

DUNGEONS & DRAGONS - DAGGERDALE™



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GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

Operating System:	Windows XP SP3, Vista SP2, 7
Processor:	Intel Core 2 Duo E4300 or AMD Athlon X2 4400+
Memory:	1 GB RAM
Hard Disk Space:	4 GB free
DVD-ROM Drive:	6X speed DVD-ROM or faster
Video:	ATI Radeon HD 2900 or NVIDIA GeForce 8800 or faster
Sound:	DirectX 9.0c-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher
Other:	64Kbps+ Internet Connection required
Peripherals:	Keyboard and 3-button mouse

RECOMMENDED SYSTEM REQUIREMENTS

Processor:	Intel Core 2 Duo E8400 or AMD Phenom II X2 555
Memory:	2 GB RAM
Video:	ATI Radeon HD 3870 or NVIDIA GeForce 9800 or faster
Other:	256 Kbps+ Internet Connection recommended
Peripherals:	Microsoft Xbox 360 Controller for PC, Microsoft Xbox 360 Wireless Controller for Windows, Logitech Gamepad F310/F510/F710

Setup and Installation

1. Insert the *Dungeons & Dragons Daggerdale* disc into your DVD drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your DVD drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the game.

Note: You must have GameSpy installed in order to play online. To register for a GameSpy account, please visit www.gamespy.com.

Saving and Loading

Your game progress is saved automatically when you complete quest goals. To save your game manually, press **Esc** or **Start** to open the Pause Menu, highlight “Save Game,” and press **Enter** or **A**.

To load a game, go to the Main Menu, select “Single Player” and then choose Load Character.

MAIN MENU

Single Player – Play in single-player campaign mode. On the following screen, you can load a saved character or create a new one. See Customize Character on page 5 for more information.

Multiplayer – Join or host an online or local network multiplayer game. See Multiplayer on page 11 for more information.

Leaderboards – View top scores and times for you, your friends and other players.

Help & Options – View a quick text-based tutorial, see control settings, change game options and view credits.

Exit Game – Quit game.

SINGLE PLAYER

Click on “Single Player” in the Main Menu to start playing. Select “New Character” to start a new adventure or “Load Character” to continue a previously saved game.

CHOOSE CLASS

If you choose Create Character, your first step is to pick a class. Use the **arrow** keys, **D-pad** or **left stick** to highlight a character class and press **Enter** or **A** to start customizing your character.

HUMAN FIGHTER



The prominent citizenry of the Dalelands, humans are renowned for their resilience and ability to adapt to perilous situations. As Fighters, they often face danger at the front line of battle, defending their party and attacking enemies relentlessly with little regard to personal safety.

Class Ability

Block – By focusing your defensive skills in a certain direction, you can block or greatly reduce the damage enemy attacks inflict.

Initial Powers

Battle Stance – Dropping into a cautious stance, you maneuver around your opponent’s attacks to get into position. Gain +2 AC; attack speed reduced.

Knee Breaker – By smashing your opponent’s legs, you make even the thought of moving painful to him. Inflicts 5-25 damage; inflicts Slow I.

Shield Bash – You knock your adversary off balance with your shield and follow up with a strike. Inflicts 5-31 damage; inflicts Knockback I.

ELVEN ROGUE



Elves are creatures of nature, living in perfect accord with the forest. As Rogues, they can use their cunning and natural agility to great effect in battle, dealing huge amounts of damage to enemies, then slipping away without reprisal.

Class Ability

Rogue Dodge – Your acrobatic ability to quickly roll and reposition yourself in combat allows you to evade enemy attacks and/or press your own attack from another direction.

Initial Powers

Blinding Barrage – A rapid barrage of projectiles leaves your enemies clearing the blood from their eyes. Inflicts 8-14 damage; inflicts Blind I.

Compel the Craven – Your unnerving attack forces your foe to run away from you, heedless of its enemies. Inflicts 12-21 damage; inflicts Fear I.

HALFLING WIZARD



A well-traveled halfling is one of the most resourceful races in all of Faerun. As Wizards, they manipulate powerful arcane forces, using spells on the battlefield to hinder enemies or consume them with fire.

Class Ability

Teleport – You cast a spell that temporarily increases your movement speed, allowing you to hastily retreat from danger.

Initial Powers

Magic Missile – You launch a silvery bolt of force at an enemy. Inflicts 5-14 Force damage.

