

THE OFFICIAL GUIDE  
PC | PS2 | XBOX | XBOX360

# eragon™



BASED ON A GAME  
RATED BY THE  
ESRB





# eragon™

## PRIMA Official Game Guide

Written by  
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### Prima Games

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# Introduction





## The Adventure Begins

Welcome to Prima's Official Game Guide for Vivendi Games's *Eragon*, for Xbox 360, Xbox, and PlayStation 2, based on the best-selling book and upcoming motion picture event. This guide will aid you in your quest across a sprawling adventure encompassing many of the events that have made the book a legend in its own time. We'll detail how best to deal with the hordes of adversaries Eragon and company will face, with blow-by-blow tips, strategies, and locations for all the myriad secrets locked within, as well as detailed instructions on how to deal with the unending swarm of misanthropes out for your blood.

## Basic Controls

### NOTE

These are the basic controls for each platform. The strategy section goes into greater detail on the various combination attacks (primarily magic-based) and how you access them.

Basic Controls				
Xbox 360	Xbox	PS2	PC	Move
Left Stick	Left Stick	Left Stick	W/A/S/ D	Walk/Run
A	A	X	J	Quick Attack
B	B	●	K	Strong Attack/Grab
X	X	■	L	Block/Evade
Y	Y	▲	I	Jump
LT	LT	L1	Spacebar	Magic Mode
RT	RT	R1	Left Shift	Bow Mode
L + R	L + R	R3 + L3	Q	Activate Fury Mode

## Contents by Chapter

### NOTE

The Prologue and Introduction (the chapter you're currently reading) are not included in this listing.

## Chapter 2: How to Play



This chapter covers all the information you need to make the most of Eragon's magic, Brom and Murtagh's blades, handling the dragons, and everything in between. We'll show you how best to mix magic, missiles, and melee attacks to greatest effect so that you might lay Durza and his vile forces low with a minimum of damage to the party's well-being. We also delve into detail on the forces arrayed against you and provide basic strategies for dealing with every misanthrope out to end your adventure 'fore it has barely begun.

## Chapter 3: Walkthrough



The heart of this tome, herein you'll discover the means to deal with every encounter in the game, whether it lies in the mystical pathways of magic, with the brute force of the blade, or the unfettered might of the dragon! Provided are comprehensive instructions on how to fell even the toughest of challengers (or, indeed, groups of challengers), multiple ways to skin the Ra'zac, and even details on how best to make the most of a friend's aid if one chooses to join you on your righteous quest to rid the land of evil.



## NOTE

Throughout, you'll also discover excerpts from the novel upon which the movie and the game are based. These valuable insights from the novel will give you a sense of the story's background, as well as introduce you to the exciting first novel in Christopher Paolini's *Inheritance* trilogy.



## NOTE

A Note generally takes the form of a reminder or points out some small item of interest as you venture through the game (such as pointing out ties in the game to the novel, etc.). Notes are about expanding your knowledge, but they generally do not have a direct impact on the matter at hand.

## CAUTION

Cautions offer information that is integral to Eragon's survival as he seeks to drive back the Ra'zac and make the land safe once more. Generally they are employed to prevent you from making a critical error that could very well result in a premature, painful end for your intrepid band of heroes. Pay attention to these as if your life depends on them—it very well may!

## Chapter 4: Extras



Here you'll find additional treasure fit for a king: an exclusive interview with the author of *Eragon*, Christopher Paolini, and a sneak peek at Random House's *Mythic Vision: The Making of Eragon*.

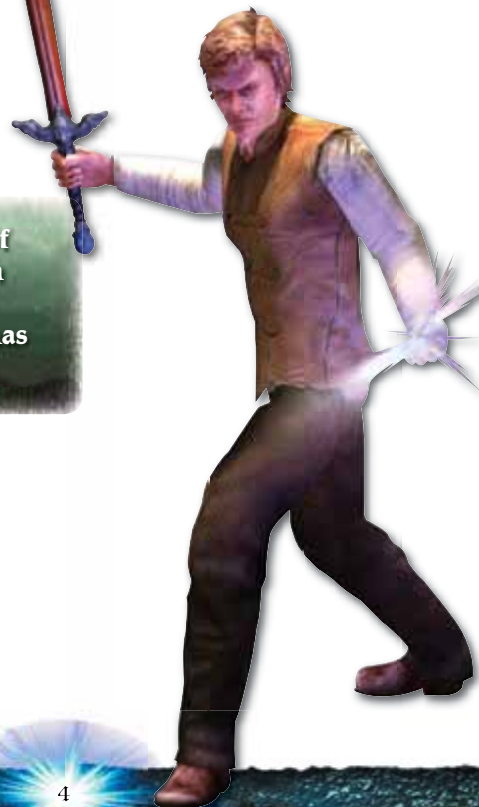
## Tips, Notes, and Cautions

### TIP

Tips are designed to impart small nuggets of wisdom to help ease your passage through the land. They provide additional, important information or re-emphasize a key point that has been made previously.

## For Alagaësia!

It's time to sally forth and bring sword and sorcery to bear on those who would make the land unsafe for those incapable of protecting themselves. Armed with this guide, your way should be clear for Eragon to carry the day and make the land of Alagaësia free once more!





# Combat Essentials & Bestiary





# Moves List

Basic Controls				
Xbox 360	Xbox	PS2	PC	Move
Left Stick	Left Stick	Left Stick	<span>[w]</span> / <span>[a]</span> / <span>[s]</span> / <span>[d]</span>	Walk/Run
<span>[A]</span>	<span>[A]</span>	<span>[X]</span>	<span>[j]</span>	Quick Attack
<span>[B]</span>	<span>[B]</span>	<span>[●]</span>	<span>[k]</span>	Strong Attack/Grab
<span>[X]</span>	<span>[X]</span>	<span>[■]</span>	<span>[l]</span>	Block/Evade
<span>[Y]</span>	<span>[Y]</span>	<span>[▲]</span>	<span>[l]</span>	Jump
<span>[LT]</span>	<span>[LT]</span>	<span>[L1]</span>	<span>[Spacebar]</span>	Magic Mode
<span>[RT]</span>	<span>[RT]</span>	<span>[R1]</span>	Left Shift	Bow Mode

Melee Controls				
Xbox 360	Xbox	PS2	PC	Move
<span>[A]</span>	<span>[A]</span>	<span>[X]</span>	<span>[j]</span>	Quick Attack
<span>[B]</span>	<span>[B]</span>	<span>[●]</span>	<span>[k]</span>	Strong Attack/Grab
<span>[B]</span>	<span>[B]</span>	<span>[●]</span>	<span>[k]</span>	Grab Enemy (when stunned)
<span>[A]</span>	<span>[A]</span>	<span>[X]</span>	<span>[j]</span>	Attack Grabbed Enemy
<span>[B]</span>	<span>[B]</span>	<span>[●]</span>	<span>[k]</span>	Throw Grabbed Enemy (with direction input)
<span>[X]</span>	<span>[X]</span>	<span>[■]</span>	<span>[L]</span>	Block
<span>[X]</span>	<span>[X]</span>	<span>[■]</span>	<span>[L]</span>	Evade (with direction input)

Attack Combos				
Xbox 360	Xbox	PS2	PC	Move
<span>[A]</span> , <span>[A]</span>	<span>[A]</span> , <span>[A]</span>	<span>[X]</span> , <span>[X]</span>	<span>[j]</span> , <span>[j]</span>	Quick Forehand-Backhand Strikes
<span>[B]</span> , <span>[B]</span>	<span>[B]</span> , <span>[B]</span>	<span>[●]</span> , <span>[●]</span>	<span>[k]</span> , <span>[k]</span>	Medium 1-2 Forehand-Backhand Strikes
<span>[B]</span> , <span>[A]</span> , <span>[A]</span>	<span>[B]</span> , <span>[A]</span> , <span>[A]</span>	<span>[●]</span> , <span>[X]</span> , <span>[X]</span>	<span>[k]</span> , <span>[j]</span> , <span>[j]</span>	Knockback
<span>[A]</span> , <span>[B]</span> , <span>[B]</span>	<span>[A]</span> , <span>[B]</span> , <span>[B]</span>	<span>[X]</span> , <span>[●]</span> , <span>[●]</span>	<span>[j]</span> , <span>[k]</span> , <span>[k]</span>	Knockdown
<span>[A]</span> , <span>[B]</span> , <span>[A]</span>	<span>[A]</span> , <span>[B]</span> , <span>[A]</span>	<span>[X]</span> , <span>[●]</span> , <span>[X]</span>	<span>[j]</span> , <span>[k]</span> , <span>[j]</span>	Kick-Stun Combo
<span>[Y]</span> , <span>[B]</span>	<span>[Y]</span> , <span>[B]</span>	<span>[▲]</span> , <span>[●]</span>	<span>[l]</span> , <span>[k]</span>	Knockback Attack from a Jump
<span>[Y]</span> , <span>[A]</span>	<span>[Y]</span> , <span>[A]</span>	<span>[▲]</span> , <span>[X]</span>	<span>[l]</span> , <span>[j]</span>	Overhead Attack from a Jump
<span>[B]</span> (after block)	<span>[B]</span> (after block)	<span>[●]</span> (after block)	<span>[k]</span> (after block)	Parry Grab
<span>[A]</span> or <span>[B]</span>	<span>[A]</span> or <span>[B]</span>	<span>[X]</span> or <span>[●]</span>	<span>[j]</span> or <span>[k]</span>	Kill Move (against enemy on ground)
<span>[B]</span> + Left stick toward foe	<span>[B]</span> + Left stick toward foe	<span>[●]</span> + Left stick toward foe	<span>[k]</span> + <span>[w]</span> / <span>[a]</span> / <span>[s]</span> / <span>[d]</span> toward foe	Rolling Tackle (while player on ground)
<span>[B]</span> , <span>[A]</span> , <span>[B]</span>	<span>[B]</span> , <span>[A]</span> , <span>[B]</span>	<span>[●]</span> , <span>[X]</span> , <span>[●]</span>	<span>[k]</span> , <span>[j]</span> , <span>[k]</span>	Grapple Combo

Bow Controls				
Xbox 360	Xbox	PS2	PC	Move
<span>[LT]</span>	<span>[LT]</span>	<span>[R1]</span>	LEFT SHIFT	Activate Bow
<span>[A]</span>	<span>[A]</span>	<span>[X]</span>	<span>[j]</span>	Fire Quick Shot
Hold <span>[A]</span>	Hold <span>[A]</span>	Hold <span>[X]</span>	Hold <span>[j]</span>	Fire Skill Shot
Hold <span>[LT]</span> + <span>[RT]</span> , <span>[A]</span>	Hold <span>[LT]</span> + <span>[RT]</span> , <span>[A]</span>	Hold <span>[L1]</span> + <span>[R1]</span> , <span>[X]</span>	Hold LEFT SHIFT + <span>[Spacebar]</span> , <span>[j]</span>	Fire Magic Arrow
<span>[RT]</span> + direction	<span>[RT]</span> + direction	<span>[R1]</span> + direction	LEFT SHIFT, <span>[a]</span> or <span>[d]</span>	Evade
<span>[RT]</span> + right stick	<span>[RT]</span> + right stick	<span>[R1]</span> + right stick	LEFT SHIFT repeatedly	Switch Active Target



### Magic Controls

Xbox 360	Xbox	PS2	PC	Move
(LT) + A	(LT) + A	L1 + X	Spacebar + j	Environment Magic
(LT) + A	(LT) + A	L1 + X	Spacebar + j	Call Saphira (where highlighted)
(LT) + A	(LT) + A	L1 + X	Spacebar + j	Magic Pull
(LT) + Y	(LT) + Y	L1 + ▲	Spacebar + l	Magic Push
(LT) + X	(LT) + X	L1 + ■	Spacebar + l	Magic Shield
(LT) + B	(LT) + B	L1 + ●	Spacebar + k	Magic Fire

## Playable Characters

Eragon features three playable characters (this does not include Saphira, the dragon, as she is not playable except on specific stages). That said, only Eragon is actually playable in a 1P game, while Brom and Murtagh are only available in 2P games (and only at certain points in 2P games).

Before we get into the characters themselves, there are some basic items to keep track of:

- After each level, each player gains health and Eragon can use magic faster.
- Players gain three percent more health every level.
- Magic takes three percent less time to recast every level.
- Some spells have a cap on their re-cast time so that you can't simply "spam" the same spell over and over.

## Eragon



- Base Health: 2,000 + three percent each completed level
- Average Melee Attack Speed: Medium
- Average Melee Power: Medium
- Arrow Firing Rate: Five Quickshot Arrows every three seconds

The hero of the game and the only playable character in 1P mode, Eragon is the most balanced of the three main characters. His melee damage and arrow-firing speed place him squarely between the stronger Brom and the faster Murtagh. He is also the only one with access to magical powers (the other two are melee-only characters).

Typically Eragon is best played with his magical powers as the main focus of most offensive assaults. His ability to push, pull, and burn foes at various points in the game is the most efficient means of warding off close encounters of very unpleasant kinds.

With that in mind, keep Eragon to the rear of conflicts. When he's in the thick of it, he can be interrupted such that he can't actually wield magic or, more importantly, choose targets effectively, thereby greatly reducing his overall impact on a battle.

## Brom



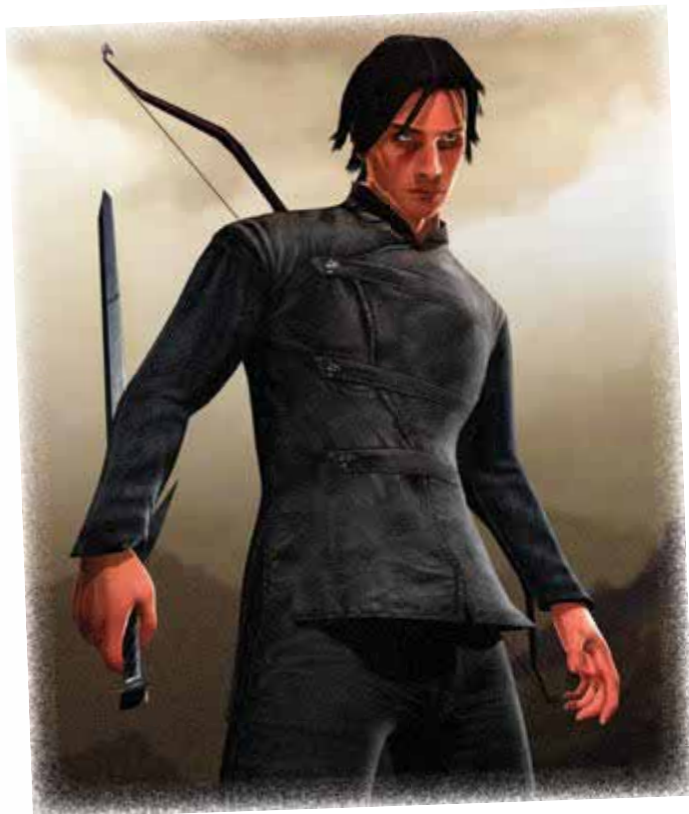
- Base Health: 2,600 + three percent each completed level
- Average Melee Attack Speed: Slow
- Average Melee Power: Strong
- Arrow Firing Rate: Five Quickshot Arrows every four seconds

The swordsman Brom is the game's toughest melee fighter. Too bad you have access to him only in the first 10 levels and in 2P mode. Otherwise, the computer directs his actions.

When you do have a second player at the controls, Brom is most effective when upfront and in the thick of fights, tanking foes and acting as a "meatshield" for Eragon. This simply means taking most of the abuse so that Eragon can use his magic and archery from a distance to reduce the heat on Brom. (Brom is more resilient and tougher, so it makes more sense for him to go blade to blade with the game's beasts.)







## Murtagh

- Base Health: 2,900 + three percent each completed level
- Average Melee Attack Speed: Fast
- Average Melee Power: Light
- Arrow Firing Rate: Five Quickshot Arrows every two seconds

While Murtagh's melee power is actually not quite as great as Brom's, the strategy (when in 2P mode) is basically the same as Brom: stay up front and deal with the onslaught of enemies, keeping them off of Eragon so that he can attend to magic and missile attacks.

That said, when you get better, you'll find that having both Murtagh and Eragon hanging back and firing arrows into foes can be a very viable strategy, especially because Murtagh is faster on the draw than his younger cohort. In fact, it's perfectly possible, in many 2P encounters with Murtagh, to take out three-quarters of onrushing groups simply with one-hit deaths via arrows.

## Saphira

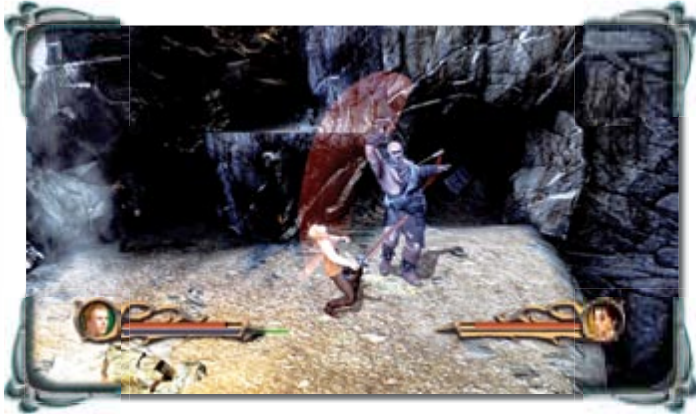
- Health: 3,000 (Ra'zac Chase), 3,500 (Flight from Gil'ead), 4,000 (Urgal Attack), 5,000 (Final Battle)
- Average Melee Attack Speed: N/A
- Average Melee Power: N/A
- Arrow Firing Rate: 5.5 Quickshot Arrows every three seconds (Ra'zac Chase); 16.5 Quickshot Arrows every three seconds (Flight from Gil'ead, Urgal Attack, Final Battle)

Saphira is only playable in three levels and those levels focus directly on her flight through various inclement encounters. As you go, she gains better abilities (primarily the handy ability to immolate foes with her fiery breath) that allow her to wreak even more destruction on unsuspecting Ra'zacs and Urgals. Saphira controls like a plane in that she is always airborne and can fly up, down, left, and right, though forward movement is always dictated by the game.





## Combat: The Blade and the Bow



The various weapons at your command all provide different damage modifiers. While this is primarily transparent to you as a player (enemies get tougher/smarter as you go, so it's not plainly obvious) the following info gives you some idea as to how Eragon (and company) are growing as warriors as time passes. The damage modifier simply means how much damage a weapon does in comparison to Eragon's Dagger (which you start the game with)—its base damage is 100 percent.



## Melee Weapons

### Eragon's Dagger

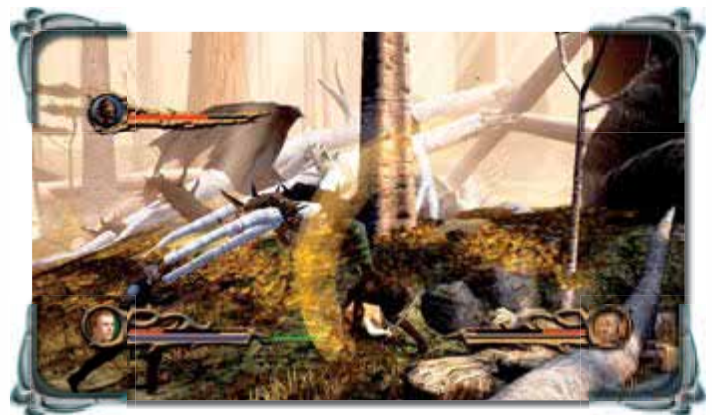


**Description:** The basic dagger with which Eragon begins his journeys.

**Damage Modifier:** 100%



### Brom's Old Sword



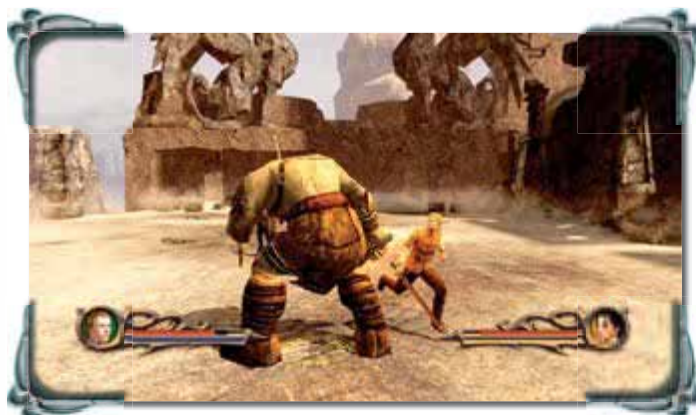
**Description:** Given to Eragon after completing the Carvahall level. Greater damage than Eragon's dagger.

**Damage Modifier:** 125%



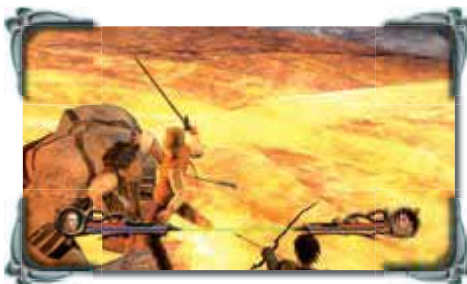


## Zaroc



**Description:**  
Given to Eragon after completing the Durza's Fortress level. Greater damage than Eragon's Dagger or Brom's Old Sword.

**Damage Modifier:** 150%



**Description:** This quick arrow shot does little to slow enemies.

**Power:** Light

**Damage:** 200

**Effect on Hit:**

Light to None

**Effect on**

**Blocking Enemies:** Arrow is deflected



## Headshot Arrow



**Description:**

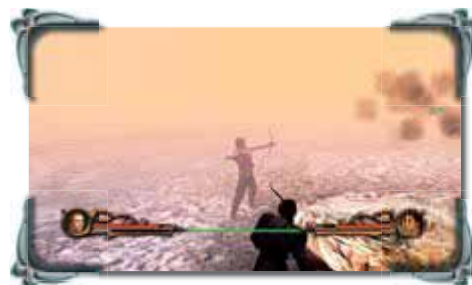
This powerful, aimed shot to the enemy's head can fell nearly all unarmored enemies.

