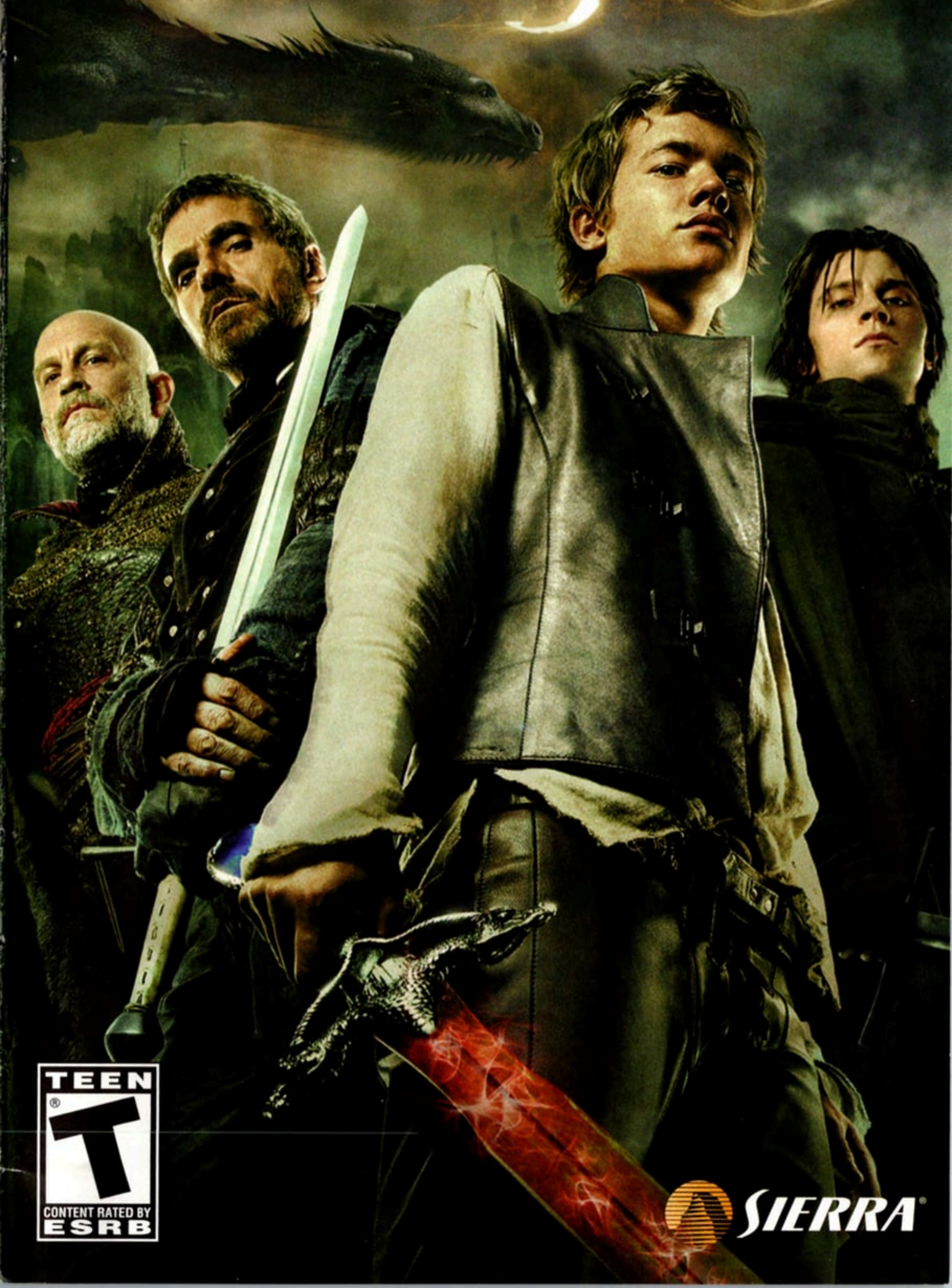


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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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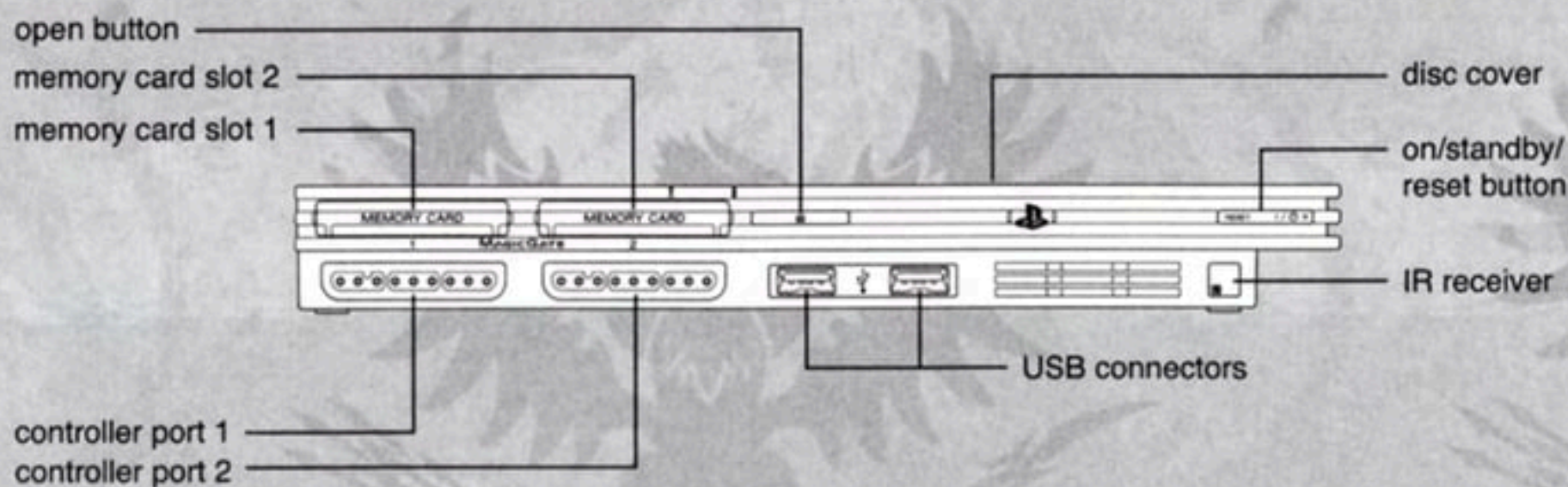
TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Controls	3-4
Introduction	5
Playing the Game	5
Eragon Gameplay HUD	6
Saphira Dragon Flight HUD	7
Co-Operative Play Mode	7
Gameplay Indicators	8
Items	8
Credits	10
Customer Support	12
License Agreement	Inside Back Cover