Fireball – A globe of orange flame coalesces in your hand. You hurl it at your enemies and it explodes on impact. Inflicts 7-20 Fire damage; inflicts Fire I.

DWARVEN CLERIC



The original rulers of the mine-city of Tethyamar, the dwarves are master craftsmen who believe their race were once forged from the earth of Toril. As Clerics, they harbor a deep respect for their gods, using divine abilities to heal allies and defeat their enemies with magical prayers.

Class Ability

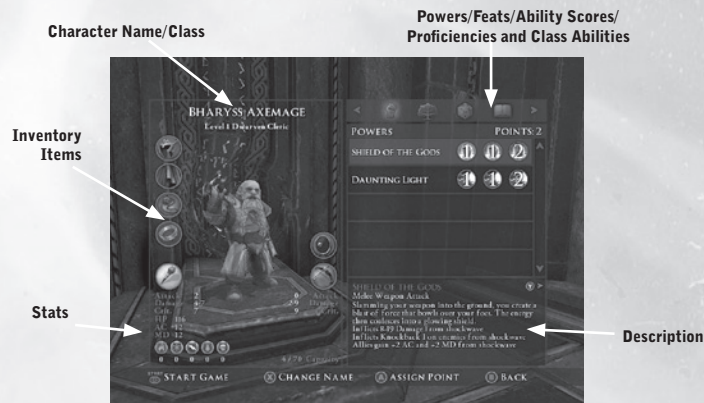
Healing Word – A whispered prayer to your deity allows you to heal the wounds of those around you.

Initial Powers

Shield of the Gods – Slamming your weapon into the ground, you create a blast of divine force that bowls over your foes. The energy then coalesces into a glowing shield. Inflicts 8-19 damage; inflicts Knockback I. Allies gain +2 AC and +2 MD.

Daunting Light – A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time. Inflicts 5-18 Radiant damage.

CUSTOMIZE CHARACTER



After you select your character race/class, you are taken to the Customize Character screen. Here you can see your character's stats and modify some initial abilities.

CHOOSE NAME

First, type a name for your character and press **Enter** or **A** to continue. Press **Enter** or **A** to accept the default name.

CHOOSE POWERS

On the right are your character's class-specific powers. At the start of the game, wizards, rogues and clerics have two points to customize powers, and fighters have three points

Use the **arrow keys** or **D-pad UP/DOWN** to select a power and see its description below. Press **Y** to toggle descriptions of the higher levels of the power you have selected.

Press **Enter** or **A** to add a point to a power. When you have assigned your power points, press the **arrow key** or **D-Pad RIGHT** to assign points to your Feats.

CHOOSE FEATS

Feats are special abilities that characters can learn that give them proficiencies with weapons, combat bonuses, improved stats and more. At the start of the game, wizards, rogues and clerics have one point, and fighters have two points to purchase feats.

Use the **D-Pad** or arrow keys **UP/DOWN** to select a feat and see its description. Press **A** or **Enter** to assign a point to it.

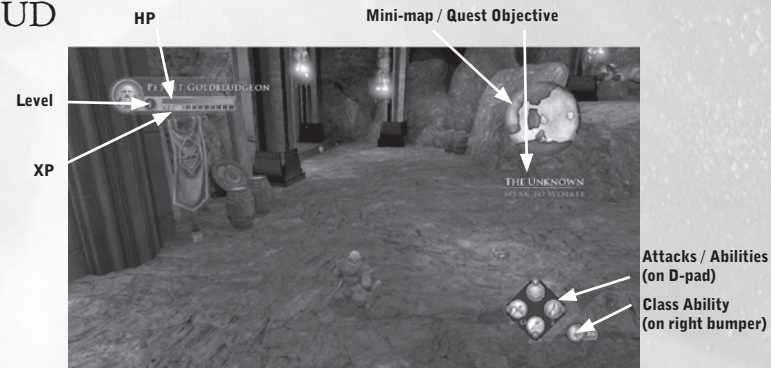
When you are finished selecting your powers and feats, you can press the **D-Pad** or arrow keys **LEFT/RIGHT** to view your ability scores, and proficiencies and class abilities. Press **START** to begin your adventure in Daggerdale.

CONTROLS

Below is a list of the default controls. You can reassign buttons by pressing **BACK** or the **C** key to open the Inventory screen, then use the **D-Pad** or arrow keys to choose a power, feat or skill to reassign.