**Power:** Very Strong

**Damage:** 2,500

**Effect on Hit:** Death

**Effect on Blocking Enemies:** Arrow is deflected



## Missile Weapons

### NOTE

Unlike melee weapons, the various missile attacks yield fixed damage and are not upgraded over time.

## Quickshot Arrow

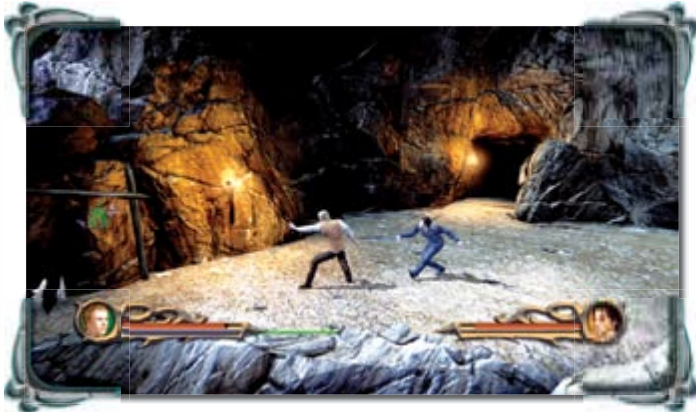


**T**he Headshot Arrow is the backbone of your offense. Use it at every possible opportunity to drop foes quickly and efficiently—this single attack can mean the difference between a relatively painless journey or a grindingly difficult one.



## Magic

### Magic Push: "Thrysta!"



**Description:** Use this magic to push enemies off of ledges and cliffs as well as knock them backward. Has a chance to stun smaller enemies.

**Power:** Strong

**Damage:** 0

**Effect on Hit:** Knockback

**Effect on Blocking Enemies:** Breaks the block

**Base Recast Time:** 6 seconds (Daret Docks)

**Recast Bonus per Level:** -5% per level completed

**Minimum Recast Time:** 3.6 seconds (Urgal Encampment)

The key use for this ability is to, of course, throw enemies backward (hopefully off a cliff!). It is also key when dealing with Soldier Shieldbearers as it makes them drop their defense so that you can deal with them on a melee level.

### Magic Pull: "Thrysta!"



**Description:** This magic can pull enemies off of ledges and cliffs as well as knock them forward. Has a chance to stun smaller enemies. Will knock the shield off of Soldier Shieldbearers.

**Power:** Strong

**Damage:** 0

**Effect on Hit:** Knock forward

**Effect on Blocking Enemies:** Breaks the block

**Base Recast Time:** 6 seconds (Daret Docks)

**Recast Bonus per Level:** -5% per level completed

**Minimum Recast Time:** 3.6 seconds (Urgal Encampment)

As with its pushing counterpart, pulling magic is used for essentially the same reasons: breaking blocks and tossing foes over the edge.

### Magic Arrow: "Brisinger!"



**Description:** Magic Arrow sends a powerful magic arrow toward your target, damaging and knocking back the enemies surrounding your target.

**Power:** Very Strong

**Damage:** 600 to the target enemy, 300 to enemies within 15 feet

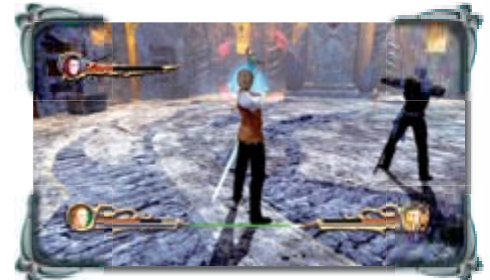
**Effect on Hit:** Knockback

**Effect on Blocking Enemies:** Breaks the block

**Base Recast Time:** 12 seconds (Daret Bridge)

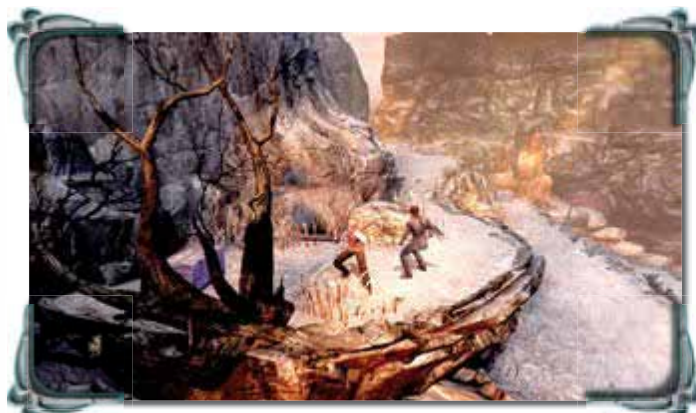
**Recast Bonus per Level:** -5% per level completed

**Minimum Recast Time:** 9 seconds (Defend the Varden)





## Magic Shield: "Skolir!"



**Power:** Strong  
**Damage:** 0  
**Effect on Hit:**  
 Knockback  
**Effect on Blocking Enemies:**  
 Breaks the block  
**Base Recast Time:** 6 seconds (Daret Docks)



**Recast Bonus per Level:** — 5% per level completed  
**Minimum Recast Time:** 3.6 seconds (Urgal Encampment)

As you might imagine, the shield provides you with a scant few seconds of defense against foes. It also knocks back any foe caught in its initial radius, but you likely won't be using this much because it simply gives your foes more time to surround you, making things even hairier than they were previously. However, if you find yourself surrounded and there are a lot of ledges about, try this to send enemies flying—hopefully over an edge.

## Magic Fire: "Brisingr!"



**Power:** Very Strong  
**Damage:** 750 over 5 seconds  
**Effect on Hit:**  
 Lights the enemy on fire and burns them for 5 seconds



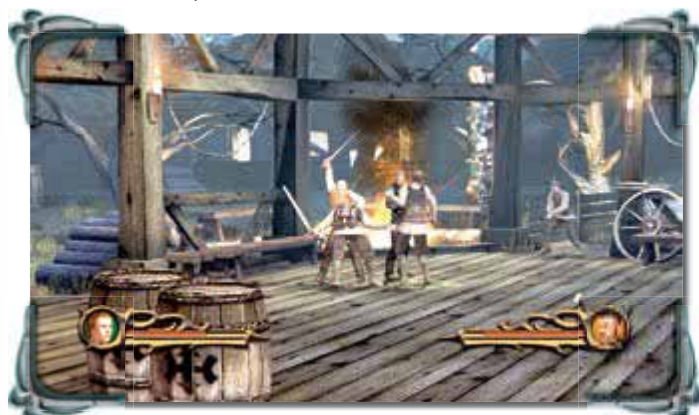
**Effect on Blocking Enemies:** Breaks the block  
**Base Recast Time:** 6 seconds (Daret Docks)  
**Recast Bonus per Level:** — 5% per level completed  
**Minimum Recast Time:** 3.6 seconds (Urgal Encampment)

This is the single best form of magic you have. It recharges fairly quickly, does substantial damage, and takes a foe out of a fight for five full seconds regardless of armor status. It also sends foes careening over ledges as easily as push and pull magic does, making it a triple threat. Once you earn this ability at Durza's Fortress you'll find that it renders those other forms of magic obsolete.

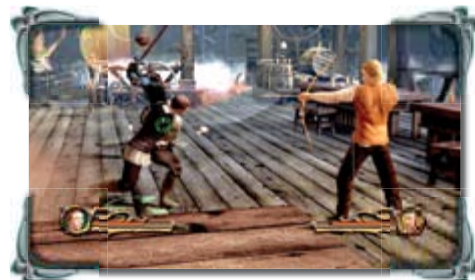
## Minions of Evil

### King's Soldiers

#### Soldier Recruit

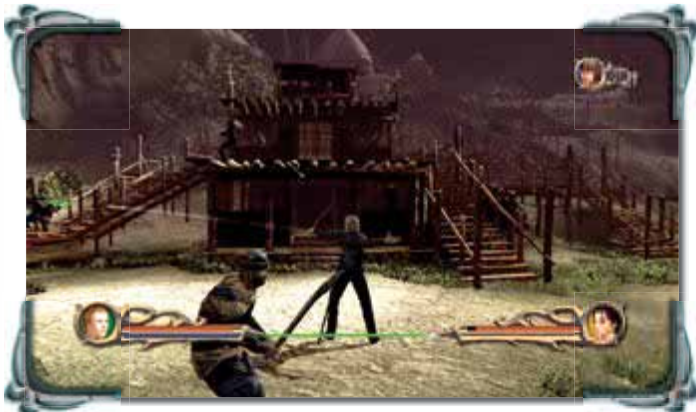


**Base Health:** 750  
**Armor:** None  
**Immunities:** None  
**Block Chance:** None  
**Evade Chance:** Low  
**Enemy Specialties:**  
 Dying quickly  
**Special Tactics:** None





## Soldier Grunt



**Base Health:**  
1,250

**Armor:** Medium  
Armor

**Immunities:** None

**Block Chance:**  
Low

**Evade Chance:**  
Very High

**Enemy Specialties:** The Soldier Grunt is trained to evade attacks and then attack with his own round of melee attacks.

**Special Tactics:** As the Soldier Grunt evades a great deal, attacks with knockdown effects will keep him in place.

## Soldier Commander

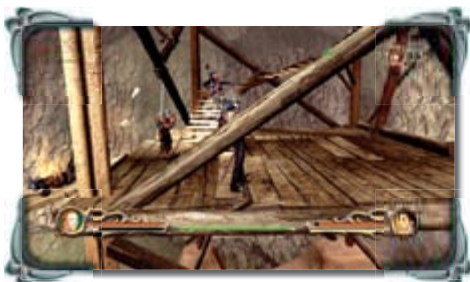


**Base Health:**  
1,200

**Armor:** Heavily  
Armored

**Immunities:**  
Headshot  
Arrow, while  
armored

**Block Chance:**  
Very High



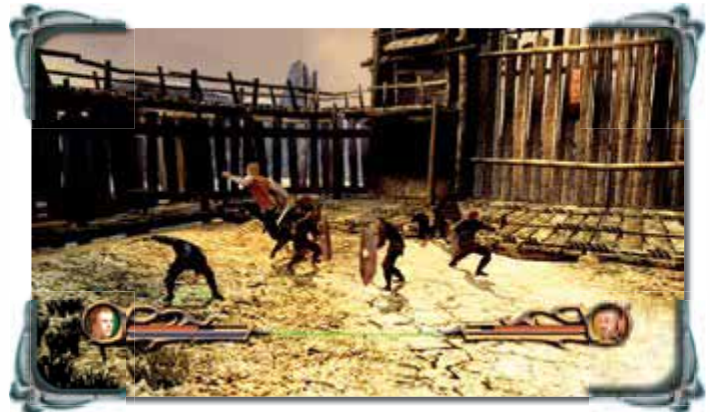
**Block Strength:** Medium

**Evade Chance:** None

**Enemy Specialties:** Heavy blocking and heavy armor make this a tough opponent to beat.

**Special Tactics:** Knockdown and Magic Arrow work well against the Commander. Do not use Headshot Arrow against the Commander until his helm is knocked off.

## Soldier Shieldbearer



**Base Health:** 750

**Armor:** Heavily  
Armored (with  
shield), None  
(without shield)

**Immunities:** None

**Block Chance:**  
Constant from  
the front when  
shielded

**Evade Chance:** None

**Enemy Specialties:** This enemy's shield prevents nearly all attacks from the front. He will also bash the player away from him when shielded.

**Special Tactics:** Magic Arrow or Pounding Jump Attack can remove this enemy's shield easily. Attacking the Soldier Shieldbearer from behind also works well.



## Soldier Archer





**Base Health:**

1,250

**Armor:** None

**Immunities:** None

**Block Chance:**

None

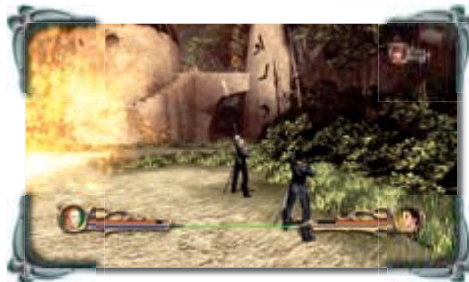
**Evade Chance:**

None

**Enemy**

**Specialties:** Arrow attacks from this enemy can be deadly.

**Special Tactics:** Headshotting an archer can take him down before he can do too much damage. Dodge his shot and then line up for a Headshot Arrow.



## Urgal Scout



**Base Health:**

1,000

**Armor:** None

**Immunities:** None

**Block Chance:**

High

**Evade Chance:**

High

**Enemy**

**Specialties:** Smaller than their Grunt counterparts, these Urgals are usually the first raiders into towns and villages.

**Special Tactics:** See Urgal Grunt.



## Urgals

### Urgal Grunt



**Base Health:**

1,500

**Armor:** None

**Immunities:** None

**Block Chance:**

High

**Evade Chance:**

None

**Enemy**

**Specialties:** With heavy blocking and heavier hits, these Urgals are the bread and butter of the Urgal horde.

**Special Tactics:** Parry the Urgal's attack and then stun him to grab and then beat him down—this would also be a good time to grab and throw one into his cohorts.



### Urgal Berserker



**Base Health:**

2,000

**Armor:** None

**Immunities:** None

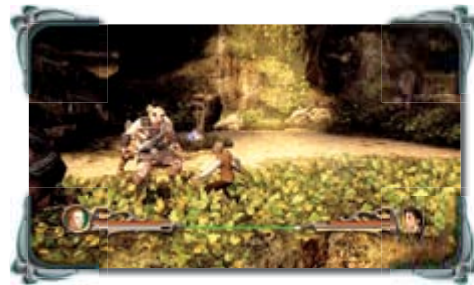
**Block Chance:**

High

**Evade Chance:** Low

**Enemy Specialties:**

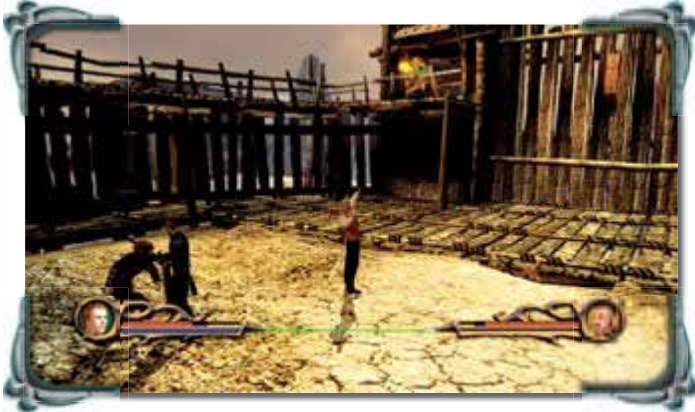
These are the biggest and meanest Urgals.





**Special Tactics:** Stay out of the way of their massive strikes!  
Try using Magic Fire to light them up or Magic Pull and then striking them to control the battle.

## Urgal Marksman



**Base Health:**  
1,500

**Armor:** None

**Immunities:** None

**Block Chance:**  
None

**Evade Chance:**  
None

**Enemy**

**Specialties:** They boast heavier firepower than their human counterparts, and their flaming arrows cause more damage to the player.

**Special Tactics:** Urgal Marksmen tend to position themselves on outlooks, ledges, and other strategic points to have the advantage against the enemy. Use this position against them: Magic Push or Pull can send them over the edge and to their doom.

## Ra'zac

### Acrobatic Ra'zac



**Base Health:**

2,000

**Armor:** None

**Immunities:** Kill  
Move

**Block Chance:**  
None

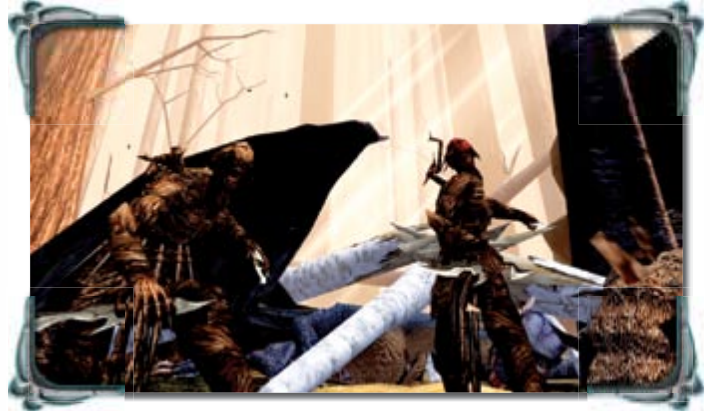
**Evade Chance:**  
Very High

**Enemy Specialties:** These Ra'zac throw daggers at the player and can Jump Attack their enemies from great distances.

**Special Tactics:** The Acrobatic Ra'zac get their daggers stuck in the earth if they miss their Jump Attack. Take advantage of them when they are trying to get their daggers out of the ground. Use ranged attacks to damage the Ra'zac while staying out of harm's way.



## Magic Ra'zac



**Base Health:**

2,000

**Armor:** None

**Immunities:** Kill  
Move

**Block Chance:**  
None

**Evade Chance:**  
High

**Enemy Specialties:** These are the same as the Acrobatic Ra'zac, except instead of daggers, the Magic Ra'zac exhales a stunning breath to bewilder enemies.

**Special Tactics:** Same as above except they have no daggers to get stuck in the ground.





## Kull



**Base Health:** 5,000

**Armor:** None

**Immunities:** 90%  
immune to arrows

**Block Chance:** None

**Evade Chance:** None

**Enemy Specialties:**

Charge Attack does large amount of damage, Rear Kick hits players attacking from behind, and Club Attacks knock players away. Kulls can also grab players and slam them to the ground.

**Special Tactics:** Kull are big, top-heavy, lumbering beasts.

**Special Tactics:** A Headshot Arrow temporarily stuns the Kull. Hit the Kull to bring him to his knees. When the Kull is charging, use Magic Push/Pull to drop him to the ground. Or pull him to his knees and stun him by using Magic Push/Pull when he is swinging his large club. After he is on his knees:

1. Beat him down to a prone position and then ride him.
2. Link him from the front by standing in front of the Kull and linking him, then pummel him or kick him.
3. Link him from behind, then stab him and ride him, or kick off.



**Base Health:**

17,500

**Armor:** None

**Immunities:** None

**Block Chance:**

High

**Evade Chance:**

Very High

**Enemy**

**Specialties:** Durza can disappear and reappear to avoid his enemies. He can shoot out a stream of fire, control inanimate objects to attack his enemies, and shield himself.

**Special Tactics:** Avoid his grab. Attack or grab him from behind when he is shooting flames (turn him toward Brom so he can attack him). Use Magic Arrow to bring down his Shield Bubble.



## Durza and his Beast (The Final Battle)



**Base Health:**

25,000

**Armor:** Heavily  
Armored

**Immunities:** None

**Block Chance:**

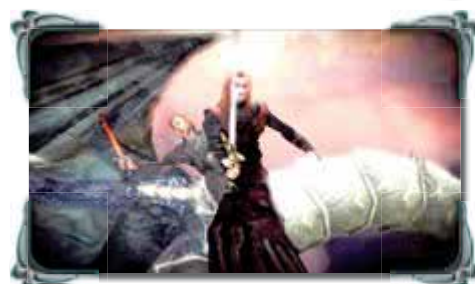
N/A

**Evade Chance:**

N/A

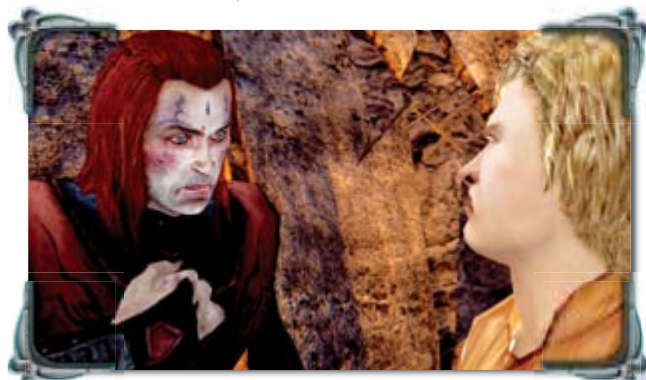
**Enemy Specialties:** He uses Fireballs, Magic Spears, and Flame Breath against Eragon in the Final Battle.

**Special Tactics:** Dodge the Fireballs and Fire Breath. Send his Magic Spears hurling back at Durza and fire Magic Arrow to attack him.



## Durza

### Durza (by himself, Durza's Fortress)





## Siege Weapons

### NOTE

These appear only in Saphira-based levels.

### Ballista



**Base Health:**  
1,000

**Armor:** None

**Immunities:** None

**Block Chance:**  
N/A

**Evade Chance:**  
N/A

**Enemy**

**Specialties:** The ballista uses a tracking shot to bring Saphira down.

**Special Tactics:** Dodge one direction and then switch quickly to keep the ballista shot from hitting Saphira. You can also target ballista bolts with magic and deflect them. Even better, take out the ballista before it can fire.



### Catapult



**Base Health:**

2,000

**Armor:** None

**Immunities:** None

**Block Chance:**  
N/A

**Evade Chance:**  
N/A

**Enemy**

**Specialties:** A large, powerful flaming ball is launched from the enemies' catapult.

**Special Tactics:** The catapult projectile follows a predictable arc. Dodge left or right to avoid. You can also target the projectiles with magic and deflect them (this is useful to protect the towers in Urgal Attack).