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GETTING STARTED

USING THE PLAYSTATION®2 SYSTEM



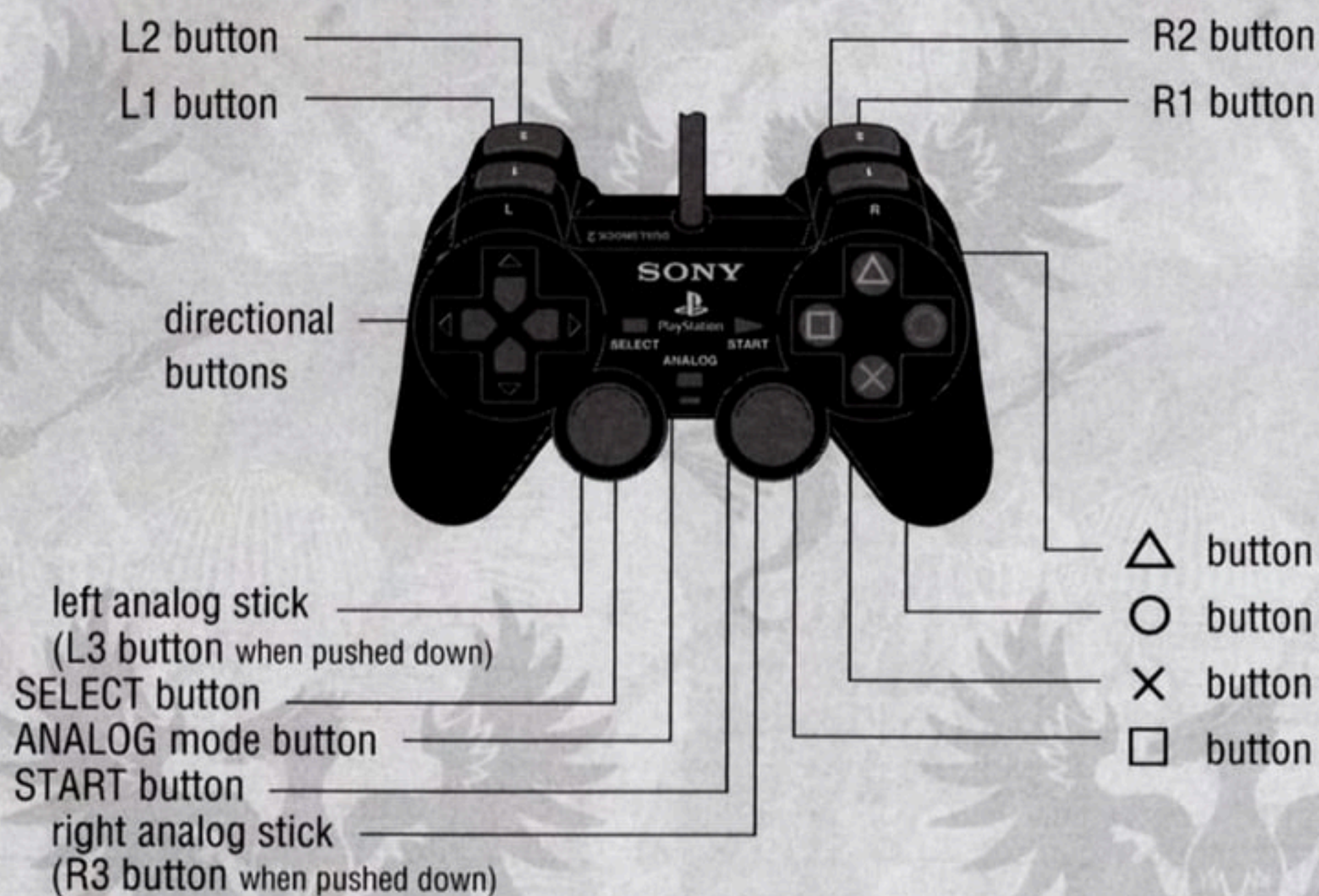
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button, and the disc tray will open. Place the *Eragon* disc on the disc tray with the label side facing up. Press the OPEN button again, and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

BASIC CONTROLS:

Left analog stick	Walk/Run
⊗	Quick Attack
○	Strong Attack (Grab)
□	Block (Evade)
△	Jump
R1 button	Bow Mode
L1 button	Magic Mode
L3 button + R3 button (if Fury Meter full)	Activate <i>Fury Mode</i> (restores full health, increases magic recharge rate, and temporarily allows supercharged attacks)

MELEE COMBAT CONTROLS:

⊗	Quick Attack
○	Strong Attack
○ (vs. stunned enemy)	Grab enemy
⊗ (vs. grabbed enemy)	Attack grabbed enemy
○ (vs. grabbed enemy) + Left analog stick (direction)	Throw grabbed enemy
□	Block
□ + Left analog stick (direction)	Evade