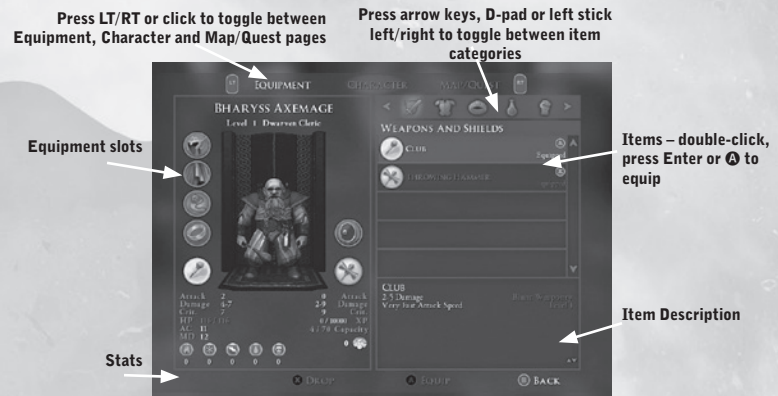
Action	Xbox 360® Controller	Keyboard/Mouse
Movement/Targeting	left stick	W, A, S, D keys
Move camera	right stick	move mouse
Interact/Collect item	Y button	F / middle mouse button
Use power / potion	A button (melee attack) B button (ranged attack) X button (use health potion) left trigger + A left trigger + B left trigger + X left trigger + Y	left mouse button (melee attack) right mouse button (ranged attack) 1 key (use health potion) Shift + left mouse button Shift + right mouse button 2 key 3 key 4 key
Use class ability	right bumper	Spacebar
Target lock	right trigger	Alt key
Low camera	D-pad UP	PgUp
High camera	D-pad DOWN	PgDown
Toggle mini-map	left bumper	N
Map / Character / Equipment screens	BACK button	M (map screen) C (character screen) E / I (equipment screen)
Pause Menu	START button	Esc / P

HUD



ITEMS

You can collect weapons, armor and other items from defeated enemies, smashed barrels or opened chests. You can also buy items from merchants. Press **Back** or the **E** key to open your inventory and see the items you are carrying and have equipped.



Your character has slots for a helmet, armor, jewelry, shield (if used), and both a ranged and melee weapon. Press the arrow keys, left stick or **D-pad left/right** to browse between categories of items. Press **up/down** to select an item on the list press **A** or **Enter** to equip it. You can also double-click an item to equip it.

If an item is highlighted red, it means you cannot equip it due to level or class restrictions. Read the item's description to see what it requires — you might have to wait a few levels or you may not be able to use it at all.

BARRELS

You can attack a barrel to break it open and reveal the loot inside. You automatically pick up any gold that drops by walking over it. To pick up an item, such as a potion or weapon, walk close to it and press **Spacebar** or **Y**.

CHESTS

Chests, which are often found inside enemy lairs, contain all sorts of treasure. To open a chest, walk in front of it and press **Spacebar** or **Y**. The contents will spill onto the floor. Walk over an item and press **Spacebar** or **Y** to pick it up.



MERCHANTS

Some areas contain merchants who buy and sell items to your character. Merchants are indicated on the map by a bag of gold icon. To interact with a merchant, walk up next to him and press **Spacebar** or **Y**. This will open the buy/sell interface.

The merchant's goods are displayed on the left and yours are on the right, with the value next to each item. Items are listed by category — press the **arrow keys** or **left stick** or **D-pad left/right** to select a category. Use the **left trigger / right trigger** to toggle between store items and your items, or click with the left mouse button.

To purchase an item, select it and press **Enter** or **A**. Select one of your items and press **Enter** or **A** to sell it. You can also double-click an item to buy or sell it.

QUESTS

You must complete quests to advance the story line and move into new areas of the game. Characters with exclamation marks above their heads offer quests. Walk up to a quest giver and press **Spacebar** or **Y** to talk to them and accept or decline their quest.

When you are on a quest, the quest objectives are displayed on the right side of the screen, and an arrow on the mini-map points to your quest objectives. As you complete objectives, the arrows on the map will change to point to new locations.



COMBAT



You will encounter many creatures in the world who wish you nothing but the worst. Be prepared to defend yourself from these many adversaries. Fortunately, no matter what class you play, you will have plenty of skills to face the worst of foes.