### Urgal Explosives Cart (Flight from Gil'ead)



**Base Health:** 400

**Armor:** Heavily  
Armored

**Immunities:** None

**Block Chance:**  
N/A

**Evade Chance:**  
N/A

**Enemy**

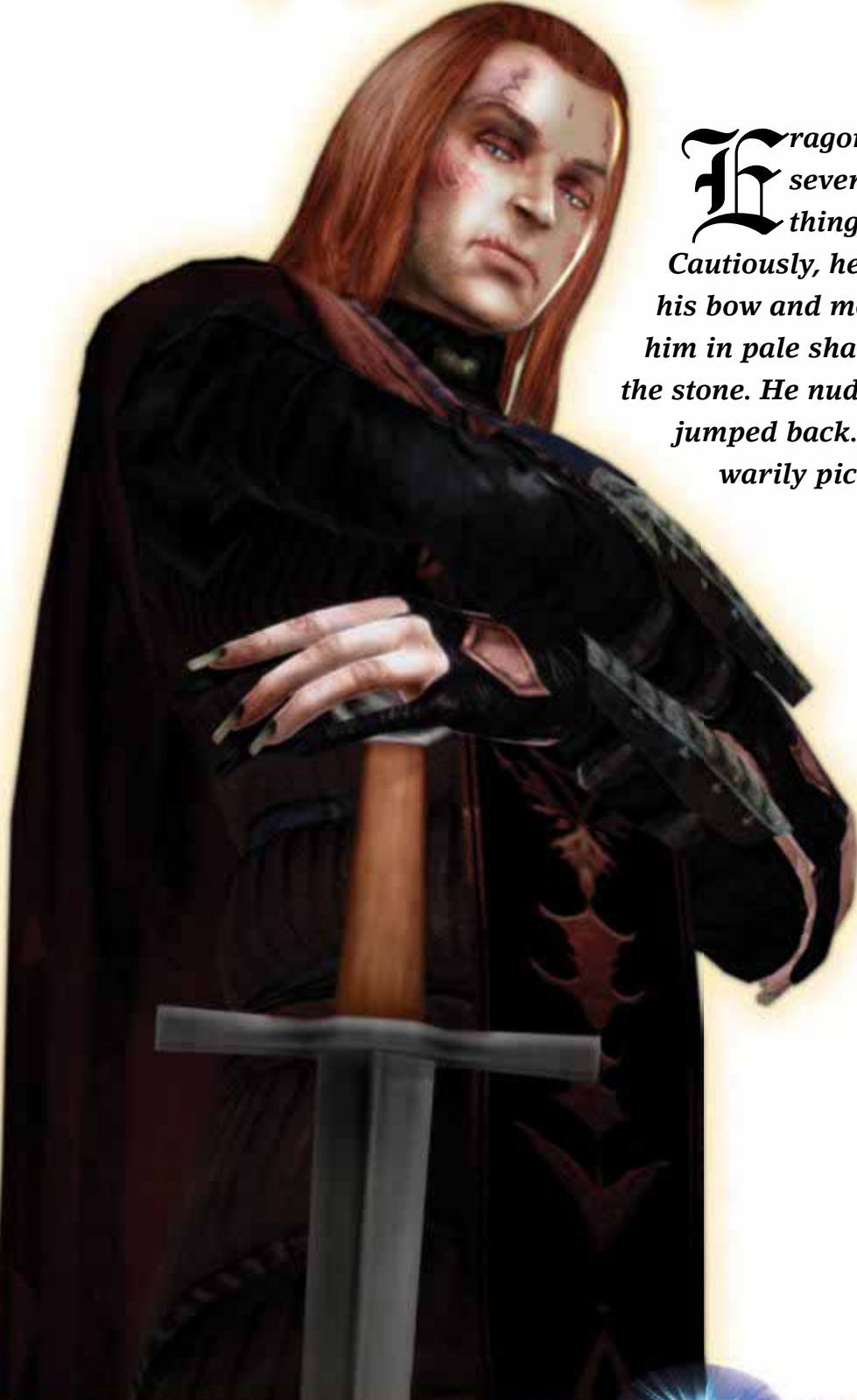
**Specialties:** Blowing up, causing mass damage to surroundings.

**Special Tactics:** Use Magic Arrow to shoot this cart from afar. Being near the blast zone can seriously damage Saphira.





# The Spine Mountains



*If Eragon watched for danger for several long minutes, but the only thing that moved was the mist. Cautiously, he released the tension from his bow and moved forward. Moonlight cast him in pale shadow as he stopped before the stone. He nudged it with an arrow, then jumped back. Nothing happened, so he warily picked it up.*

—Eragon by Christopher Paolini



# Walkthrough

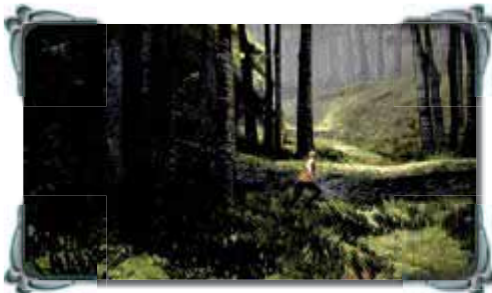
## NOTE

This first chapter is, essentially, a tutorial to familiarize you with the basic controls behind *Eragon*. While it doesn't give you the full spread of available options, it will get you going. Also, you cannot "lose" this level, so have no fear in plunging ahead.



Drinking in the idyllic setting, set Eragon sprinting along the wooded path, reveling in the sun cascading through brief openings in the verdant canopy of trees.

'Ere long you arrive at the first of many lessons created to welcome you to the world of *Eragon*. Tap the jump button to leap atop the minor obstacles that bar your path.



Ah, now we have a challenge more worthy of a swordsman: following the on-screen prompts, send your blade ringing through the air, striking down the gnarled masses of brambles as you come upon each one.



It can be helpful to double-tap the final button in each combo sequence to make sure you're successful with each step.



Learn the rhythm of Eragon's swordplay, as it will serve you well against more animate enemies shortly. This is especially

helpful because there is a slight delay after button presses in actual move execution.

After several thickets, the road ahead recedes off to the east. As you approach, a magnificent stag bounds down the path. Follow the beast as it capers off.



When you round the bend, the stag has vanished, but you face a new challenge. You must now learn to move hand-over-hand. Simply approach the rocks and leap up—Eragon will grab hold—then press jump again to clamber up.

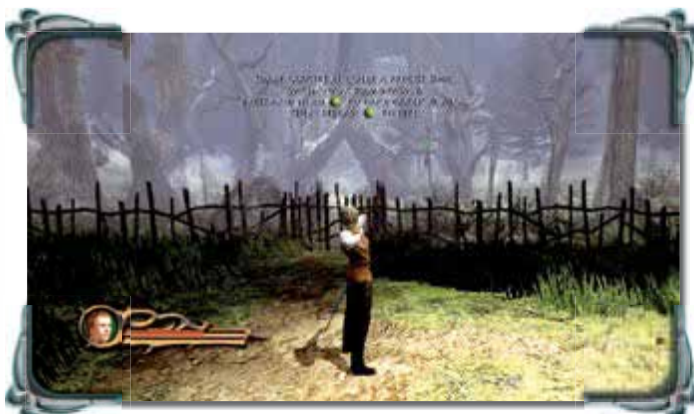




Before long, a mighty river bars progress. Leap and dangle from the natural arch standing over the torrent, and press left to shimmy across the span. To release (once safely clear, of course), press the attack button.



As you crossed the river, you likely noticed the blue object basking in the heat of the morning sun—a magic egg! Follow the path, and watch for the sheer wall on the right. Leap upon it and pull Eragon up to claim the first (of many) eggs!



Returning to the path, continue onward and Eragon soon finds a makeshift archery range. Draw your bow and press attack to fire arrows at the first collection of unlucky targets.

After the first group of “soldiers” is dispatched, a second, more distant, group springs up to take the place of their fallen comrades.

Eragon must hold the attack button till the bowstring is fully taut, then let fly to hit more distant “foes.”



Using the powered-up bow attack is one of the single most important techniques in the *entire* game. It will get you out of many a rough spot and, in 2P mode, you can destroy vast swaths of onrushing attackers merely by hurling missile after yew-powered missile into their midst.



That trial completed, the first chapter in Eragon’s adventures comes to a close. From this point forward, each arc of your journey will be

fraught with dire peril and foes who will not yield until you (or they) are dead.





# Carvahall

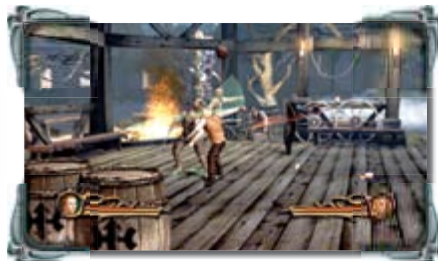
**T**hat which you will hear is imperfect and fragmented, yet treasure it, for without you it does not exist. I give you now a memory that has been forgotten, hidden in the dreamy haze that lies behind us.

—Eragon by Christopher Paolini

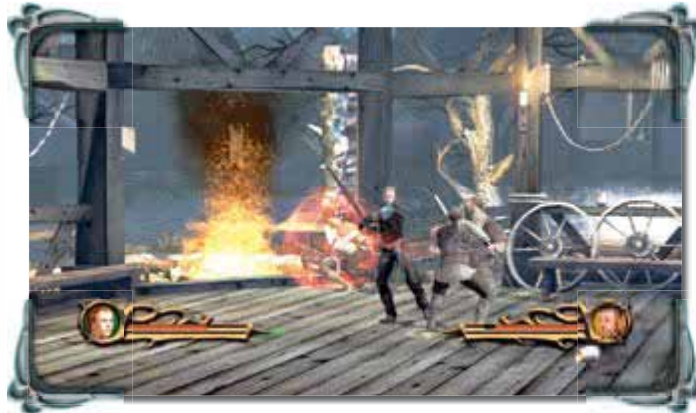
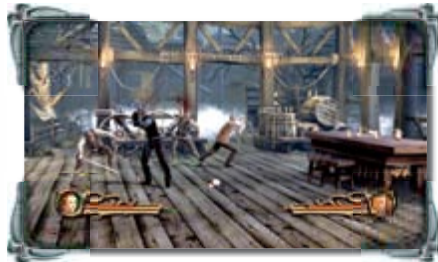
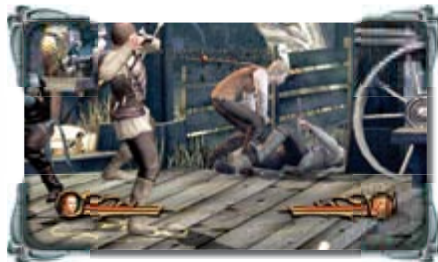




## Walkthrough



The moment the action starts, the battle is joined! Eragon (joined by the swordsman Brom) is quickly set upon by a band of recalcitrant soldiers. As this is your first taste of combat, this is a good place to start familiarizing yourself with the combo system. This battle is very easy, so experiment with different types of combos, throws, and missile attacks to see what methods yield the most bloodletting per sword slash. Also pay attention to the onscreen prompts as the tutorial continues throughout the battle.



**TIP**  
To rapidly dispatch foes, throw them into the flames at the screen's left edge. This instantly takes them out of the fight.

## Multiplayer Mayhem

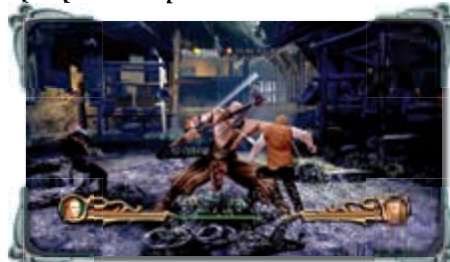


*Two is better than one.*

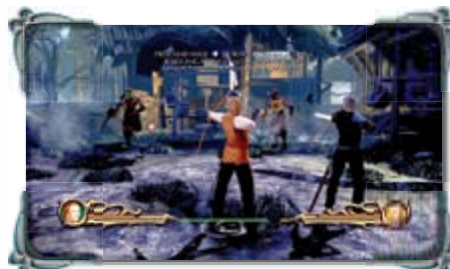
Some multiplayer strategies to start experimenting with include:

- Double up on one-hit missile kills to take out foes just as they come onscreen.
- Have one player throw an enemy into a group of foes, then have the second player rush in and one-hit kill them with "attack" or "strong attack" while they lie helpless on their backs.
- Double team foes and cut them down in no time flat (mind your backs, however.)

Pressing onward, you reach a lull in the battle. Here you'll discover a couple of chests that contain pick-ups to smooth out the battles ahead. Collect them, then quickly be on your way — the people need you!



Exiting the building, you are once more greeted by a band of roving enemies, determined to slaughter the innocent (and unarmed) townspeople. Enter the fray, swords held high, and teach them a lesson. During this battle, it's especially important to start familiarizing

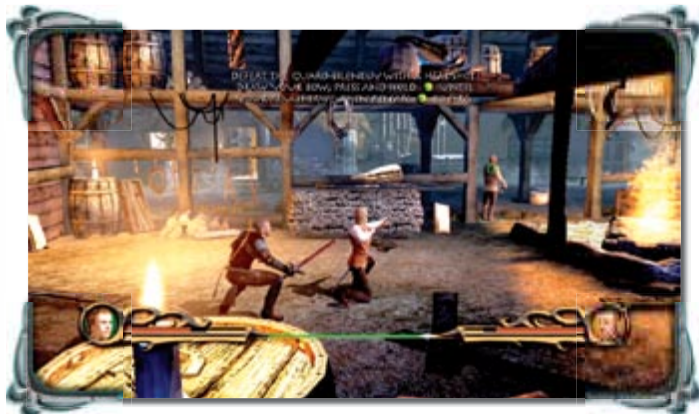




yourself with counter blocks, so that you can stun and then throw or otherwise abuse your foes. Again, one-hit kills from your bow is an expeditious way to clear out foes once their numbers are manageable.

TIP

**O**n the right edge of this area is a chest containing a Super Orb. Grab this to continue building your Team Power meter (there is a good chance you now have sufficiently filled it to launch it, if need be.)



After clearing out that band of mongrels, you find yourself in the confines of a smithy. Though the blazing heat is a distraction, draw your bow, charge it up, and take down the nearby guard with one precise strike.

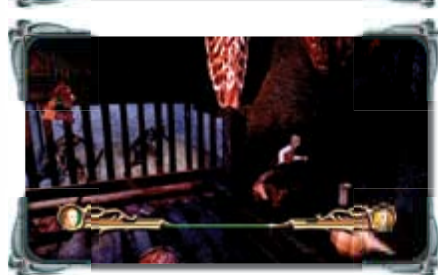
After dropping the foe with one hit, glance upwards and to the rear of the smith: there lies an egg in the rafters to the left of the blazing fire.

Leap up and haul Eragon up to claim it.

TIP

**T**o the right, just beyond the fire, are some more chests containing Orbs (right up against the camera, essentially.) Smash them open and collect their booty, but only if you *need* the Orbs. If you have a full Team Power bar, save them for *after* the battle.

As you move past the raging fire, you're blitzed by another band of soldiers—feed the fire with their soon-to-be-charred corpses! You can accomplish this by throwing them into the searing flames or by slashing at them until they succumb to the heat. Again, one-hit bow kills are a quick way to clear out the chaff—doubly so in 2P mode.



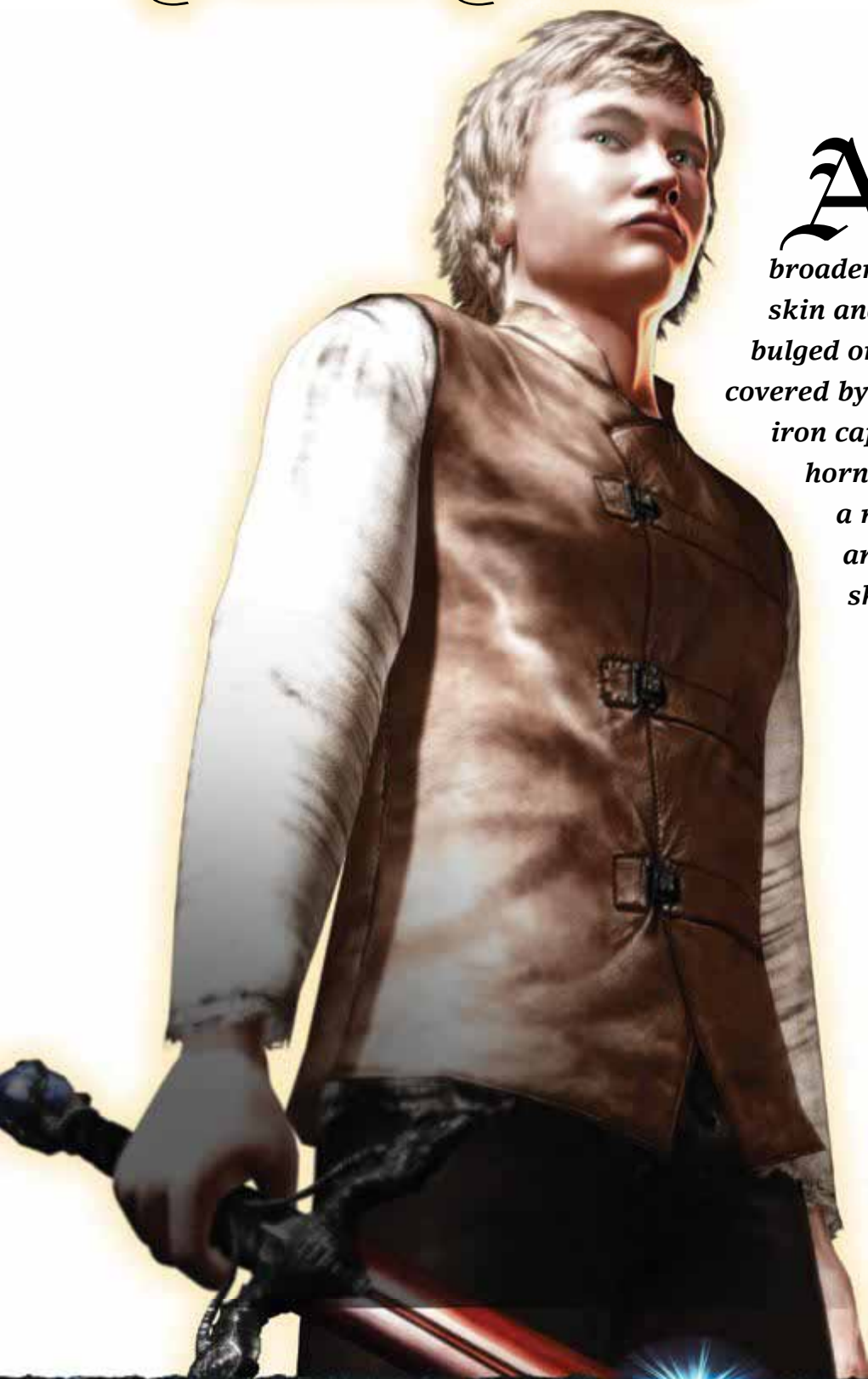
The final sequence of Carvahall has Eragon and Brom navigating through a butcher shop (sadly, the butcher is recently deceased.) Pick your way to the right carefully, staying out of the reach of the misanthropes just beyond the reach of your blade. Just past the first set of tables is a chest—smash that open and collect its contents. From there, move on, crashing through the barrels till Eragon reaches the far side of the abattoir, escaping to fight another day.

NOTE

**T**he foes in the next room cannot be struck from where you are, either by blade or bow.



# Darek Docks



*An Urgal stood over him, face set in a gross leer. The monster was tall, thick, and broader than a doorway, with gray skin and yellow piggish eyes. Muscles bulged on his arms and chest, which was covered by a too small breastplate. An iron cap rested over the pair of ram's horns curling from his temples, and a roundshield was bound to one arm. His powerful hand held a short, wicked sword.*

—*Eragon* by Christopher Paolini



## Walkthrough

Finding themselves on the docks of Daret town, Brom and Eragon are immediately set upon by a band of enemies from the right. This fight is fairly straightforward, but it features some interesting elements. You can launch foes off the dock by using combos or, more simply, by luring them to the edge and jumping and using a strong attack to send them over the edge to a watery demise. Alternately, use charged shots with arrows while Brom absorbs most of the onrushing foes' attacks, treating him as a wedge to keep the foes at bay. From there, you may pick them off at your leisure.

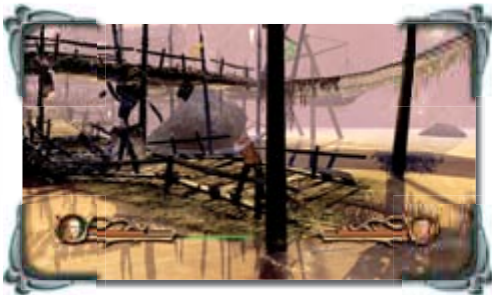


### CAUTION

While "wedging" is a very viable technique all the way through the game, you must be wary because Brom (and, later, Murtagh) are not invincible. Remember: if they die, you die.

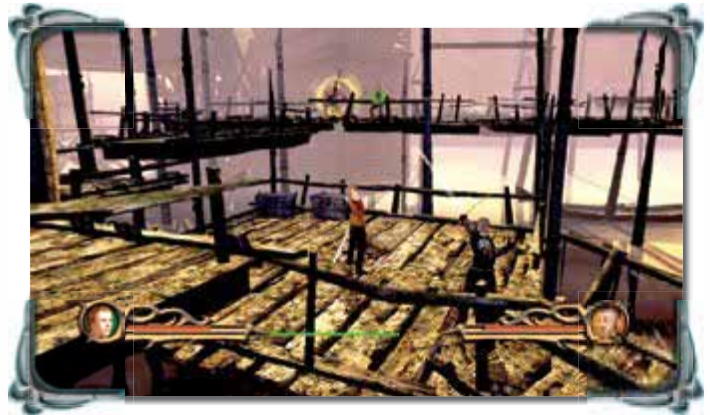
## Multiplayer Mayhem

When you play with two players, it's even easier to dispatch foes. You can both execute jumps followed up with strong attacks, making short work of a rather large crowd.



