

NTR-AEGE-USA

# eragon™

NINTENDO DS™



INSTRUCTION BOOKLET

 SIERRA®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **▲ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Eye or muscle twitching**

**Loss of awareness**

**Altered vision**

**Involuntary movements**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **▲ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **▲ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **▲ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

THIS GAME CARD WILL WORK ONLY WITH  
THE NINTENDO DS™ VIDEO GAME SYSTEM.

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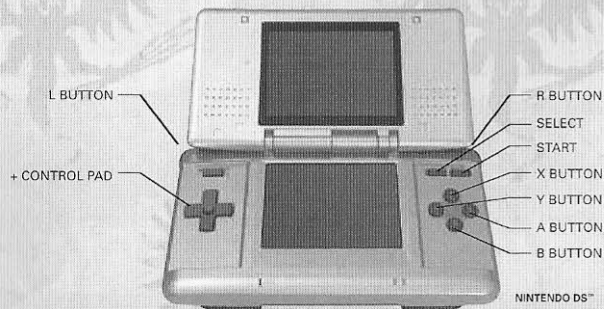
# eragon™

## TABLE OF CONTENTS

STARTING THE GAME	2
INTRODUCTION	3
CONTROLS	3
CASTING SPELLS	4
HEALTH & MAGIC POINTS	5
ITEMS	6
SPELLS	7
OTHER ITEMS	8
CUSTOMER SUPPORT	9
CREDITS	10
LICENSE AGREEMENT	INSIDE BACK COVER

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## STARTING THE GAME



1. Make sure the power is OFF. Never insert or remove a Game Card when the power is ON.
2. Insert *Eragon* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press Power Button to turn power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select *Eragon* on the Touch Screen to launch the game.
6. The Legal Screen and company logos appear, followed by the Title Screen.

## 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.

## CONTROLS



+Control Pad - Players move Eragon in eight directions on the playfield.



**A Button** - Interact/Talk/Special. Interact with objects and people. Eragon learns various moves that are assigned to the A Button. Try using them in combination with Strong and Weak attack combos.



**X Button** - Strong attack.



**Y Button** - Weak attack.



**B Button** - Jump. Tap twice for a Double-Jump.



**L Button** - Tap the L Button to "Lock-On" to an enemy. Tap again to switch targets. Holding the L Button centers the camera behind Eragon and allows Eragon to strafe.



**R Button** - Hold down to block. Use with the +Control Pad to dodge enemy attacks.



**START** - Pauses the game on the upper screen and displays options on the lower screen.



**SELECT** - Toggles the Map display on the lower screen. Players can also tap the Map icon on the Touch Screen to display the map.



**Touch Screen** - Primarily, the lower screen is used to cast spells and use items during gameplay. Players draw shapes on the screen to summon the spell and then launch the effect in the desired direction with a flick of the stylus/finger.

- Tap the Bow/Arrow icon to enter Bow and Arrow mode in two ways: When Eragon is "Locked-On" to an enemy, the player will enter third-person Bow and Arrow mode. Tap the L Button to switch targets, hold down the R Button to increase tension and release to shoot. When Eragon is not "Locked-On" to an enemy, the player will enter first-person Bow and Arrow mode. Use the +Control Pad or Touch Screen to aim. Hold down the L or R Buttons to increase tension and release to shoot.
- Communicate with Saphira by accurately drawing the symbols on the lower screen.
- Toggle a map of the current area.
- Use the Touch Screen to control Saphira during certain flying sequences.

## CASTING SPELLS

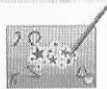
Players use the Touch Screen to draw shapes that correspond to items and magic spells. Items are displayed once they are collected, and the number of items in Eragon's inventory appears next to the symbol. Once Eragon learns magic, the symbols appear on the lower screen. To use magic or items, the player draws the symbol on the lower screen:

### DRAW



Players draw the desired spell on the lower screen at any time. The drawing appears over all other graphics on the screen.

### APPEAR



If the player draws the spell correctly, an image instantly materializes representing the spell effect. Items are automatically used.

### FLICK



With a spell, players can flick it in the direction they wish Eragon to cast the spell. This allows for a full range of spell-casting.

### SPELLCAST TIME

Spells are usually cast in real-time, meaning enemies move and world events occur as normal. To avoid being overwhelmed with too much action, the player can tap the Touch Screen to invoke Spellcast time. When active, the game action stops while the player draws on the lower screen. A timer on the lower screen indicates how much Spellcast time is left. This meter has to charge up between uses unless a spell or item is successfully drawn.

### COMMUNICATION WITH SAPHIRA

At certain points in the story, Eragon communicates with Saphira via their telepathic link. Players maintain conversations with Saphira by drawing a series of symbols on the Touch Screen in the order that they appear.

### SAPHIRA EVENTS

Take control of Saphira as she flies over the land of Alagaësia. Players use the Touch Screen to control Saphira as she flies on a pre-determined path. Fly through the rings to avoid incoming enemy fire.

### SAPHIRA TRAVEL

- 4 Once the player reaches Lake Isenstar, the Saphira Travel option will become available in the Pause Menu. Using Saphira Travel, the player can quickly return to other levels in the game that previously have been visited.

## HEALTH AND MAGIC POINTS

In the upper left corner of the top screen are Eragon's Health and Magic Points meters. When you start the game, Eragon doesn't know how to use magic and has no Magic Points meter.

### INCREASING HEALTH AND MAGIC POINTS

#### *Dragon Scales and Dragon Teeth*

Dragon Scales and Dragon Teeth are spread throughout the world of Alagaësia. By collecting three of either item, Eragon's maximum health or magic increases.