There are three types of combat: melee, ranged and powers/spells. The rules of combat are based on Dungeons & Dragons 4th Edition rules, which means that attacks are calculated by an attack roll vs. a target's defense. The higher the attack modifier, the higher the attack roll and the more likely that the attack will hit.

If an attack roll exceeds or equals a target's defense, the attack hits. If an attack roll is less than the target's defense, the attack misses. The damage a target takes for a miss is reduced to a fraction of the damage they would have inflicted with a hit.

CRITICAL HIT

If you roll a 20, you automatically hit, regardless of the target's defense, and score a critical hit. Crits always do a weapon's maximum damage and powerful magical weapons can increase crit damage further through damage bonuses.

DEFENSE STATS

Daggerdale has two defense stats, Armor Class (AC) and Magical Defense (MD). Physical attacks typically target a player's Armor Class, while magical attacks typically target a player's Magical Defense. Armor Class and Magical Defense increase by 1 every 2 levels you go up. You can also increase your AC and MD by equipping better armor, shields and through magical effects.

RESISTANCES

Weapons and powers can inflict different types of damage: normal, fire, cold, lightning, poison, necrotic and radiant. You can increase your own damage resistances by equipping magical equipment or gain temporary bonuses by using potions. Some enemies are resistant to certain types of damage. Look for the colored dots on their HUD to determine their type.



STATUS EFFECTS

Enemies' attacks can inflict temporary negative effects on you, such as poison or slow. Try to avoid those attacks or look for potions and spells to remove them.

DEATH

Upon death, you will automatically be resurrected at the last safe town location.

REVIVE

In multiplayer games, there is a window of opportunity where you can revive a fallen comrade by approaching them and pressing **Spacebar** or **Y**. They will revive with 30% of their health. If any party member in a multiplayer game falls, the quest fails and the party is respawned back at a safe location in town.

CHECKPOINTS AND SAVES

Your character and equipment is automatically saved as you reach the checkpoints between different areas of the level. You can also save at any time by going to the Pause Menu and selecting Save Game. Quest progression is only saved when you complete a quest and occurs automatically.

LEVELING UP

Every monster you defeat and quest you complete earns you Experience Points (XP). When you gain enough XP, your character levels up and you earn points to spend on powers, feats or ability scores. When your character has leveled up, there is a message in the HUD and the level circle next to your character's health bar will flash.



To level your character up, press **Back** to open the Equipment menu. Use the **left trigger / right trigger** to select the Character page, then use the **left stick** or **D-pad** to select the Skills, Feats and Ability Scores tabs to see if you have any points to spend.

MULTIPLAYER

You can play cooperative multiplayer games on your own network or on the internet via GameSpy. Select Multiplayer from the Main Menu, then choose Online Multiplayer or Local Multiplayer to start.

LOCAL

In a Local game, Player 1 first loads or creates a character, and then Player 2 presses **Start** on their Xbox® 360 controller for Windows and loads or creates a character.

If you choose Create Player, you will go through the steps of making a character, just like in Single Player mode. If you choose Load Player, you will select one of your Single Player saved games and then bring the character and all of his or her equipment into the game.

Once both players have characters ready, Player 1 selects a chapter and presses **Start** to begin the game.

ONLINE

Select Online Multiplayer to play a cooperative online game. You must be signed in to GameSpy in order to play an online game.

First, load or create a character. Next choose whether to Join Game, Host Game, Host Private Match, or enter a Quick Match.

JOIN GAME

Select this option to see a list of online games. Choose a game and press **Enter** or **A** to join it. Click Refresh or press **X** to refresh the list. When you are ready, press **Start**. Once all players are ready, the host can start the game.

HOST GAME

Select this option to host a public game. Choose a chapter and press **Start** to open the game. When all players have joined and indicated they are ready, press **Start** to begin.

HOST PRIVATE MATCH

Select this option to host a private game. This game will only be visible to your friends and players you have invited to join.

QUICK MATCH

Select this option to jump right in to an online game.

ATARI WEB SITES

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www.atari.com

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To learn more about Dungeons & Dragons and the Forgotten Realms or to chat with other D&D players, visit:

www.DungeonsandDragons.com

TECHNICAL SUPPORT (UNITED STATES & CANADA)

HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an Email area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

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