After dispatching that first, futile band of interlopers, leap down to the left and crack open the chest. From there, begin drawing your bow and taking

down incoming foes from your prior position. Their lifeless bodies hit the dock with a dull, wet thud. Even Brom joins in the arrow-flinging action, doubling your firepower and making short work of troublemakers.



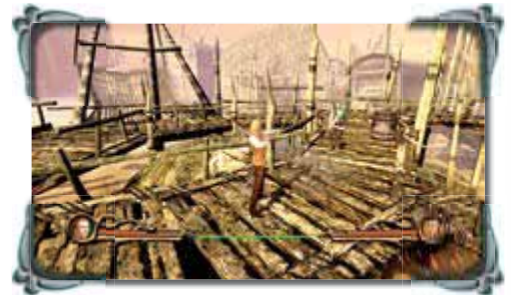
Now that the second band of hooligans is defunct, turn your attention to the opposite direction, shatter the nearby barrels, and use your bow to pick off foes in the distance as they race, in vain, to strike at you before a missile pierces their blackened hearts.



After taking down a half dozen or so, continue forward to the next landing, smash the debris blocking the path, and resume firing

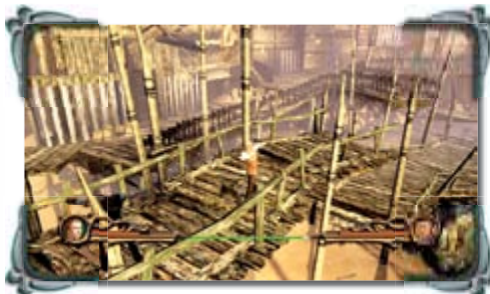
till the foes stop coming. With the bodies piled high, crack open the two chests nearby and collect the goods (health, if you're wounded, and power for your Team Power meter.)

Now keep following the docks upward, along the path. Once the path ahead splits to the left and right, take up your bow once more and begin



shooting down offscreen interlopers. Keep firing till your foes are so much bloody chaff, and then press on.

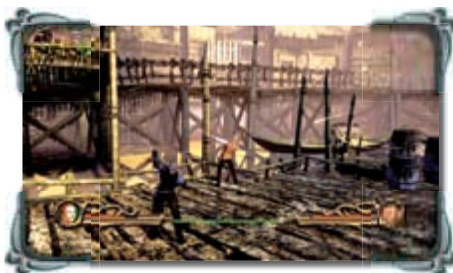




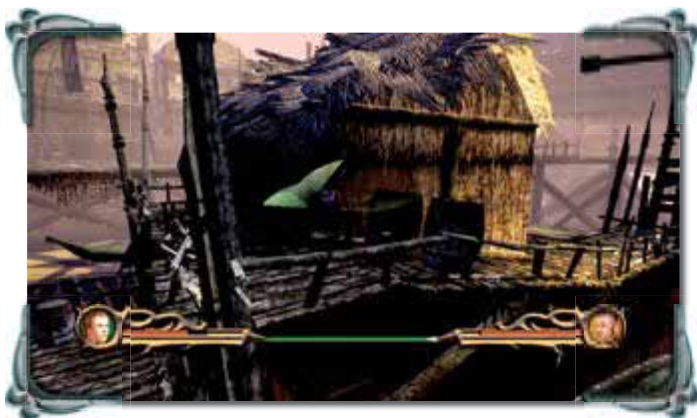
Not too much farther along, you'll see foes pursuing the area's innocent denizens (just to your left.) Take up your bow and aid them by

striking swiftly from afar till they menace your kin no more.

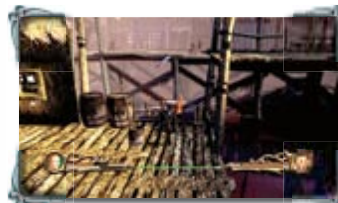
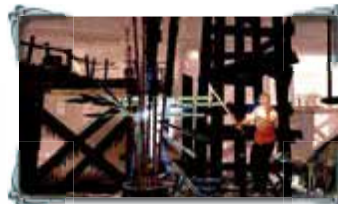
Drop down from the dock to a level just above the water, and proceed till you come upon a gang of barrels. Pause here and, once more, draw your bow to strike down foes that think themselves safe from retribution. Be wary, however, as foes approach from behind, and have your blade at the ready. It will taste blood shortly.



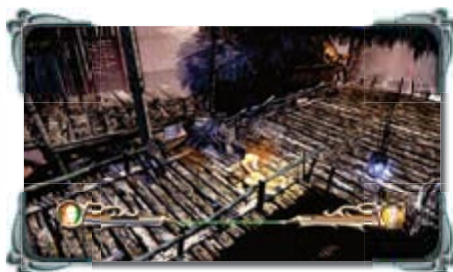
**TIP**  
**R**emember: you can launch foes into the water if you can force enemies near the edge, and then jump with a strong attack.



When the ruckus dies down, shatter the barrels and leap up to the exposed ledge. At the top you find a chest, then continue around the thatched-roof building to the right to dispatch another pair of barrels. After that, a cinema plays.



As the cinema unfurls, Eragon is granted the first of several gifts of magic. Utilizing the nearby battle full of steel shafts, follow the on-screen prompts and begin hurling them at distant enemies—one hit equals one kill. After mowing down that bunch, turn your attention to the nearby crane and give it a push to send it careening around. Mount it and continue on your way.



The next few steps are fairly straightforward: you have to take out a few Urgals after you smash some crates barring your progress. Pass another barrel of steel shafts—you won't need them as you can gang up on each Urgal as it comes.



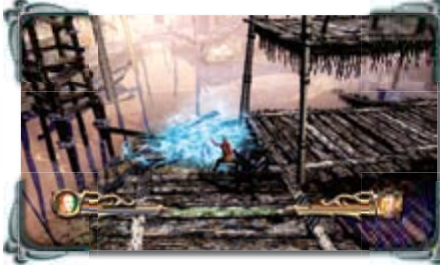
Ere long, you reach another crane. Once more, give it a magically-powered shove to send it spinning 'round, then take aim at the counterweight with your bow. This sends the very hefty load straight into the (no longer) menacing Urgals below.







From there, drop down to the beam just below the edge of the dock you are currently standing on and keep moving forward. Another crane awaits here, so spin it 'round and drop its load to clear the path ahead. From there, use your magic to construct a path so that you may proceed.



If you run *under* the dock, you can smash open a chest to claim a pickup. After that, clamber up your recently constructed ledge and then move atop the dock leading off to the right. Prepare yourself for a multi-Urgal encounter...



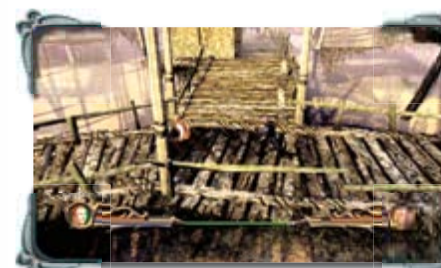
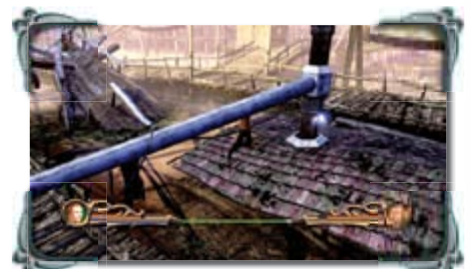
Once you reach an open section of dockwork, you spot another barrel of shafts, and then a rapidly increasing number of Urgals (up to five at once). Using jump attacks, you can quickly and easily drive foes over the edge. You can also use the shafts but, in all likelihood, this act is more dangerous than a sound strategy. Keep moving till your foes no longer do and the battle will be yours.



Continuing forward around a ring-like section of dock, you come to a ramp heading downward. Rushing toward you are several enemies — let loose with arrows to cut them down, and keep heading to the far right till you find a set of chests at the very end of the dock.



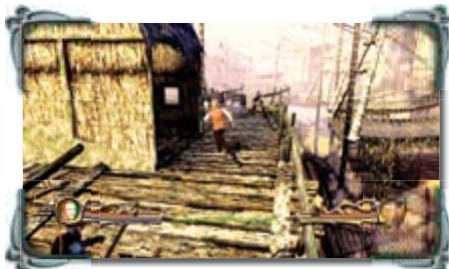
Once you've dispatched all your foes from afar and claimed the chests, use your magic to pull the mast around to you. Climb aboard and clamber across it, then drop on the ship. From there, spin the mast once more and then finish your journey across to the opposite side.



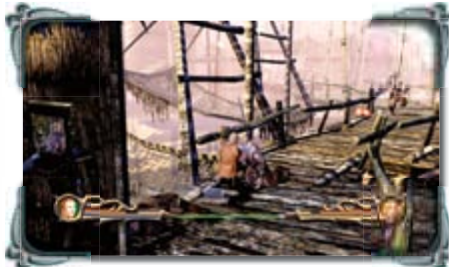
Once across, head all the way left and follow the path as it leads back under the dock you were recently atop. Within its shadowed eaves, you discover this level's hidden egg!





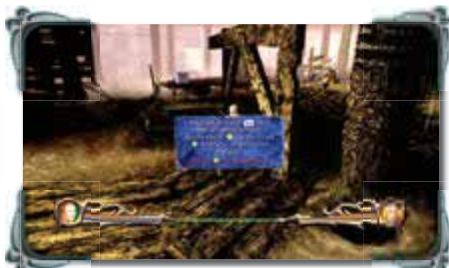
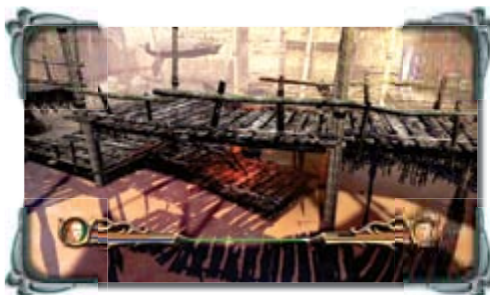


Doubling back, make your way over to the mast, but instead of continuing, take the path leading away from the camera and you spot a hut on the left (there's a chest in there). Also, you see foes massing at the far end of the dock. Use your bow to take down as many as possible from afar, then engage in close-range warfare



with your blade, using jump attacks to prevent them from getting a steady bead on you.

Following the docks as they unfurl ahead, drop down before long — directly behind you at this point is another chest in the shadows. Once you have it, keep heading left and clamber atop the dock as it continues onward.



At this point you find yourself beneath a very large structure — you also gain access to push and pull magic! Use it on the first foe that approaches to push him into the brackish water. From there, clamber across the swill by using the nearby beam.



You now have a series of brief encounters with foes, mainly because you are pushing and pulling most of them into the water. Keep your eyes open and make sure you push where you should push and pull where you should pull — otherwise you'll do little more than distract a foe for a scant few seconds (due to their range). You can also mix in jump attacks and one-hit kills with arrows when in between magical

charges. Navigate numerous beams as you go to make progress.

Eventually you reach a point where the way ahead is out: simply utilize your magic to reconstruct the debris to bridge the gap ahead, then clamber up another beam to the left and haul yourself onto the ledge till you reach the waterfall room.



Once you are in the waterfall room, immediately hoist yourself up the nearest ledge and cut down the first archer available. From there, begin taking aim and pulling foes to their deaths (mixing in arrows during downtime) to clear the room of immediate threats. From there, clamber across the beam spanning the rushing torrent and head up the left side of the area, killing as you go. Once you reach the doorway at the top, you're home free!



# Daret Town

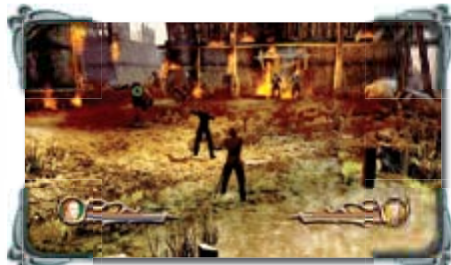
**T**hey rode into Daret, striving to be silent. Brom gripped his sword with his good hand, eyes flashing everywhere. Eragon kept his bow partially drawn as they passed between the silent houses, glancing at each other with apprehension. This doesn't look good, commented Eragon to Saphira.

—Eragon by Christopher Paolini

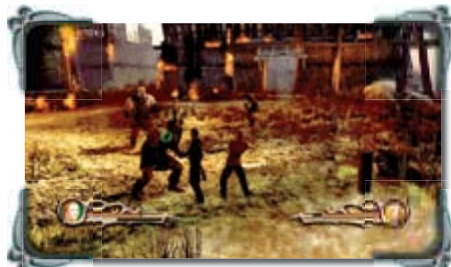




# Walkthrough

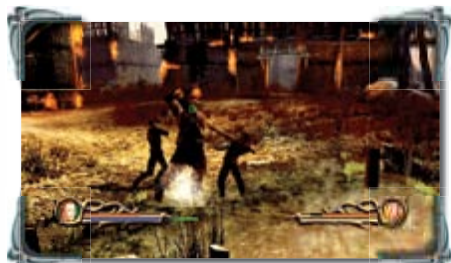


All is not well in Daret. The forces of evil have set about burning the town to its very foundation—this affront cannot stand! Your first task is to protect the villagers as they attempt to extinguish the flames consuming their homes. Unfortunately, their diligence is repaid by the depredations of the Urgals and their soldier comrades. You must fight off



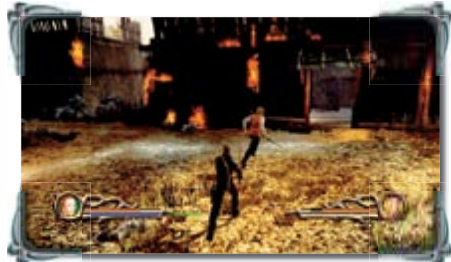
the onrushing hordes while the citizens tend to their duties. The simplest way to manage this is to stand by the water at the very edge of the screen, nearest the camera. From here, you can:

1. Take out foes with charged bow shots.
2. If foes get close enough, use your magic to pull enemies into the nearby drink, thus taking them out instantly.

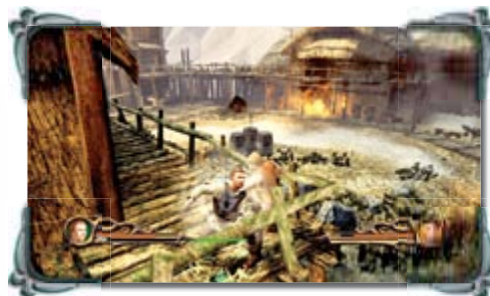


3. If you are set upon by multiple foes, intersperse magic and melee attacks to keep yourself (and your charges) safe.

With two players, it gets even better, because you can charge shot foe after foe from afar, bringing down the likelihood of them ever reaching you to near-zero.

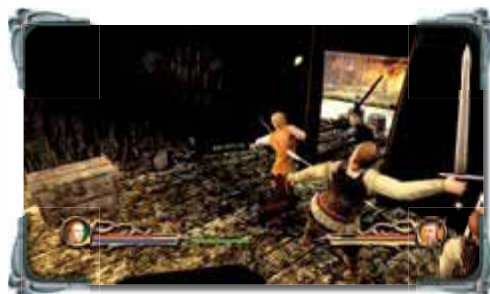


Once the fire is finally extinguished, proceed through the doorway to the right and race into the corner to break open a chest and claim its contents.



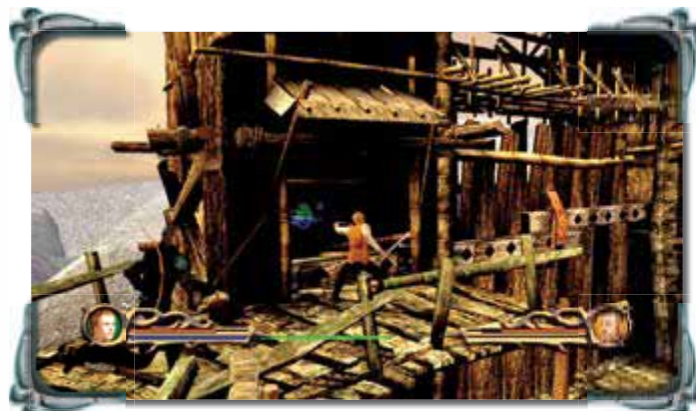
Proceeding up the nearby stairwell at a breakneck pace, you're soon back in the smoke-filled air. Follow the path and, just as you're about to

round the corner near the small structure, a foe arrives. Make short work of him.

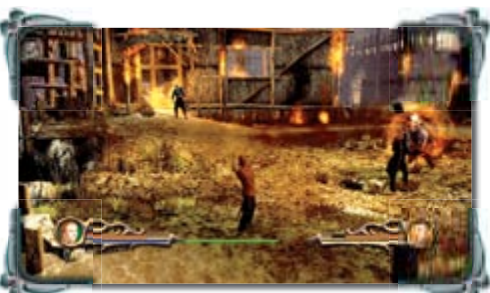


Head into the small building where two soldiers lie in wait. Draw your blade and set upon them with gusto, hacking and slashing with standard

combos till they go down in pools of their own blood. Afterward, crack open the chest to collect its contents.



Continue down the path to the city gate. Using your newfound magic power, slide the first lock free of its housing, then return to the courtyard you started in.

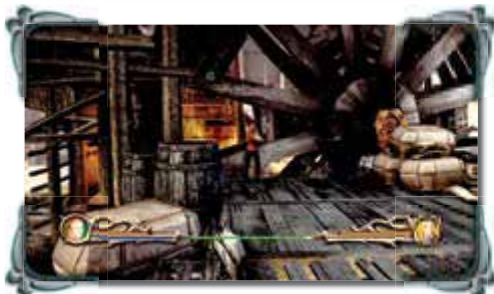


Once more, repeat the same process you started the level with: one-hit kills with the bow, pulling foes in the drink, or a combination

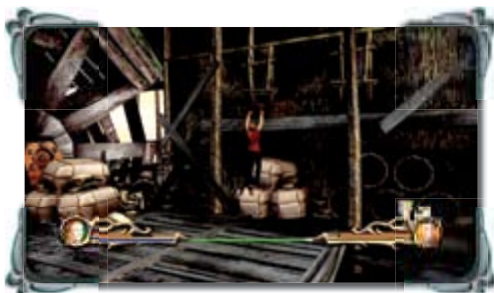
of magic and melee attacks. After the second building is extinguished, proceed through the doorway on the left.



Once inside, move to the large waterwheel. Through its rotating gaps you spy a cadre of archers. Use your magic to pull them or charged bow shots to kill them, but take them all out before proceeding. When using your bow, be aware that the enemy must be *green* or you will miss!



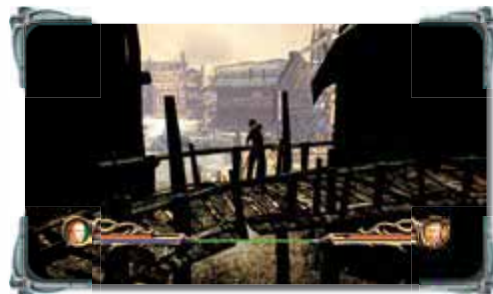
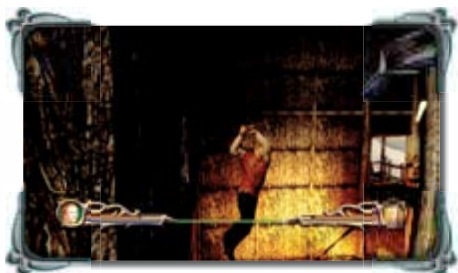
Now that the menace has been put down, proceed to the right and jump up to catch the ledge. Clamber atop it, smash open the chest, and claim the contents.



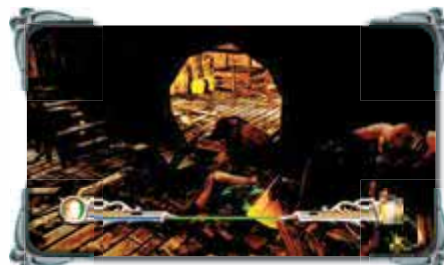
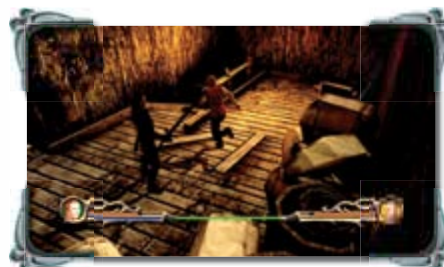
Proceed around the path until you reach an impasse. Leap up and shimmy, hand-over-hand, to the other side. Be prepared for battle as soon as you drop!



The moment you alight on the opposite ledge, you're set upon by a squad of Urgals in very close quarters. Use your magic to send one careening over the side (pull), then quickly switch to jumps combined with strong attacks to send the remaining interlopers to the same fate.

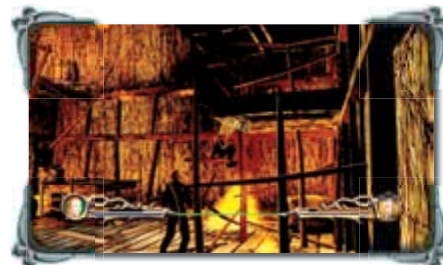


Head outside again, follow the path, and stop at the gap between buildings. From here, deliver retribution from above by striking down foes with one-hit bow shots.



Proceed inside once more and head down the nearby stairwell, but be wary! The moment you step near the wall on the right, two Urgals break it down and storm in! Your safest bet is to let Brom tackle them while you use your bow to one-hit kill them. Otherwise, have at them with your blade, mixing in strategic blasts of magic to keep your foes unbalanced.

Head through the new "door," leap up and grab the scaffolding to the right, and haul yourself up. Continue upward and use the beam undergirding the roof to reach the balcony across the way.