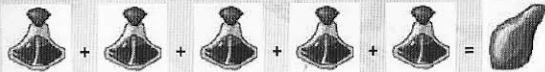
Collecting 3 Dragon Scales increases the Magic bar by 32 points.



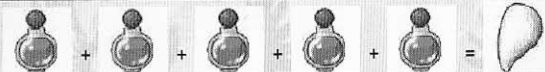
Collecting 3 Dragon Teeth increases the Health bar by 40 points.

#### *Cobalt and Ruby Essences*

Since Dragon Scales and Teeth are relatively rare, players can also collect Cobalt and Ruby Essences to increase Health and Magic potential.














Collecting five Cobalt Essences is the equivalent of one Dragon Scale. When a player collects the fifth Cobalt Essence, another Dragon Scale is automatically added to the tally. Afterward, the number of Cobalt Essences a player has is reset to zero.










Collecting five Ruby Essences is the equivalent of one Dragon Tooth. When a player collects the fifth Ruby Essence, another Dragon Tooth is automatically added to the tally. Afterward, the number of Ruby Essences a player has is reset to zero.

## ITEMS

SYMBOL	IMAGE	NAME & DESCRIPTION
None		<b>Arrow Quiver</b> - Eragon finds Arrow Quivers throughout the land of Alagaësia. Each quiver contains 12 arrows. Eragon can carry a limit of 50 arrows at any time.
None		<b>Small Herb (instant effect)</b> - Small Herbs are found throughout Alagaësia and replenish a little bit of Eragon's health. When found, Eragon's health is instantly replenished. <i>NOTE:</i> Small Herbs are not added to Eragon's inventory.
		<b>Herb</b> - Herbs are found throughout Alagaësia and replenish a little bit of Eragon's health. When found, they are added to Eragon's inventory. Eragon can carry a maximum of 9 herbs. To use an herb, players draw the appropriate symbol on the lower screen.
		<b>Large Herb</b> - Large Herbs are found throughout Alagaësia and replenish a considerable portion of Eragon's health. When found, they are added to Eragon's inventory. Eragon can carry a maximum of 9 Large Herbs. To use a Large Herb, players draw the appropriate symbol on the lower screen.
None		<b>Small Gem (instant effect)</b> - Small Gems are found throughout Alagaësia and replenish a little bit of Eragon's magic points. When found, Eragon's magic points are instantly replenished. <i>NOTE:</i> Small Gems are not added to Eragon's inventory.
		<b>Gem</b> - Gems are found throughout Alagaësia and replenish a little bit of Eragon's magic points. When found, they are added to Eragon's inventory. Eragon can carry a maximum of 9 gems. To use a Gem, players draw the appropriate symbol on the lower screen.
		<b>Large Gem</b> - Large Gems are found throughout Alagaësia and replenish a considerable portion of Eragon's magic points. When found, they are added to Eragon's inventory. Eragon can carry a maximum of 9 Large Gems. To use a Large Gem, players draw the appropriate symbol on the lower screen.

## SPELLS








ICON/SYMBOL	NAME & DESCRIPTION
	<b>Energy Bolt</b> - A bolt of electricity strikes enemies.
	<b>Blunt</b> - Makes enemy attacks less effective. Eragon glows for the duration of the spell.
	<b>Repulsion</b> - Knocks enemies back. Also effective on push/pull objects.
	<b>Dark Mist</b> - Darkens area around Eragon, confusing enemies and making them vulnerable to attack.
	<b>Bone Break</b> - Deals a potent physical blow to a single enemy.
	<b>Telekinesis</b> - Raises creatures/objects in the air. Eragon can throw picked up objects at enemies.
	<b>Harden</b> - Stops enemies in their tracks. Also works with certain objects in the game.

## LEVELING UP

During the game, as the player uses weapons effectively, Eragon learns new moves and abilities. Eragon begins the game with a Dagger and a few moves. Also, each spell has three levels and is leveled up with effective uses. Each spell and weapon has an experience bar underneath it on the lower screen. Fill up the bar to level your weapon or spell up.

## OTHER ITEMS

Besides items that affect Eragon's health and magic directly, other items in the game are collected to achieve certain results. These items are spread throughout the game in both conspicuous and well-hidden areas.

IMAGE	NAME & DESCRIPTION
	<i>Dragon Scale</i> - Eragon finds rare Dragon Scales throughout Alagaësia. Collecting 3 Dragon Scales increases Eragon's magic points meter. During the course of the game, there are numerous opportunities to find many Dragon Scales and increase the magic points meter significantly.
	<i>Dragon Tooth</i> - Eragon finds rare Dragon Teeth throughout Alagaësia. Collecting 3 Dragon Teeth increases Eragon's health meter. During the course of the game, there are numerous opportunities to find many Dragon Teeth and increase the health meter significantly.
	<i>Cobalt Essence</i> - Collecting 5 Cobalt Essence vials is the equivalent of 1 Dragon Scale. Players collect these to increase their overall magic meter during the course of the game.
	<i>Ruby Essence</i> - Collecting 5 Ruby Essence vials is the equivalent of 1 Dragon Tooth. Players collect these to increase their overall health meter during the course of the game.
	<i>Gallery Image/Gallery Box</i> - Eragon finds Gallery Boxes throughout Alagaësia. Collecting a Gallery Box results in a Gallery Image being unlocked. Gallery Images are available from the Pause Menu.
	<i>Weapon Book</i> - Collecting a Weapon Book adds points to the experience bar for the current melee weapon.
	<i>Magic Book</i> - Collecting a Magic Book adds points to the experience bar for any spell that Eragon has. The player chooses which available spell to add experience points to using the Touch Screen.

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10:00 AM - 8:00 PM, M-F (EST)

### INTERNET

<http://support.vugames.com>

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