ATTACK COMBOS

⊗ + ⊗	Quick forehand-backhand strikes
○ + ○	Medium 1-2 forehand-backhand strikes
○ + ⊗ + ⊗	Knockback
⊗ + ○ + ○	Knockdown
⊗ + ○ + ⊗	Kick-Stun combo
○ + ⊗ + ○	Grab combo (this will only work if the enemy is not blocking)
△ + ○	Knockback attack from a jump
△ + ⊗	Overhead attack from a jump
Press ○ quickly after a successful block □	Parry Grab
Enemy on ground + ⊗ or ○	Kill Move
Player on ground + ○ + Left analog stick (toward enemy)	Rolling Tackle

BOW CONTROLS:

R1 button	Activate Bow
R1 button + ⊗	Fire Quick Shot
R1 button + hold and release ⊗	Fire Skill Shot
R1 button + L1 button + ⊗	Fire Magic Arrow
R1 button + Left analog stick (direction)	Evade
R1 button + Right analog stick (direction)	Switch active Bow target

MAGIC CONTROLS:

L1 button + hold ⊗ (targeting the environment)	Activate World Magic
L1 button + ⊗ (on Saphira call-in target)	Call in Saphira
L1 button + ⊗ (on enemy target)	Magic Pull
L1 button + △ (on enemy target)	Magic Push
L1 button + □	Magic Shield
L1 button + ○ (on enemy target)	Magic Fire
L1 button + Left analog stick (direction)	Evade
L1 button + Right analog stick (direction)	Switch active Magic target

DRAGON FLIGHT CONTROLS:

Left analog stick	Steer
Press and hold ⊗	Fire Breath
□	Claw Block (Exit Speed Burst)
○	Tail Whip
L1 button + ⊗	Deflect Projectiles
R1 button + ⊗	Fire Magic Arrow
L1 button + Right analog stick (direction)	Switch active Magic target
R1 button + Right analog stick (direction)	Switch active Bow target
L3 button + R3 button	Speed Burst

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.

PLAYING THE GAME

MAIN MENU

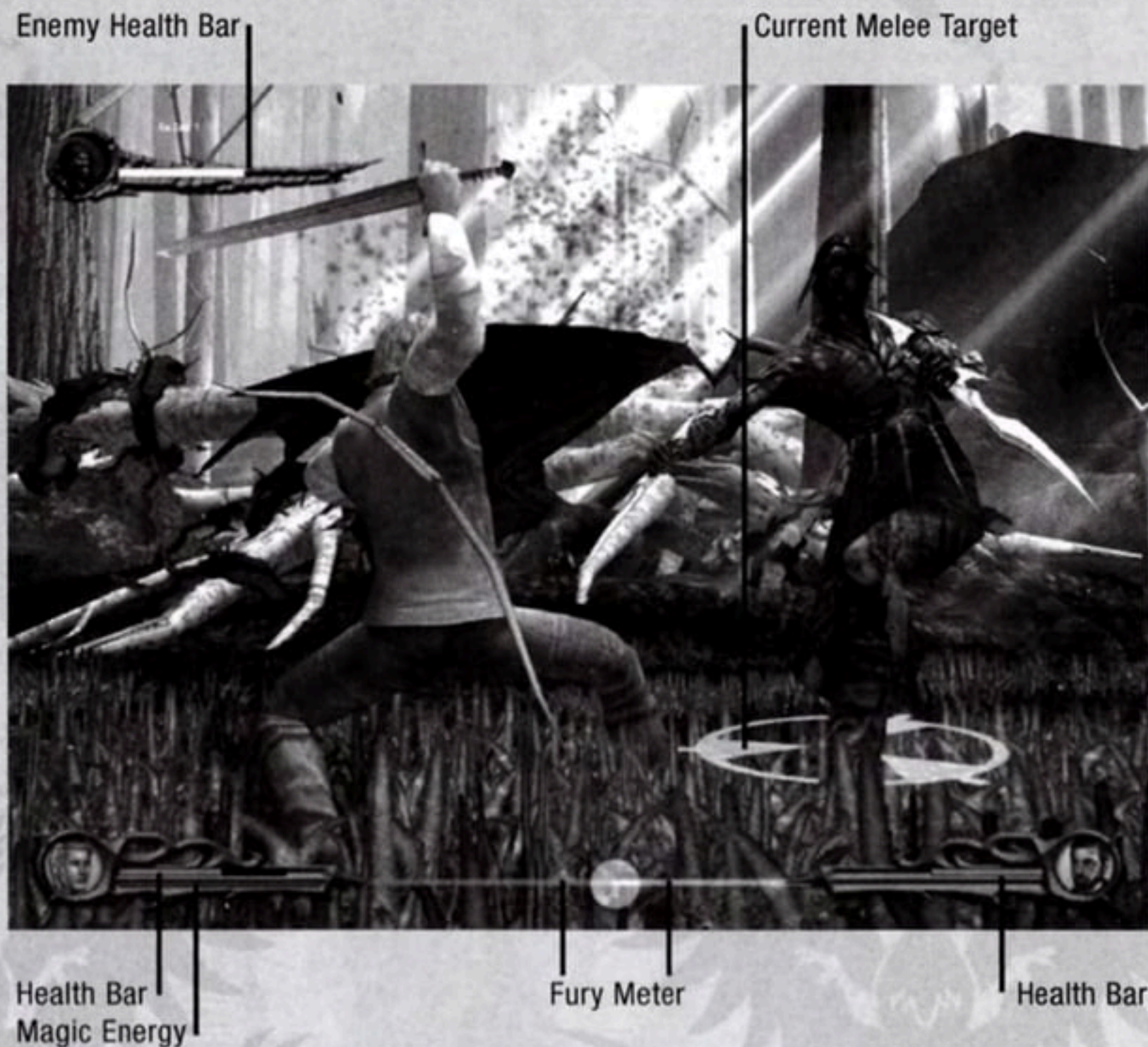
New Game	Start a new <i>Eragon</i> game
Load Game	Load a saved game
Options	Change Game Settings
Credits	View credits
Unlockables	View unlockable rewards found during gameplay. Find the secret dragon egg on each level to unlock a reward