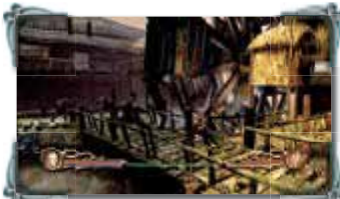
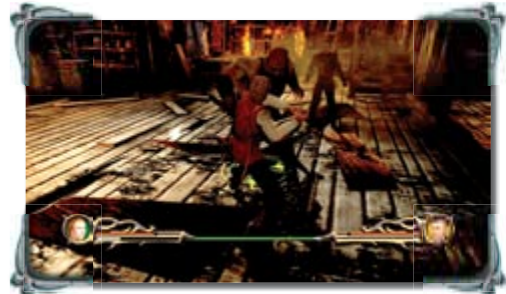




Outside once more, destroy the barrels immediately to the left to extinguish the flames below, then race to the right to smash open a chest for some much-needed health.



If you head near the broken set of stairs in the far right corner, the wall near the camera explodes inward and two more Urgals join the fight. Use Brom to wedge and take them down with well-placed arrows. If the heat gets to be too much, use strategic pushes to keep the temperature down.



Now move back inside, drop to the floor below, and go outside. Head down the pathway leading left and you engage still more bloodthirsty cutthroats. Take up a spot just beyond the path's left edge and start hurling arrows till the enemies' numbers become too great. At that point, retreat to the middle of the wooden pathway and begin pushing and jump-plus-strong-attacking foes into the

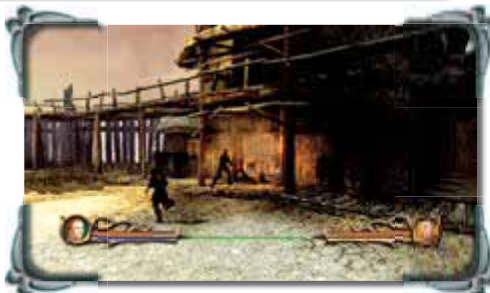


drink. Keep this process up until the area is clear.

## Multiplayer Mayhem

In 2P mode, this little donnybrook becomes even more of a breeze. Since the computer player won't overtly attempt to launch foes off the bridge, you can very easily fill this role by joining Eragon by jump attacking—this will quickly make mincemeat of the assembled throng of attackers.

Go left into the open courtyard. From there, knock down the doorway to the right and proceed into the blazing tavern. Be careful, because trouble lurks just beneath the surface.



Head through the makeshift door, move toward the camera, and climb up the small set of stairs till you see a spot where you can perform

your magic. This creates a stairway so that you can reach the second floor.



Racing up the stairs, head around and move directly back the way you came, only on the level above. From back here (near a chest) you must repel an assault. Using Brom once more as a wedge, use one-hit kills to slay foes as they come. Use magic to send foes flying over the edge to the right to lighten the load.



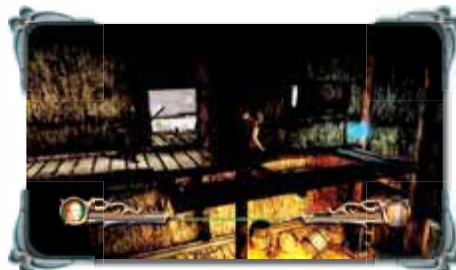
## Multiplayer Mayhem

With two players, the process goes even faster because you can double up on sending foes over the edge, with Brom using jumps plus strong attacks to make up for his lack of sorcery. If you get overwhelmed, just back off gradually, and wedge as you go, shifting back to offense as the tide of the battle ebbs.



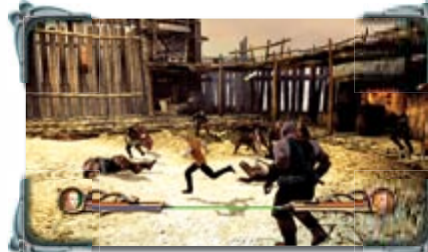
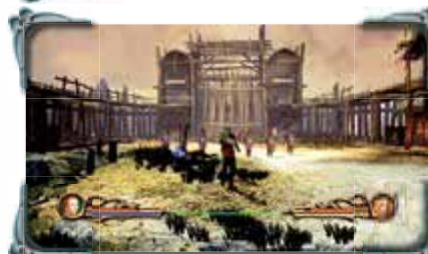


With the last foe dead and your blade slick with the reminder of his passing, head to the right and destroy the debris in your path. Before heading outside, use the nearby beams, walking slowly and carefully to the right, to find the hidden egg!



Once you've acquired the egg, head outside and follow the path until you reach the second gateway lock. Before activating the lock with Eragon's magic, watch for the Urgal that appears from the left, and shove him to the ground below.

With the gate unlocked, head back to the tavern. On your way, more Urgals engage. Use Brom as a meatshield, and dispatch them with your magic before returning outside to the courtyard below.



If you have a full bar, simply engage it and cut down your foes in no time. If you don't have a full Team Power bar, this fight is a bit more tricky than it might otherwise be. Move Eragon away from the bulk of troops (with any luck they'll target Brom) and take out the archers overlooking the courtyard first. Once you've done this (while running to and fro to avoid soldiers) concentrate on slaying the soldiers *one* at a time. Using blocking and grabbing followed with a strategic throw, you can bowl

over large numbers of tightly packed foes. Once they go down, race in and one-hit kill them with your sword. Repeat this process until they're all dead—a fitting fate for those who would threaten the innocent.

### Multiplayer Mayhem

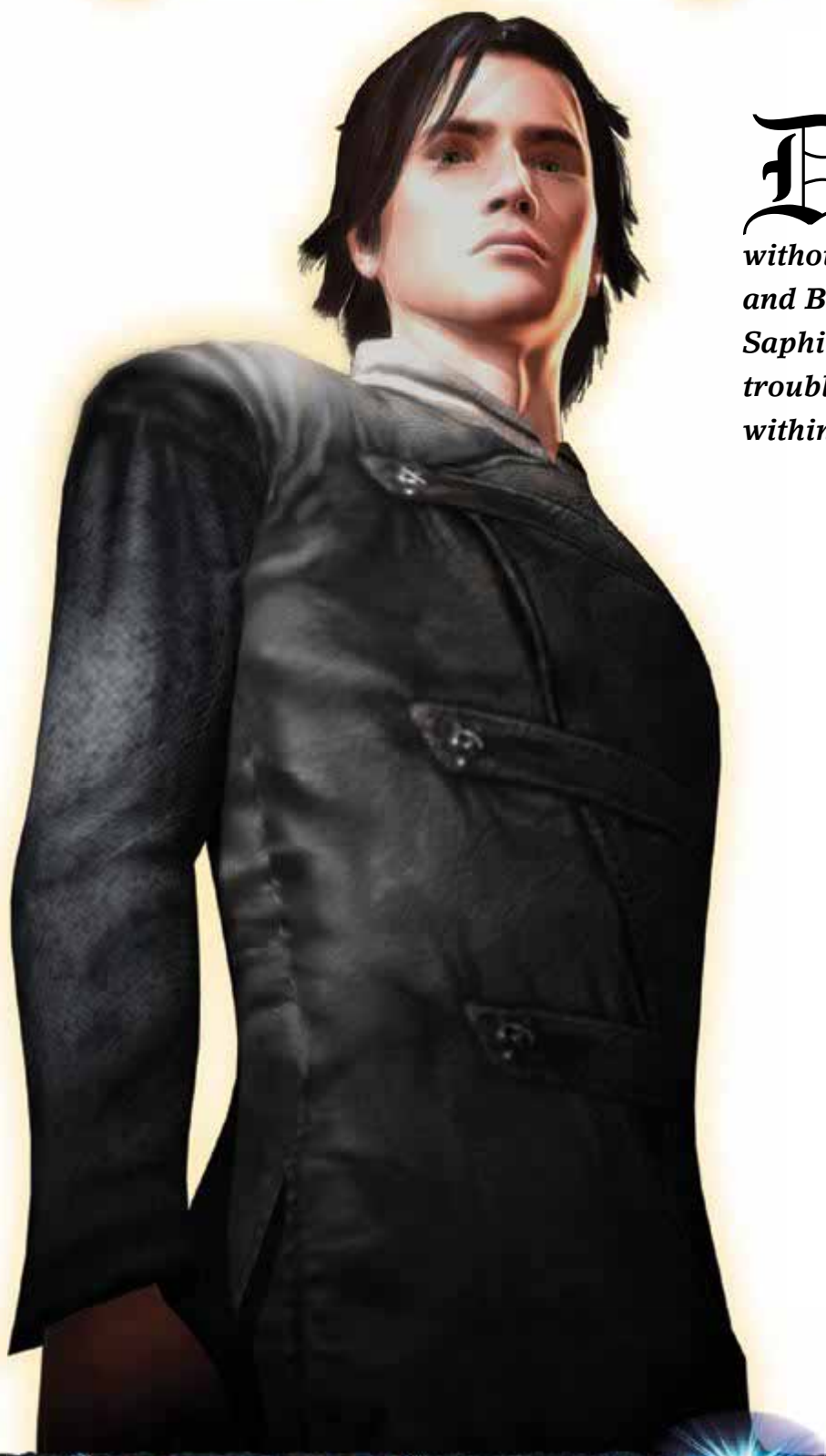
With two players, you can focus on pulling the bulk of the attacking force away from the archers. From there, have Brom wedge the enemies and let Eragon one-hit kill them from afar. When this gets to be too much for Brom, simply swap places with Eragon and continue the bloodletting.

TIP

The following fight is very easy if your Team Power bar is fully charged. Because you lose it at the end of every level, use it now if you still have it charged.



# Daret Bridge

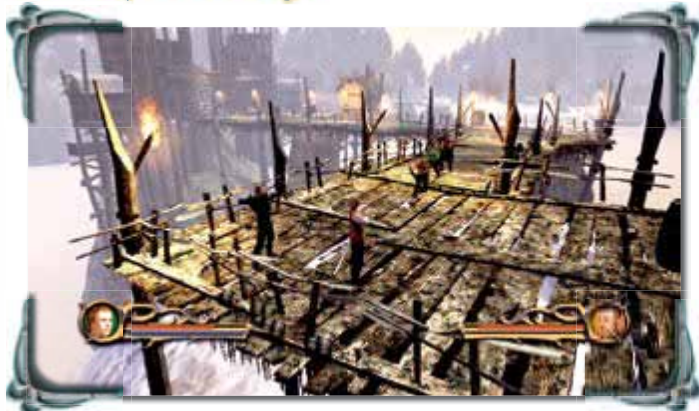


**D**aret was on the banks of the Ninor River—as it had to be to survive. The village was small and wild-looking, without any signs of inhabitants. Eragon and Brom approached it with great caution. Saphira hid close to the town this time; if trouble arose, she would be at their sides within seconds.

—*Eragon* by Christopher Paolini



## Walkthrough

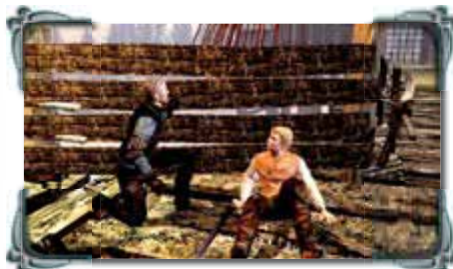


As the Daret Bridge mission begins, you immediately spot a group of foes approaching. Using your bow (while you still have time) and

your magic (to send them over the edge), dispatch them with haste.

## Multiplayer Mayhem

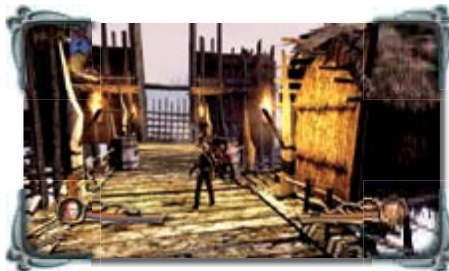
A second player can double up on bow strikes to make this go by very rapidly, as your foes simply won't be able to withstand the immediate hail of fire.



Head down the path that your now-vanquished foes emerged from, and a cutscene plays. After events unfold, summon the dragon as per the prompts, and watch as the right tower is summarily destroyed by the unfettered fury (but don't watch too closely). As



the dragon lays waste to the first tower, dispatch another group of foes in the usual fashion (either through one-hit bow kills or sending them over the edge). Be sure to summon the dragon to knock out the left tower and then head to the right (near the small building) and smash open the chest hidden there.

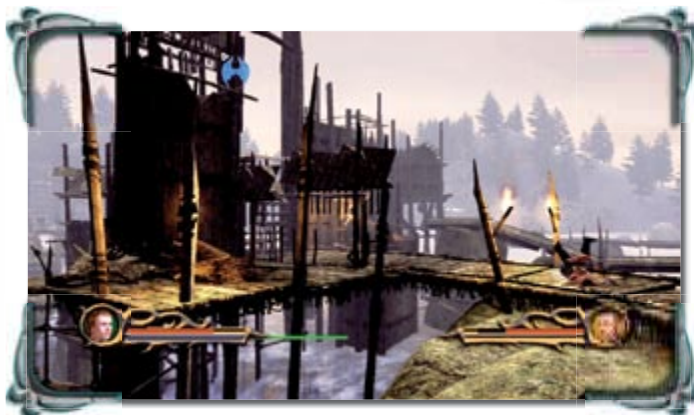


Proceed through the now-open gate and draw your bow. Foes are off to your right and some rush from farther down the path. Focus primarily on the archers to the right because Brom will likely target the more remote enemies. Gradually press forward, taking out enemies as you go (most efficiently — and safely — with the

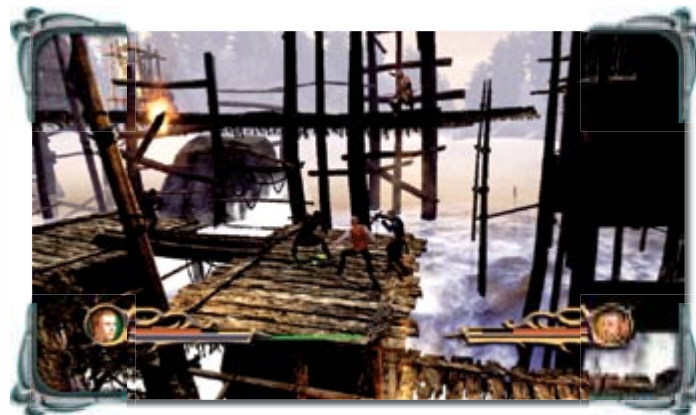
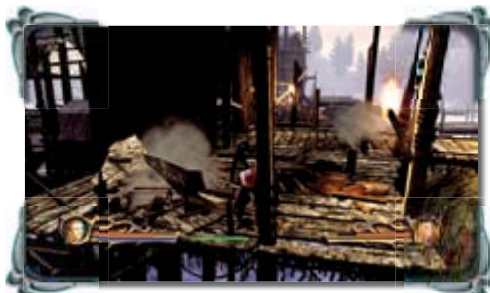


bow). The dragon swoops in and out, grabbing random foes as you go. When you reach the mid-point between the two sets of guard towers, summon her to assault the next.





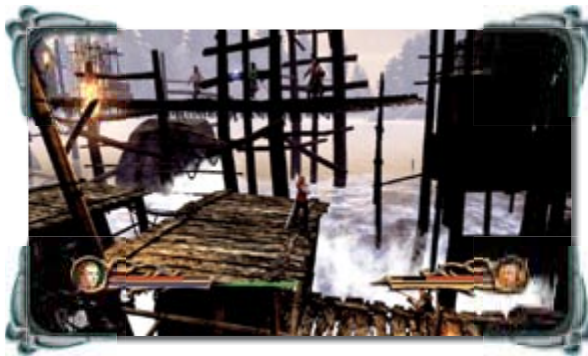
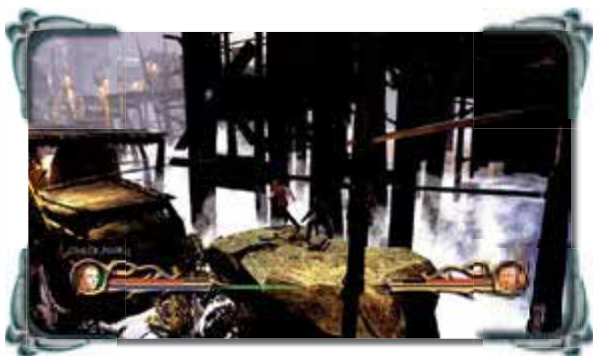
Once you are under the shelter of the next guard tower, summon the dragon once more to knock out the left guard tower, then trash the debris just off to the side to get *around* the closed gate.



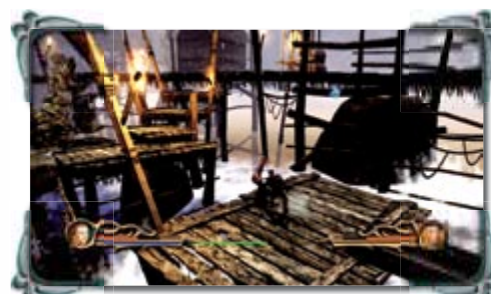
Use your magic to bridge the next gap, but beware of enemies wise enough to use your new pathway. Dispatch these two easily by pushing one in the water and, in 2P, having Brom jump and slash to sink the other.

## Multiplayer Mayhem

This sequence isn't terribly complex, but if you're in 2P, having Brom jump and slash to sink the other foe will speed this along.



The platform beneath Brom and Eragon gives way, depositing you on a stone below. Using your magic, bridge the gap ahead, then hoist yourself up and bring down the clutch of archers just above.



Yet again, build a bridge and, before long, an Urgal shows up. A simple "push" brings his adventure to an abrupt end.



## Multiplayer Mayhem

With a second player, have one player perform a rear-guard action. Then simply have the person in the rear switch to one-hit arrows when he isn't under direct attack. This will expedite enemy-slaying and get you moving much more quickly.

Return to the main part of the bridge, and immediately aim arrows and magic at the onrushing horde. Use jump attacks to push enemies over the edge and you'll gradually win the fight.

**CAUTION**  
While throwing foes into one another can be a great asset, it may not always be the wisest course of action. In some areas, such as this one, this technique can be tricky due to the camera angle.



When you run out of pathway, drop down to the next level and smash open the chest to claim what is likely a health power-up. With that in hand, proceed.

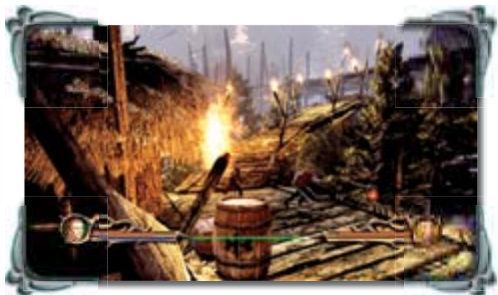
Once the small mob is done, head down the bridge until you reach the gate. Use your magic on the locks to each side and Brom fires an arrow into them to disable them altogether.

On the opposite side of the gate, turn left and start gradually down. However, watch your back because Urgals clamber over the edge to menace you from the rear. If you get overwhelmed, retreat to the top far edge of the ramp (where the Urgal climbed over) and use magic, missiles, and jump attacks to take out the horde. Gradually move forward and use arrows to dispatch offscreen foes before they become a nuisance.



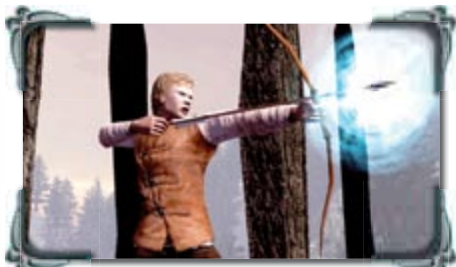


Before long, two enemies arrive (just before you reach the barrels). Take them out with arrows or, if you're feeling spry, take your blades to them and down them with brute force.



As you pass the last barrel, move directly across from it and fall off the ledge to find the level's hidden egg!

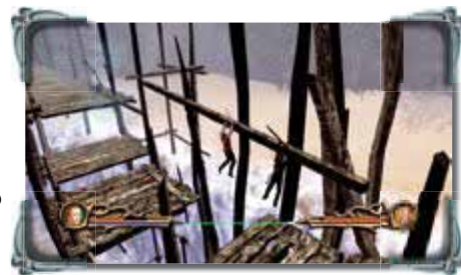
Head back up, and another pair of Urgals will likely arrive. Use your bow to kill them before you return to the main path rather than climbing up to meet them face-to-ugly-face.



Now you reach another cutscene. After it plays out, you have gained access to the magic arrow! Use it to dispatch the band of goons eagerly awaiting your arrival. If **one arrow doesn't get them all**, you have to use another to proceed.



Once they've all gone for an impromptu swim, use your magic to create a handhold to cross the gap. After you drop down, you're set upon by a pair of Urgals. Do *not* continue forward until they are both dead or you will (not) live to regret it.



After you climb back to the main part of the bridge, a nasty battle ensues. Keep killing foes until the cutscene kicks in and the level ends. Stay toward the right edge, and mix up magical pushes/pulls, one-hit arrow kills, jumping strong attacks and, if you're careful, throwing foes. You *must* keep moving during this assault,



pausing only when you're certain a foe isn't targeting you. As long as you stay in motion and keep jumping and slashing, you should come out of this in one piece.

## Multiplayer Mayhem

As with 1P, 2P strategy here is similar, but with a second player you can double up on the jump attacks. This makes it a far simpler affair as you'll be toppling foes over the edge at an alarming rate. It also can't be stressed enough that you want to stay to the right edge of the bridge so you have three sides nearby to toss foes from. If you head further down the bridge, you cut off one of your primary routes for easily dispatching foes, so don't panic and hold your ground.

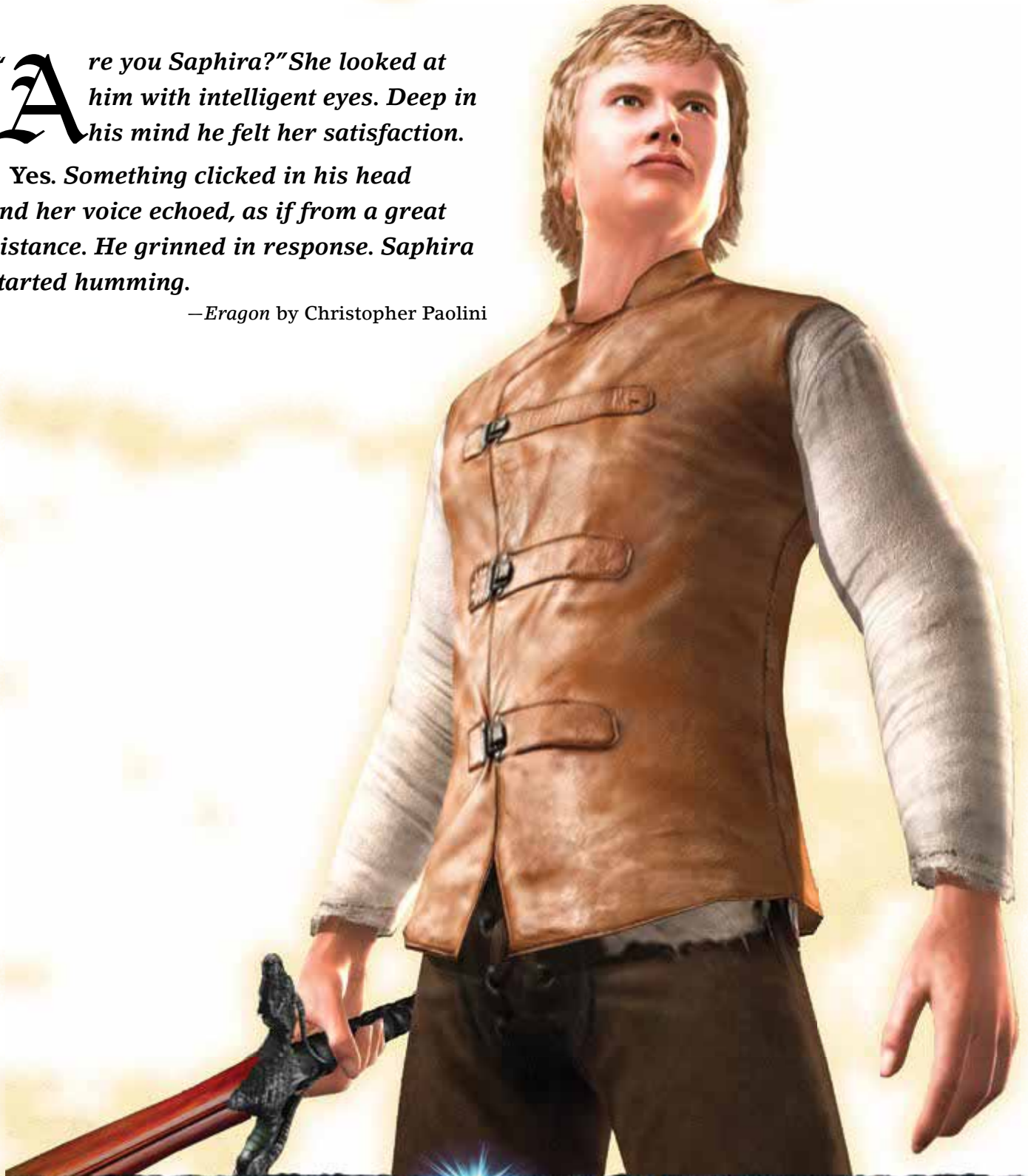


# Ra'zac Chase

*"Are you Saphira?" She looked at him with intelligent eyes. Deep in his mind he felt her satisfaction.*

*Yes. Something clicked in his head and her voice echoed, as if from a great distance. He grinned in response. Saphira started humming.*

*—Eragon by Christopher Paolini*





# Walkthrough

## NOTE

This level is “on rails.” This means that you have limited control over how the level proceeds, because you are confined to a predetermined path.



This first dragonback stage is fairly straightforward. Your first task is to consume four doves (dragons use these to replenish health). Simply

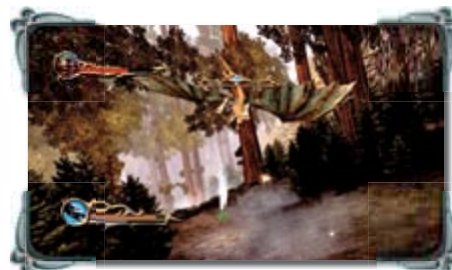
fly up behind a dove and run into it to consume it. Repeat this four times.

## NOTE

The background loops until you capture all four doves.

Once you’ve consumed four doves, the second part of the mission begins. A progress bar appears in the screen’s upper left corner. This

is a collective life bar for the Ra’zac you are pursuing. It must be depleted to complete the stage.



Essentially, you need to fly along and use your magic arrows to target and destroy the Ra’zac, while avoiding obstacles and/or slowing down to crash through them. The overall strategy is pretty simple:

1. Stay low on the screen or up in the left or right corners. Ra’zac have a nasty habit of hitting you from the rear as they leap around.
2. When targeting with your magic arrows, wait till the last second to fire or your shot will go astray or the Ra’zac will dodge it.
3. If you’re going to hit an obstacle, slow down to avoid taking damage.





The other thing to watch for in this level is the hidden egg. This one is in the second segment (after collecting the doves) after you emerge from a series of caves. You circle a lake and approach a waterfall shortly thereafter. The egg is at the base of the waterfall, somewhat obscured by the mist.

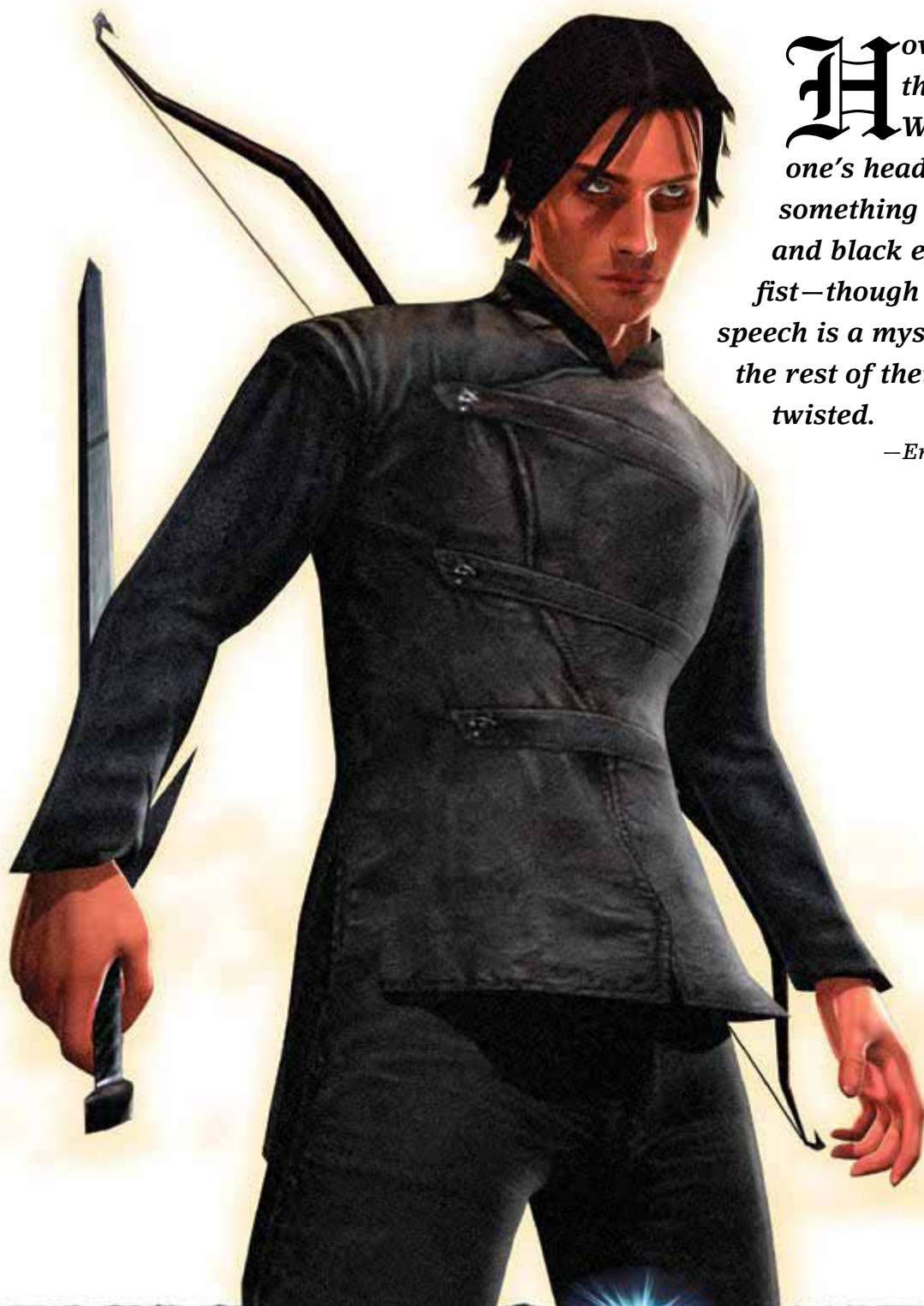


Once you've taken out enough Ra'zac, the level immediately ends.





# Trapped!



**H**owever, I can tell you this: they aren't human. When I glimpsed one's head, it appeared to have something resembling a beak and black eyes as large as my fist—though how they manage our speech is a mystery to me. Doubtless the rest of their bodies are just as twisted.

—Eragon by Christopher Paolini



## Walkthrough

### NOTE

This level consists of freeing Saphira, who fell into a trap set by the twisted Ra'zac.



As the conflict begins, Eragon and Brom (along with the dragon, Saphira) find themselves in a wooded glade. Saphira is pinned beneath

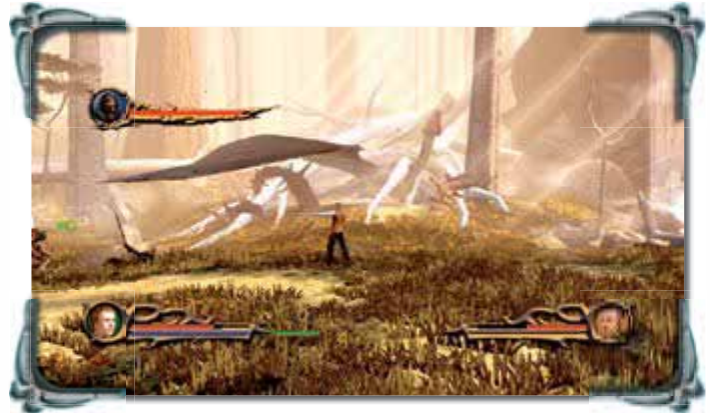
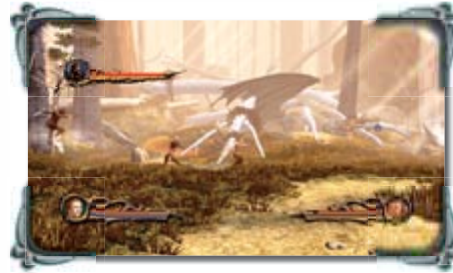
several trees and tied down with vines. Eragon must use his magic to remove the vines and trees so that Saphira can be freed.

As you attempt to free the trapped dragon, a single Ra'zac menaces you. If the Ra'zac is targeting Eragon, run by Brom till he picks up the Ra'zac, then get to work.



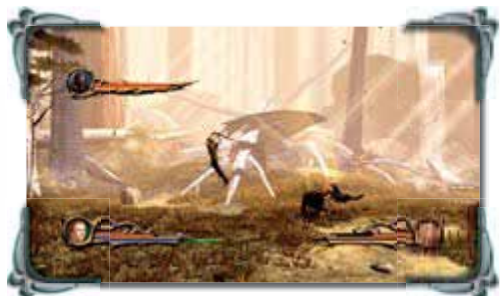
### Multiplayer Mayhem

The 2P strategy for this sequence is *exactly* the same as 1P. The player using Brom must keep the Ra'zac off of Eragon's back or he won't be able to free Saphira and, thus, complete the level.



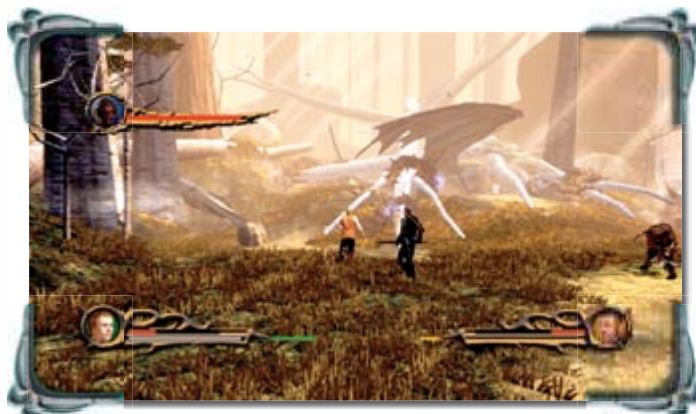
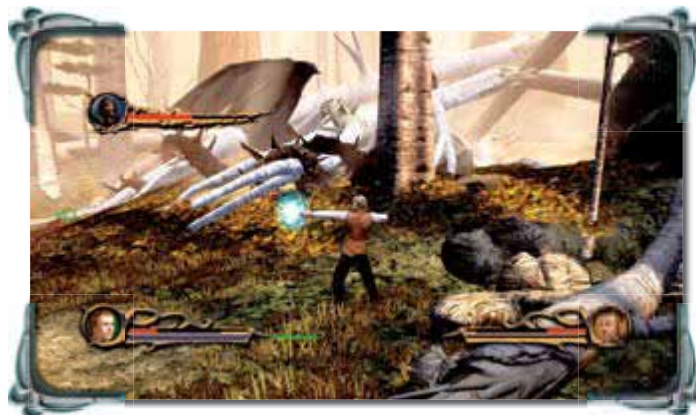
First you must undo five spots with your magic. As soon as Brom is dealing with the Ra'zac, start undoing the debris holding Saphira. Start on the left and work right as new spots light up (then back left if need be). Heavier debris (primarily the trees) takes longer to move and might require exerting effort for a few moments *after* the targeting icon is filled.



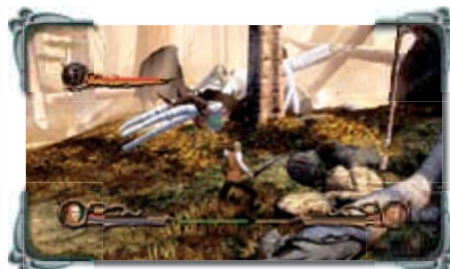
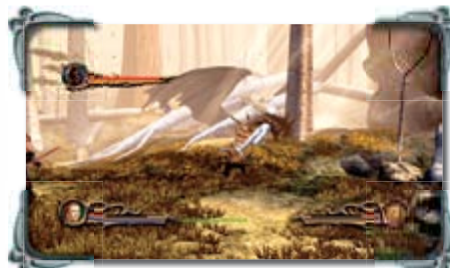
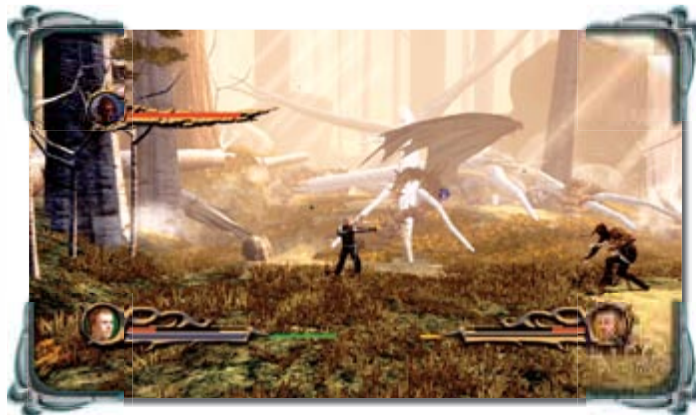
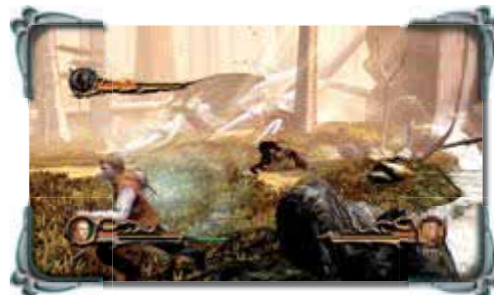


After the first five spots are opened up, attack the Ra'zac with Brom. Your best bet is repeated jumping strong attacks. It may not look pretty,

but the Ra'zac seems oddly incapable of dealing with this manner of attack. Brom will likely keep firing arrows while you slowly grind the creature to death.

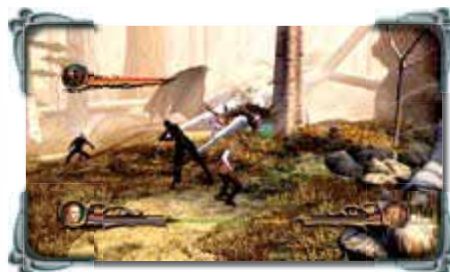
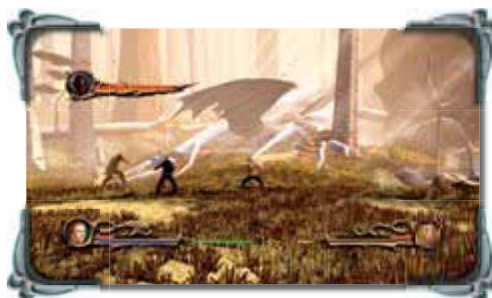


Now repeat the process on the second Ra'zac and dispatch it as you did the first. As you're doing this, move toward the camera and grab the hidden egg at the edge of the screen.

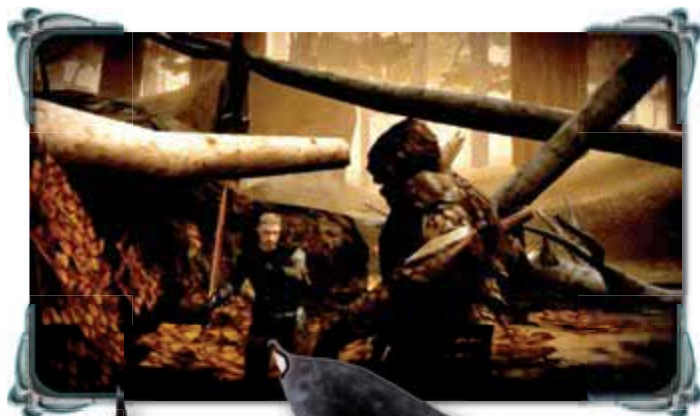
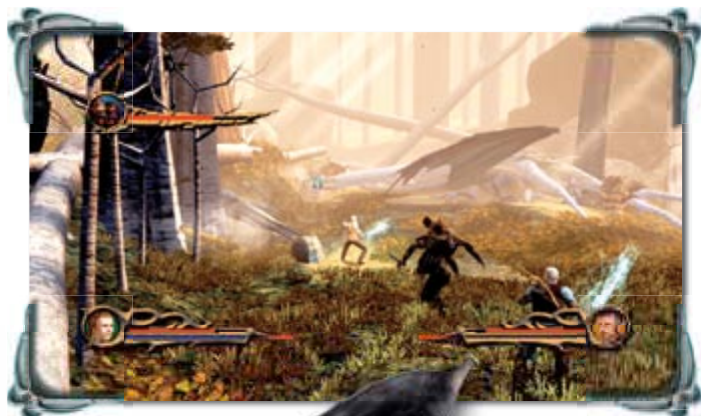
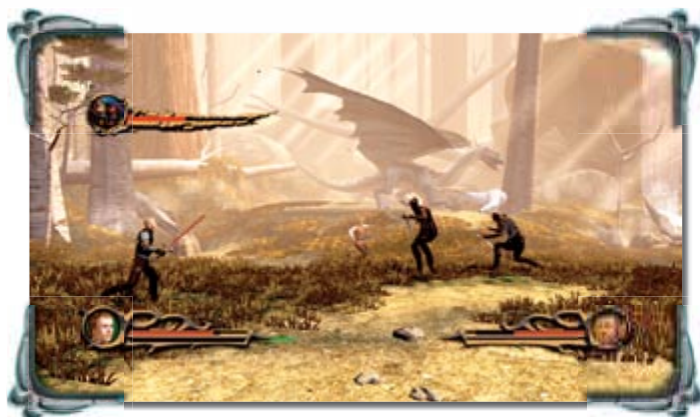


Once the second Ra'zac goes down, two will take its place. As before, run around till Brom snags both, then proceed to free Saphira once more—this time there are five hotspots. Once you clear them, the level comes to a very abrupt end for your Ra'zac “friends.”

Another Ra'zac soon appears. Once the first Ra'zac dies, proceed to undo the next three spots holding the dragon down. Once more, allow Brom to hold the Ra'zac at bay and go to work, gradually freeing Saphira.