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	View controls layout; change Dragon Flight Y-Axis setting
Skills	View controller actions
Options	Change Game Settings
Quit	Quit game and return to Main Menu

OPTIONS MENU

Controls	View controls layout; change Dragon Flight Y-Axis setting
Speaker Output	Select Mono, Stereo or Surround sound
Volume	Set volume for music and sound effects
Vibration	Turn controller vibration on/off
Aspect Ratio	Choose from Fullscreen, Letterbox or Widescreen modes (dependent on your display hardware)
Scan Mode	Choose between Interlaced or Progressive Scan display (dependent on your display hardware)



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

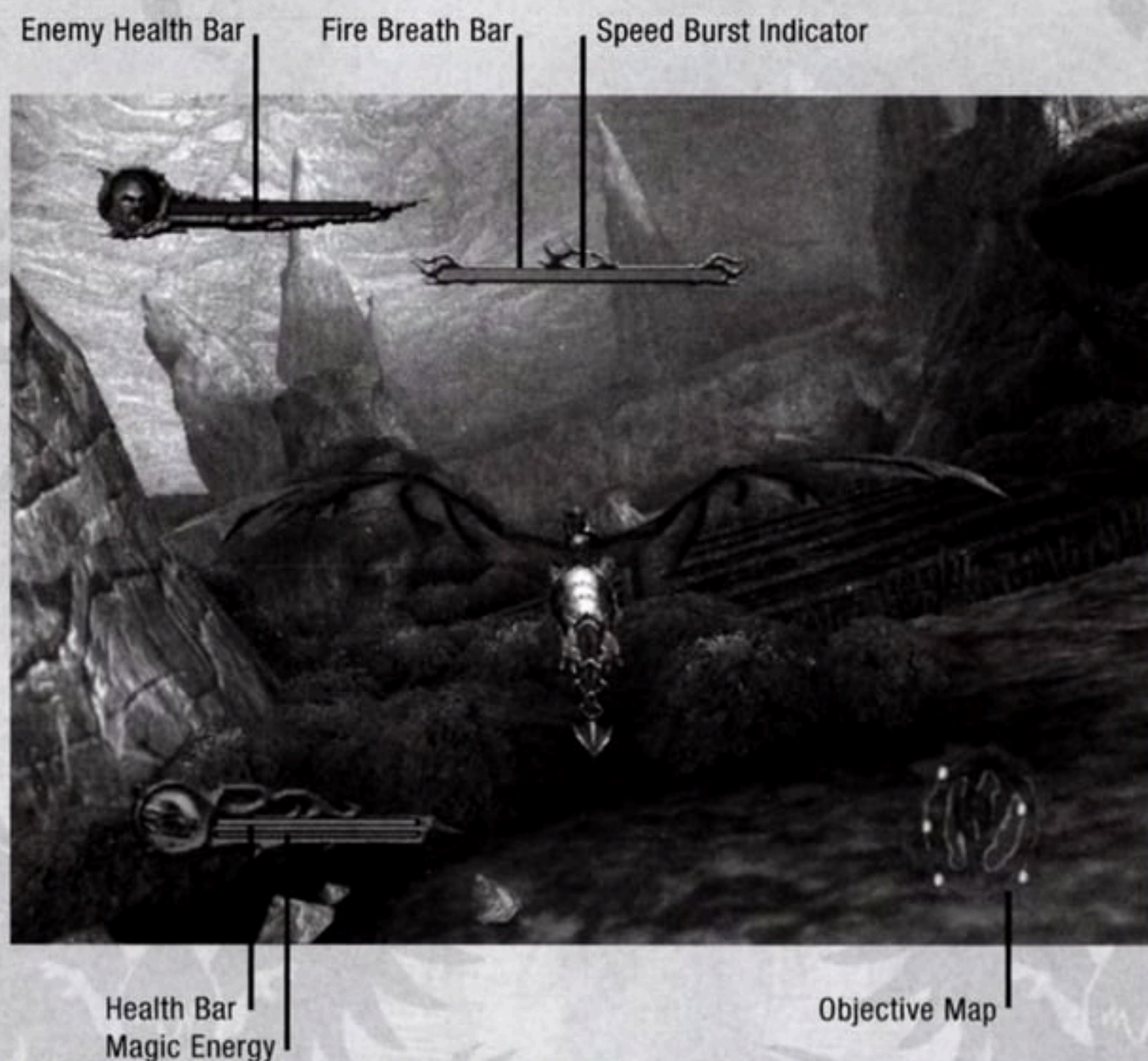
Magic Energy (blue bar, Eragon and Saphira only) - Indicates whether or not Eragon can cast magic. If blue, then magic can be cast. Once magic is cast, bar is empty, then turns gray as it replenishes. Magic-casting speed increases throughout the game as Eragon learns the ways of magic.

Fury Meter (colored bars that extend between hero buds) - Power orbs that are collected from fallen enemies fill this meter, allowing Fury Mode to be activated when full and flashing.

Enemy Health Bar (top left corner of screen) - Indicates health status 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.

CO-OPERATIVE PLAY MODE

Play *Eragon* with another person at any time by inserting a second DUALSHOCK®2 ANALOG CONTROLLER into controller port 2 and pressing the START button. 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.

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!

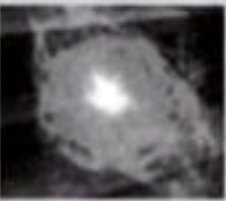


Magic Target - Shows Eragon's current Magic target. Green indicates targetable. Grey indicates Eragon's magic is recharging and/or the target is not yet ready to use



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

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THE GAME AND THE MOVIE!**

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Performed by The LA Studio Orchestra
Score Supervisor: Audrey deRoche
Orchestra Contractor: Ross deRoche
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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
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Soloists: Alison Lewis, Pamela Z
Recording Engineers: Eric Appell & David Johngrass

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Special Thanks to:

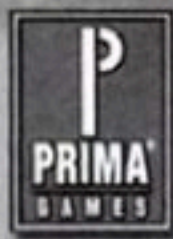
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