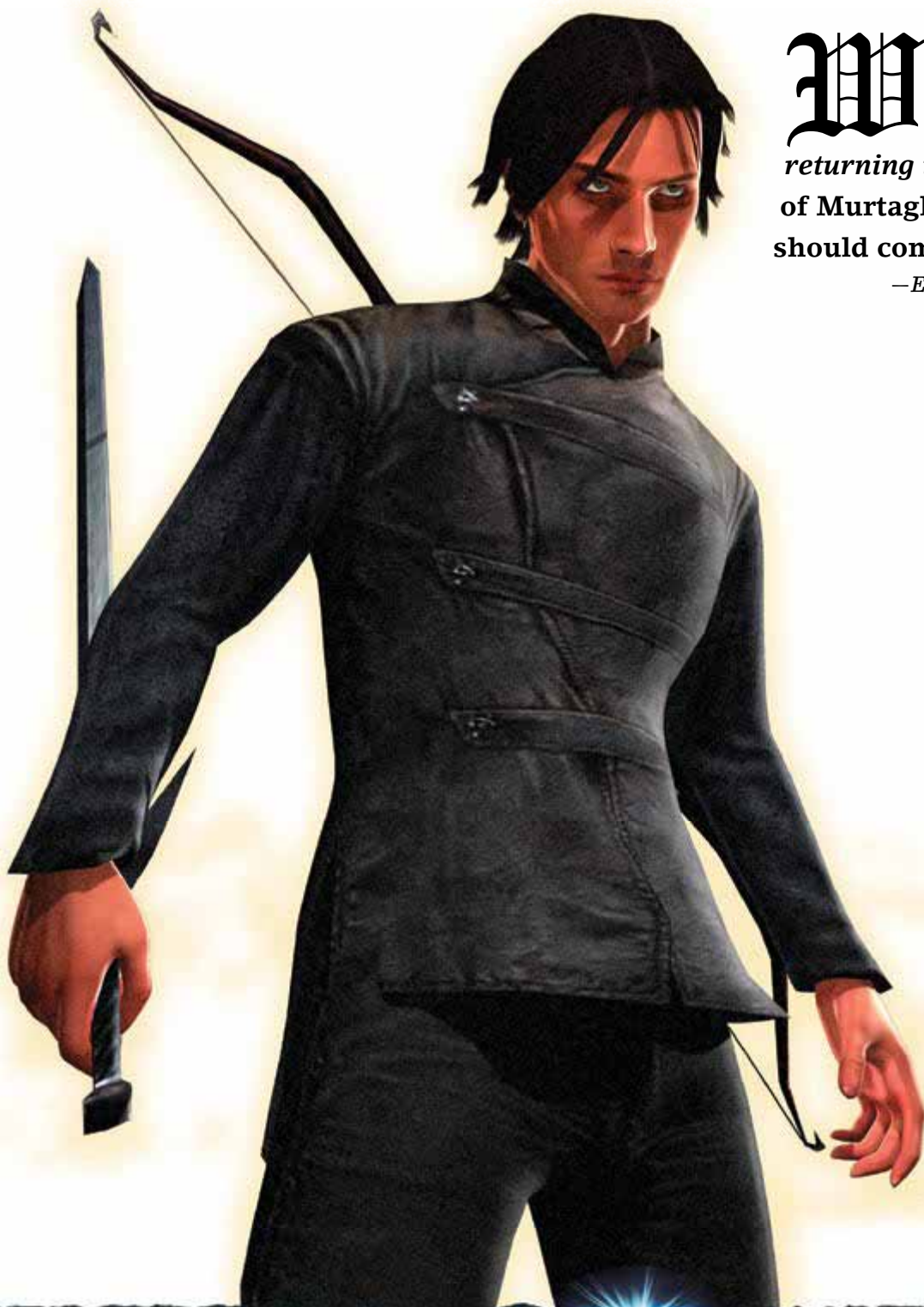








# Gil'ead City



**W**e will go to Gil'ead, then, *stated Eragon, strength and purpose returning to him.* And what of Murtagh? Do you think he should come with us?

—*Eragon* by Christopher Paolini



## Walkthrough



As the chapter opens, you are tasked with something new: *not* attacking the guards. You do not want to raise a ruckus, because that would bring all manner of trouble to your door.



With that in mind, head through the archway on the right and proceed along the wall. Before long you should notice a spot

where you can wield your magic. Use it to pull a section of the stonework out.

Clamber upon it, then grab the ledge directly above and shimmy right. But before hoisting yourself up, wait until the guard on the wall proceeds back to the right.



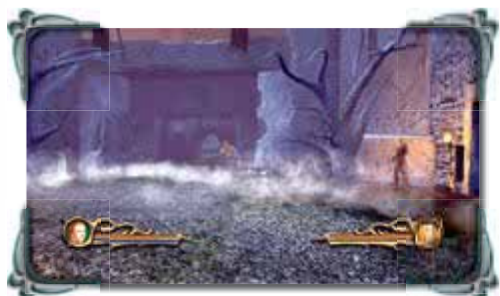
Once the guard about-faces, quickly pull yourself up and race to the left till the camera angle shifts. At this point, use your magic on the spot above, then fire an arrow (likely courtesy of Brom) to ring the bell. Crack open the chest nearby.







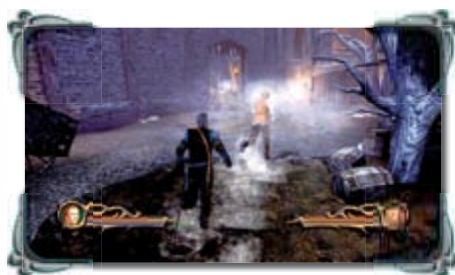
With the gate now open, return the way you came, again waiting for the guard to move away from you, and drop back down to the courtyard below.



Backtrack to the now-open gateway on the left. Go through and continue until the cinema is triggered.

## NOTE

Notice a doorway leading off to the right here.



Following the pathway ahead, hang a left at the gate barring your way and go into another courtyard. Head left until you reach the wall with two barred doors. Climb upon the ledge.



Now head into the small hole in the side of the building and follow it to the right. Clamber across the gap along the wooden beam, and continue right.



Once you run out of room to continue right, drop to the balcony below, move right a bit more, and finally drop down once more to find the hidden egg! From there, drop off the ledge and keep moving toward the camera until you're back where you started.





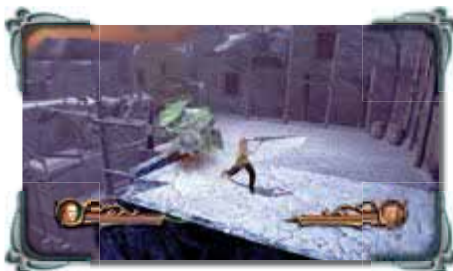
This time, however, take the doorway to the right that we noted earlier so that you can continue through the level.



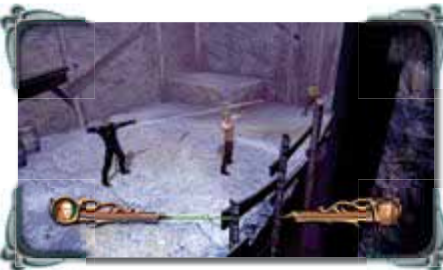
Head up the stairway and onto the narrow ledge that abuts some scaffolding. From there, hoist yourself up a few times till you reach a roof overlooking the alleys below.



Proceed back and to the left to crack open a chest. Once you have that, return to the makeshift bridge and target and kill the archers below.

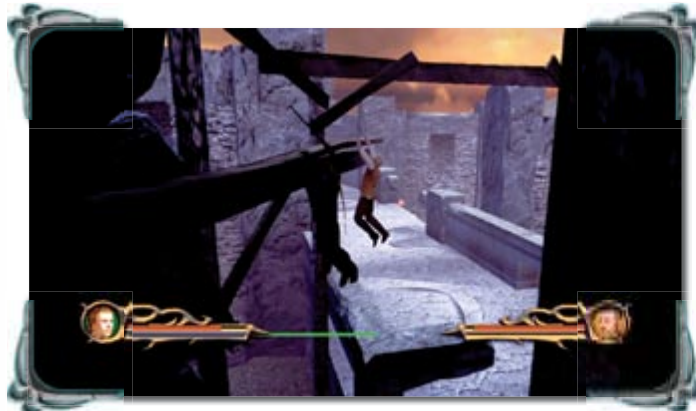


Once the archers are out of the picture, head over the bridge where you'll find another chest directly in your path. Crack it open to claim its contents, then race across the bridge ahead, and follow the path forward and then to the right. From here, drop down to the ledge formerly occupied by the pair of archers.



Use a beam behind you to shimmy across the yawning gap to your right. Drop at the other side and proceed toward the narrow alley to the right—an alley occupied by a single soldier.

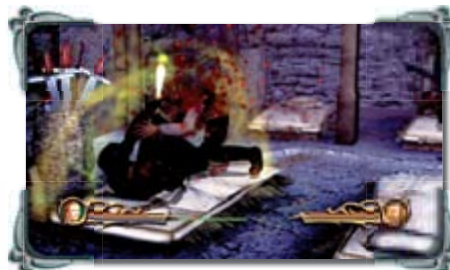




Once he's done for, continue down the alley and pause at the far end to one-hit kill two more guards lurking just around the bend. After that, use the beam to your left to cross the gap.



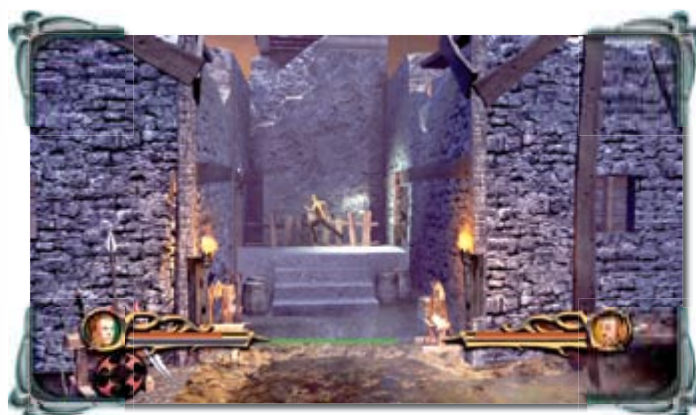
Soon you're in a wide-open courtyard, with a cadre of soldiers doing drills. Now, you *could* attack the band of guards, but that would likely be suicidal. Instead, hug the wall and follow it to the left.



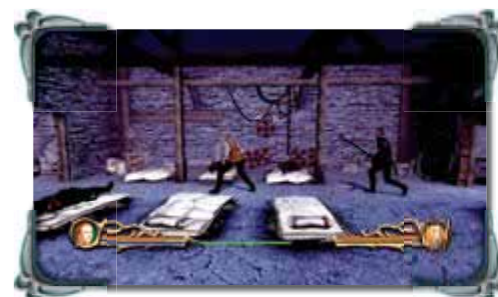
The wall leads you to the guard quarters. Step inside and maneuver through without walking into any of the guards. Alternately, you could kill them (there are three).

## Multiplayer Mayhem

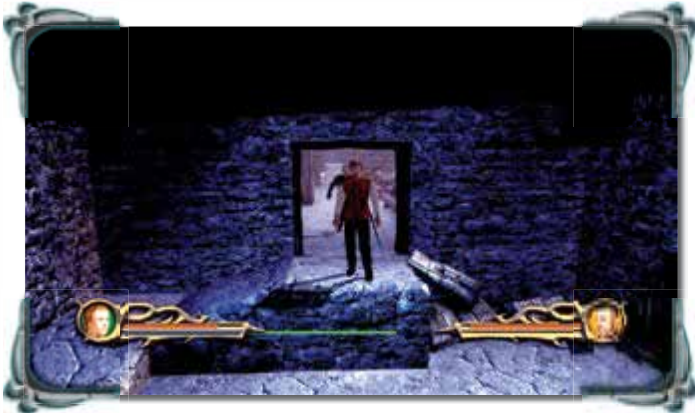
In 2P mode, you may as well take out the sleeping guards, because you can down two with instant-kill stabs, leaving only one hapless foe to tag team. You can repeat this process in the next room over as well — this will help fill your Team Power bar.



You're then outside once again, but just jog through the next doorway into another barracks. Do the same thing here: sneak through or kill the guards. Otherwise, you may want to remain stealthy.







Continuing to the left, you find the dining hall. Another doorway beckons farther down to the left. Proceed through and you find a spot to use your magic. Cast the grate away and head into the sewer.



From here, *carefully* cross the beams to the opposite side. Once there, use your magic to open up the bell compartment, then hit it with an arrow.



**CAUTION**  
Do not drop into the stable below. If you do and you land in the wrong spot, you'll startle the horses and bring a cadre of soldiers your way.



As you wend through the muck, you very quickly spy a gap on the left. Proceed through that to go back outside.



Head directly across to the stables and clamber up the side of the building to gain access to the ceiling area overlooking the horses.

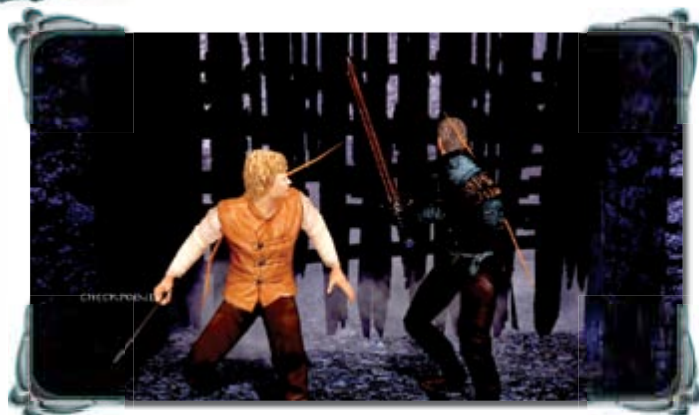


Now recross the beams and return to the sewer opening to continue your trek through the muck.





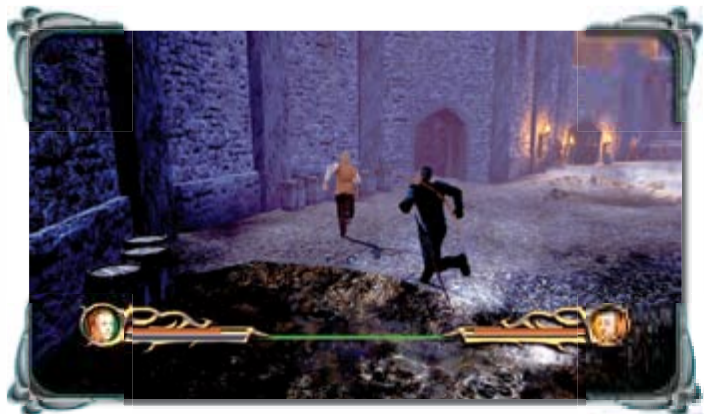
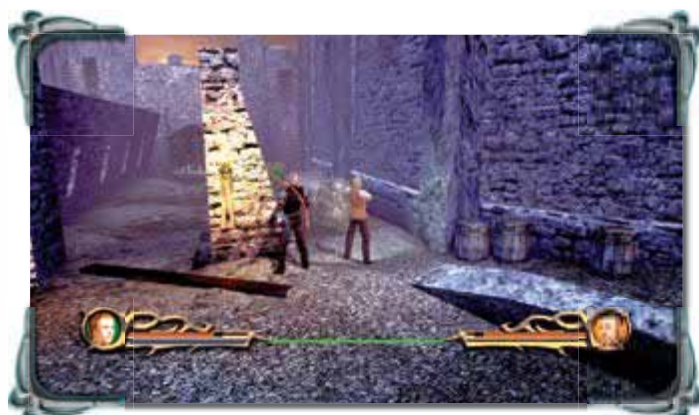
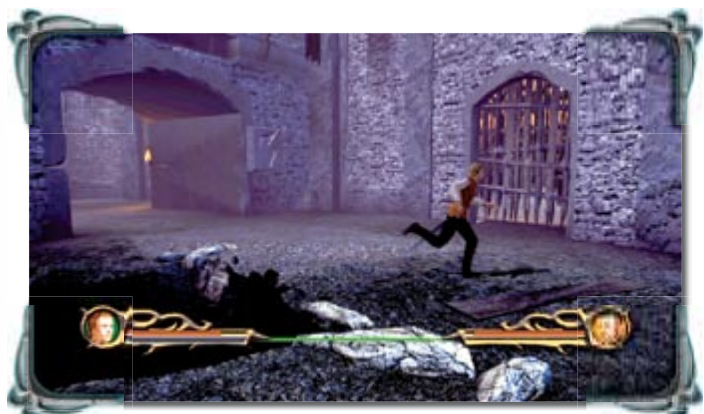
Ere long you come to an impasse. Using your sword, hack away at the mass of roots blocking the way ahead, then use the nearby beams to cross.



Proceed up to a drier area of the sewer and race down the tunnel ahead, hacking the roots barring your path. You spy a route off to the left, but first head to the end of this one and crack open the chests for their treasures.



Outside once more, head through the now-open gateway and then duck through the door to the left. Trap! The gate slams shut behind you, barring your escape. Archers line the murder holes placed along the walls, so you need to get out now! Race to the far end of the hall and use your magic twice to blow the doors down.



Immediately head around to the right and slay the archers with one-hit kills (or with your blade). Once they're dead, grab the chest at the

far end. Visit the same fate on the fools on the opposite side afterward.





That bit of dirty work done, head to the left to meet a cadre of soldiers. Using one-hit kills (if you're playing 1P) or doubling up (in 2P) take down the small band of miscreants before heading off away from the camera.

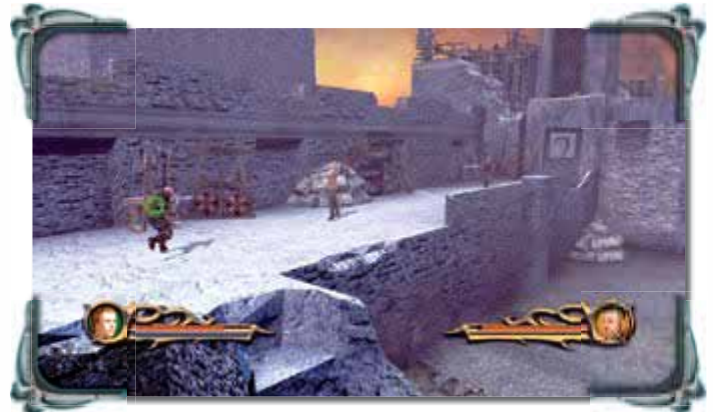


With that band of interlopers dispatched, use your magic on the nearby wall, then clamber up its shattered face. To the far right, use your magic on another bell tower and ring it with a well-placed arrow.



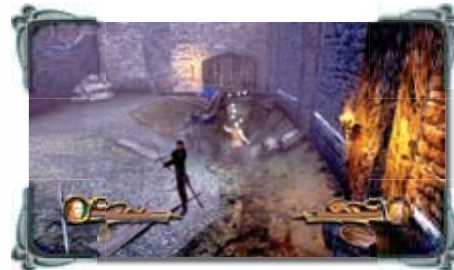
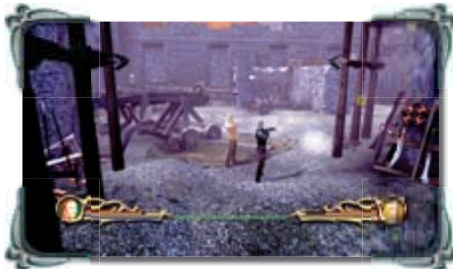
## Multiplayer Mayhem

In 2P mode, you can very effectively wedge your way through this sequence by having Brom alternate with Eragon, while whomever is holding back can fire arrows with near-impunity. If you are overwhelmed, remember that you can still throw foes, taking out multiple enemies at the same time and opening up opportunities for one-hit kills. That said, only fall back on that if you are overwhelmed—otherwise, play it safe.



As you return, kill the pair of soldiers foolish enough to get in your way. The first one is on the ledge with you, and the second is an easy mark for a well-placed missile.


Grab the chest just to your right, and head into the next courtyard over to deliver some more rough justice to the soldiers waiting there. Again, one-hit kills do the trick, but the blade works just as well.



Head to the right after you climb down from the wall, and use your magic on the nearby ballista—the guard on the other side of the gate receives a very rude awakening. Shatter the chest, then follow the trajectory of the over-sized bolt and you've breached the outer walls of the keep!



# Gil'ead Keep



**T**hen a gate clanged open somewhere, and the din of steel-shod boots marching on stone floor filled the air. The noise grew louder and louder till it sounded like someone banging a pot inside Eragon's head.

—Eragon by Christopher Paolini



## Walkthrough



Having infiltrated Gil'ead City through application of stealth and steel in equal measure, Brom and Eragon must now do the same for the keep at the city's heart. Start by using the two pressure plates ahead to open the gate.



Once through the gate, head right to raid the chest that lies in the shadows, then go through the open doorway and down the stairs. Dispatch four guards. Using Brom as a wedge, use your bow to drop them quickly or perhaps send a magic arrow to knock them all down (then run in and quickly kill a pair).



### CAUTION

**I**f or the next set of encounters, it is *strongly* recommended that you go in stealthily.

Back outside, allow Brom to take the lead. He engages the nearby guard, allowing you to sneak past unnoticed. Once beyond the guard, head away from the camera.



Archers patrol the bridge ahead, but if you didn't slay the guard, they allow you to pass. Otherwise, you have to dispatch them.



The next sequence features a mob of guards patrolling the area. We very strongly advise you *not* to attack them — there are a lot, and more will come. The fight is not impossible, but it can be very hard. We suggest that you wait until they move off to the left, then sneak by on the right.



### NOTE

**I**f you *do* attack them, you need to run around the area and very slowly tick away at them. If you make a mistake, five or more guards will converge on you at once and it's very likely you will not live through the encounter, so attempt at your own peril.





If you get by in one piece, race across to the far end of the area to crack open some chests before continuing around the corner, doubling back the way you came.



Using your magic, pull out a section of the wall and clamber up. Repeat this process to gain access to the wall, and then it's time to embark on a low-grade maze.



Again, archers patrol the walls, but if you didn't attack yet, you won't be attacked. Continue until you run out of room and a cinema is triggered.







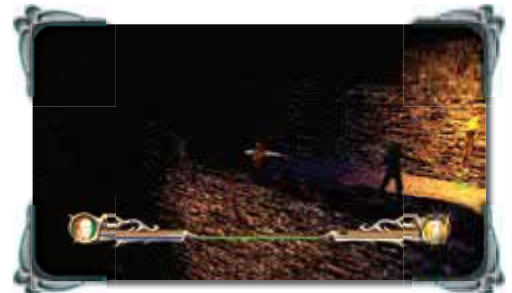
Once atop the wall, you're set upon by a quartet of guards. Use your magic to push them over the wall. Alternating between that and one-hit arrow strikes should carry the battle.



Keep heading forward till the camera starts to turn, offering a glimpse ahead. You pass a path leading off to the left, but ignore that for now and continue onward, picking off archers as you go.



Before long you reach the far side and have to make a left — smash open the chests scattered about the area, then kill the sole guard that comes to challenge you.



Head along the wall as it leads left, picking off the archers lining the route. Simply stop and one-hit them, then continue forward to deal with another pair of guards.



Return to the branch you passed a few moments ago, and deal with two more sets of two guards apiece as you proceed left (spurs lead toward and away, but both are dead ends).





As you continue left, take out any guards you happen upon, and be sure to cut down any archers off to the right, harassing you from what they foolishly presume to be a safe distance.



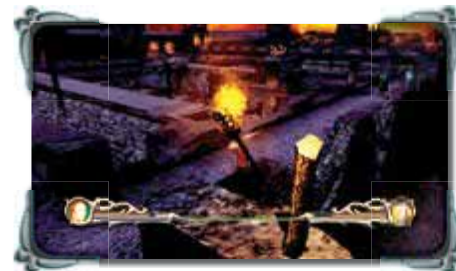
You soon pass another spur leading toward the camera. Up that way lies a chest and another guard. Crush the guard and take the chest's contents.



Moving back on the main path, continue left to defeat another pair of guards by pushing one over the edge and cutting down the second with an arrow. Not long after, another path leads back toward the camera, with another chest at its terminus.



Back on the main path, race up the nearby steps and start racing toward the camera once more. You encounter resistance, but no more than two at a time. Killing as you move along, follow the path until it dead-ends at a hidden egg!







Now follow that path all the way in the opposite direction until you reach the far wall and are forced right. Here you find another band of guards as well as a few chests. Using Brom as a wedge, shoot down the guards (pushing here would prove difficult) and slice and dice if your foes get too close.

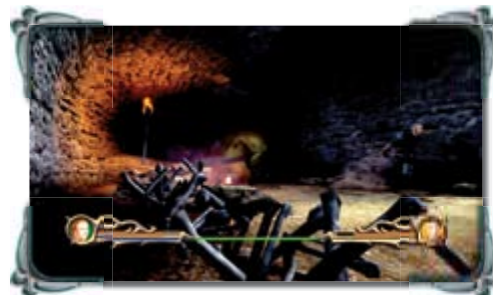


After that, follow the path in the only direction it leads, back out onto the wall, and a cinema triggers. You find yourself trapped (at least for a moment). Use your magic to free yourself from your temporary incarceration.



## Multiplayer Mayhem

You have a few options here in addition to using Brom and/or Eragon as a wedge: you can proceed slowly forward and use one-hit kills from your bows to clear out the first pair of enemies post-haste. You can also race out to meet them on the wall and simply jump attack them over the edge to speed things up.



Beneath the cell, head left to crack open a chest, then go right to complete the level!





# Durza's Fortress

**H**is name is Durza—one of the most vicious and cunning fiends to ever stalk this land. He is the perfect servant for Galbatorix and a dangerous enemy for us.

—*Eragon* by Christopher Paolini





# Walkthrough



Having reached the heart of Durza's empire, Eragon and Brom must now brave the depths of the fortress from which Durza directs his forces, culminating in an encounter with the lord of the fortress himself! But before that can occur, the fortress itself must be breached.

## NOTE

You now have access to fire magic, which will prove an invaluable boon.

## Multiplayer Mayhem

For this entire level, you're going to find that two strategies have near universal application: double teaming on one-hit arrows and double-teaming on jump attacks. Since the whole level is basically built on precipitous drops, two players can tear through this level far faster than in 1P (since Brom isn't quite quick enough to realize the efficacy of such a strategy.) Cut down foes from a distance with arrows and, when in close, push foes toward and over the edge with jump attacks. Whomever is playing as Eragon should always be using fire magic whenever possible to get one "free" kill right off the bat, then proceed to jump attacks. Also bear in mind that this means that a lot of the time you should wait till foes come to you when you're on bridges. That way, you'll have two sides to knock them from rather than having to work at trying to lure them to the sole edge available.

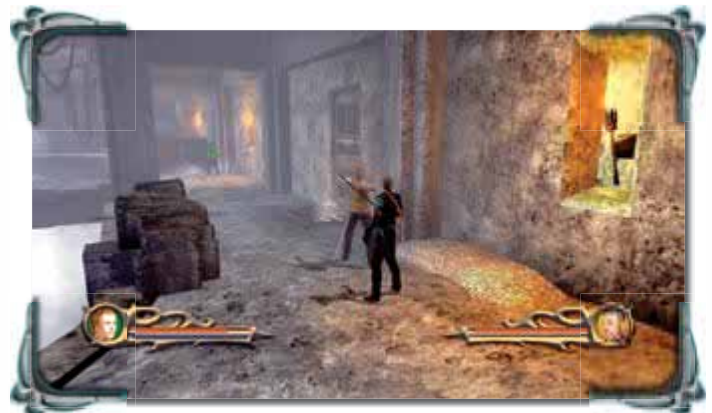
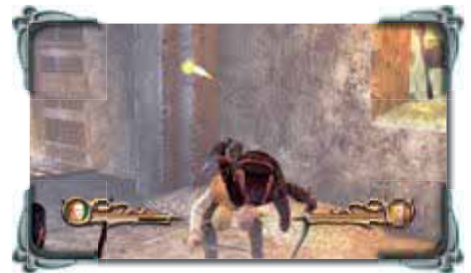
If that strategy doesn't pan out, you can also throw foes right over the edge if you find yourself overwhelmed (though this is less efficient and more dangerous to attempt.)



As the level begins, Eragon and Brom are in the depths of Durza's fortress. From here, leap up and cross the yawning chasm, and then clamber up to the ledge above.



Once upon the ledge, you are immediately set upon by several adversaries. Use your fire magic for the first time to send one careening over the edge, then double team the second with your sword.



Continuing forward, you encounter two more foes. Pick off one with an arrow, then burn up the second and watch as he spills over the nearby edge.





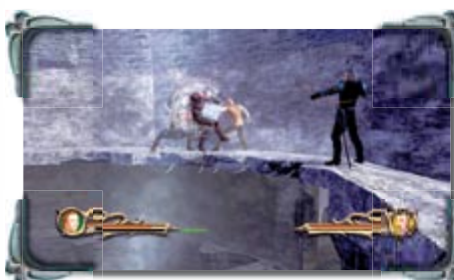
Making a quick left, you come to an impasse. Use your magic to bridge the gap so that you can continue into the first part of the central core running all through the fortress.



As you enter the core, *immediately* push the first foe you target to send him plunging to his death. The remaining three foes then assault you—repel their attack with your sword and try to throw one into another, thereby knocking out two more while Brom dispatches the final interloper.



Before climbing the ramp, head out the opposite doorway and smash open the chest to obtain its contents. Then head up the ramp.



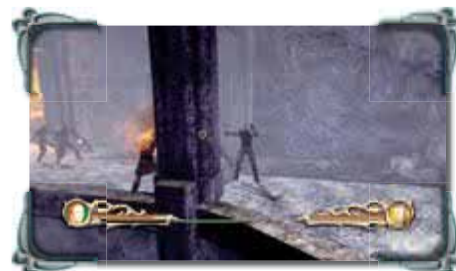
As you crest the top of the ramp, you're assaulted by two more guards. A strategic push (or burn) sends one quickly to his doom. Cut down the second or use a jump attack.



Reaching the end of the line, leap up and hoist yourself to the next tier, where another pair of guards awaits. Burn one to send him down and then lay into the remaining guard. Be sure to grab the chest before exiting the core as well.



After a near-death experience, proceed to the right and follow the stairs leading down to the level below until you encounter four more guards. As is becoming a pattern, use your fire magic to torch one, and then jump attack the remainder. When your magic recharges, repeat the process.

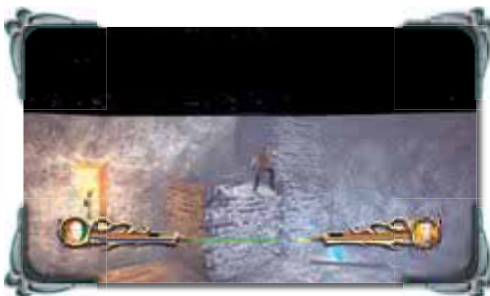


Moving on, use your magic to pull out part of the wall, clamber up, and repeat on the next section of wall. This returns you to the level above.





As you exit the hole, four more guards engage. Again, use your fire immediately to make one a shooting star during his final moments. Attempt to draw the other guards to the edge, then jump and attack.



After they've been dealt with, continue forward, ignoring the bridge to the left (for the moment) and fall through the hole in the far corner. Here you'll find the hidden egg (as well as a pair of chests)!

Now climb back up and return to the bridge you recently passed. Use the wedge of stone above the barred gate to clamber left and hoist yourself up.



Employing your magic to strip away chunks of the wall, use the resulting gap to haul yourself to the left, then up and back into the core.







Racing onward, dash across the next bridge, burning up the guard waiting there. Now pause and let your magic charge up before continuing back into the core.

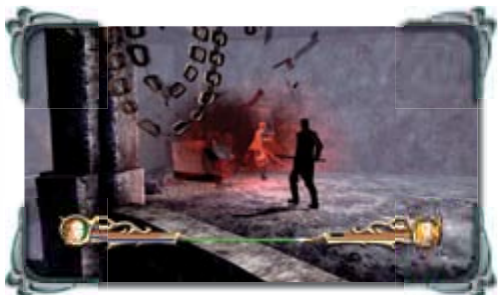


Head up the ramp and back outside. Pepper the archers in the distance with arrows. Mind the guards approaching from the left, and burn down

the first that appears. Jump attack the second to remove his shield and/or send him plummeting to his death.



In the core, you're assaulted by five foes. Burn one over the edge immediately upon entry, then start swinging your sword at the rest. Jump attack them and use your magic when it recharges.

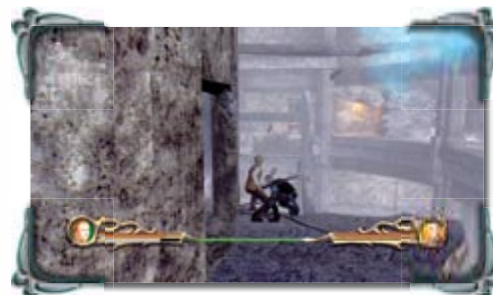


Proceeding left from the bridge, follow the path to a dead end. Smash open the chests to get the goods, then head back.

## Multiplayer Mayhem

When you find yourselves in these "steel cage" matches in the core, it's a good idea to burn one guy, then focus both players on a second to take him down fast. As soon as your magic recharges, burn a second guy and repeat the process. The foes in these encounters, on the whole, aren't that big of a threat and are even less so when you have 2P going at it.

Facing a drop of substantial proportions, use your magic to bridge the gap ahead and proceed to the next magical spot on the wall. Activate it, then clamber over the gap ahead.



Go out the opposite doorway and use your magic to pull the beam down. Use it to clamber over the gap to the right.





After crossing, run forward to the corner and clamber up the stones in the corner to attain the next level up, then run across the next bridge.



Once more in the core, cross the beams very carefully and very slowly. Do not step on the broken ones or they'll collapse beneath your weight.



Once out the opposite side, shoot the onrushing guards. This is especially easy with a second player to double the firepower. Burn any stragglers, and then jump attack the others.



Turn right from here and follow the path as it twists to the right. As you go, skip the next two bridges leading right and continue until you come to some chests.



Doubling back now, return to the most recent bridge you passed and head back into the core. Herein, find a spot to use your magic.



Proceed outside from whence you came, move left to the next previous bridge, and head across and up the short staircase. Use your magic on the hotspot and go up.





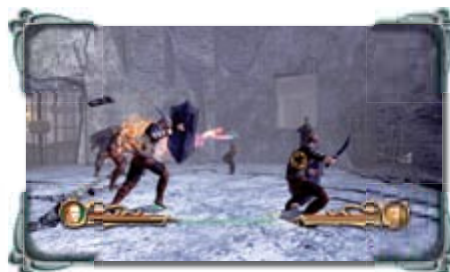


Now cross the bridge, taking out archers as you go. Head right around the perimeter of the core, blasting archers, until you reach a

dead end with some chests. After that, return to the nearest bridge and head across.



In the core once more, smash open the chests to the left and take out any remaining enemies from the windows. Once they're all dispatched, head through the now-open gate and use your magic.



Three strategic jumps later, you're a level higher and once more in the core, along with a squad of guards. They are numerous but very weak. Light one on fire and dispatch the remainder with jump attacks.

## Multiplayer Mayhem

Again, for core battles in 2P mode, burn one guy, tag team another, then repeat your magical attacks till all of your foes are finished.

After you dispatch the guards, the three barred doors open. Raid the chests through the doors to the left and right before heading through the middle.



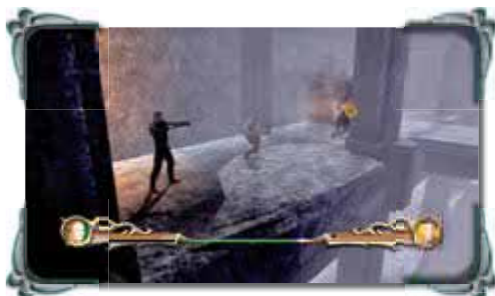
Outside once more, strike down the onrushing foes (or wait for them to come to you and burn and/or jump attack them over the edge), then proceed to the right.





Before long you find a spot to use your magic. Once the stone is in place, leap on it from the left and then leap up to the handhold above and shimmy right.

Once you're up another level, two more guards come rushing in. Dispatch them with arrows or cut them down with blades, then head toward the next bridge.



From here, assail a few more enemies from long distance, then venture through the core and out the other side to grab another chest.



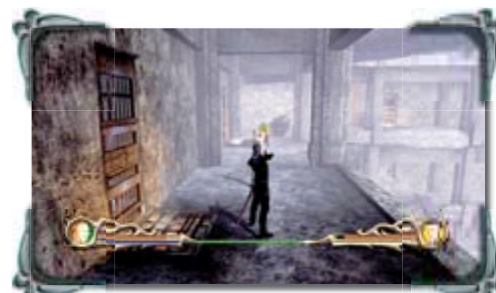
Double back to the core and, before stepping inside, step onto the slight bit of rock jutting out to the right. From here, use your magic.



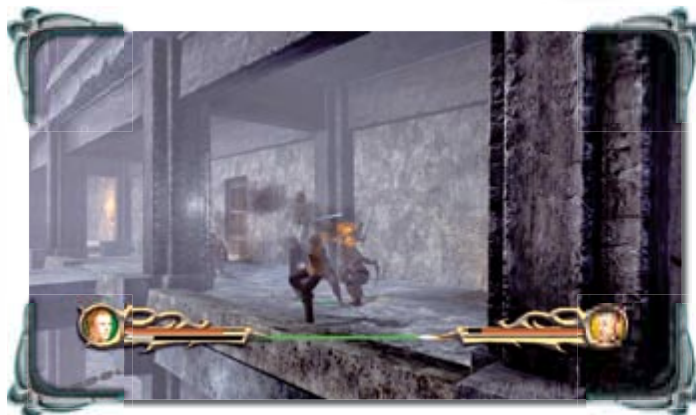
Race up the makeshift staircase and onto another bridge, but be prepared to fight! There's a small army here (about six) so immediately burn one over the side. Dispatch the remainder (in the safest manner) by jump attacking them over the edge. As your magic recharges, burn another to send more foes over.



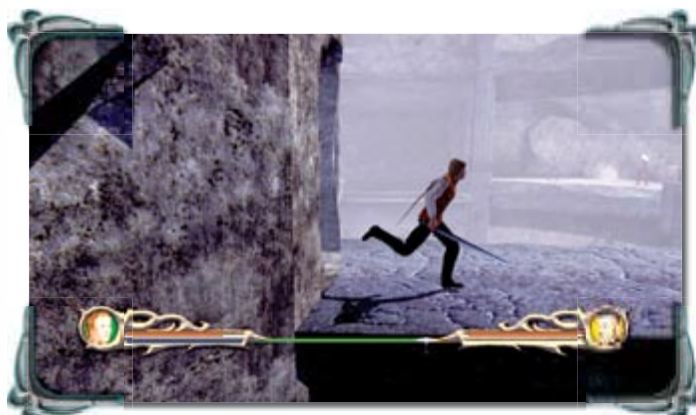
Head down the right side and engage enemies as they come, burning, cutting, and jump attacking as you go to send as many plummeting to their death as possible.



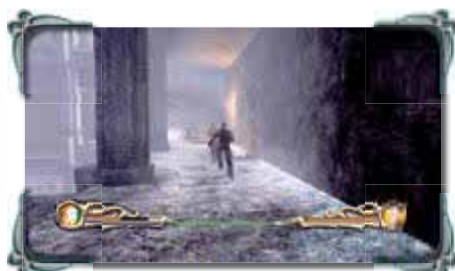




Travel down the stairs in the corner and double back to face another band of foes. Again, wield fire and jump attacks to repulse them.



Smash open the chest dead ahead, then cross the bridge, go through the core, and head out the opposite side to fell more foes with arrows, fire, and jump attacks.



Now head to the left, climb up another flight of stairs, and keep moving forward until you dead-end at some chests. From there, double back across the bridge and into the core.



Once you're inside, the gate slams shut behind you, barring you inside with several enemies. Keep using fire to occupy as many foes as possible, then lay into one enemy at a time until he goes down. Attempt to grab and throw some of them so you can quickly kill them when they're on their backs. Careful use of one-hit kill missile attacks can also aid your cause if Brom ties up enough foes at once. Above all, keep moving!

## Multiplayer Mayhem

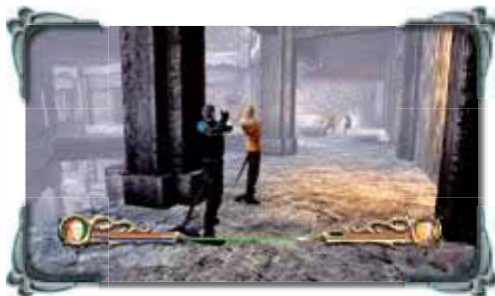
Torch one enemy then double team a second. If Brom can wedge enough enemies, you can then attempt to take some down with arrows. However, if you have 2P, you may as well stick to the tried and true and take down one enemy at a time while a second is *constantly* aflame. Remember: keep moving.



Once that ordeal is over, head through the opposite doorway and across the bridge to crack open some chests just to the left.



After crossing the next bridge you find more beams to cross. In the doorways to the left and right of the one you emerged from lie some chests. Slowly head to them (or simply cross to the other side).

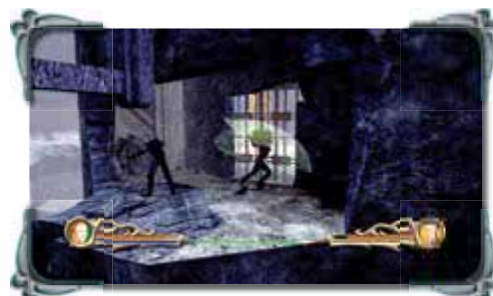
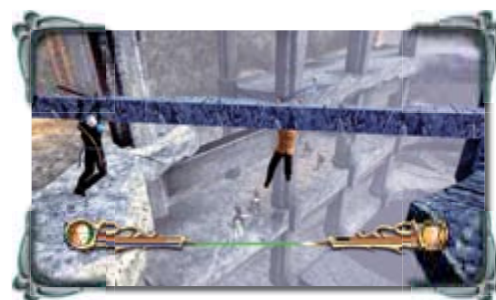


Head in the opposite direction to the corner and up another flight of stairs. From there, double back and start firing arrows at onrushing enemies.



Once outside, smash open the chests just across the bridge, then climb the stairs to the right leading up once again and follow the path.

As the path ends, you find some more chests and a beam leading back toward the core. Smash the chests and clamber across the gap.



Once across, smash open the gate and prepare yourself...





## Boss: Durza



### Multiplayer Mayhem

The 2P roles in this fight are pretty much pre-determined. As you'll need Eragon for the second half of the fight (Brom can't drop Durza's shield), focus on taking turns evading Durza's attacks to dizzy him, then grab hold and take turns hacking away. As Brom hits harder, it's probably best to have Eragon (if you can manage it) do most of the holding while Brom does most of the hacking.



The fight against Durza happens in a few stages, but there are some constants. First, to do any real damage to Durza you must grab him. To do this, you can do one of several things:

**T**o fully grapple Durza you *must* keep tapping attack after hitting grapple (that is, use a strong attack.) If you don't, he'll break free almost immediately.



### Evade

If you evade one of his attacks, he'll be dizzied and you can grab him. In 1P mode this will mostly fall to Eragon (i.e. you). In 2P mode it can be either.



## Boss: Durza (cont'd)



*Fire magic*

If Durza initiates his fire magic, get behind him and grab him while he attempts to burn you up.

When Durza begins using his shield (at half health), use a magic arrow to shatter the shield, which leaves him dizzy and vulnerable to a grab.



*Magic arrow*



The battle progresses in stages. At first he attempts to kill you with melee attacks and fire magic.



*Hands of flame*



*Shields and blades*

Things get more complex once he's at 50 percent health. At that point he starts using his shield, which is impervious to everything but magic arrows. As he's shielded, flying blades also spin about the room, so keep on your toes and drop the shield as fast as possible.



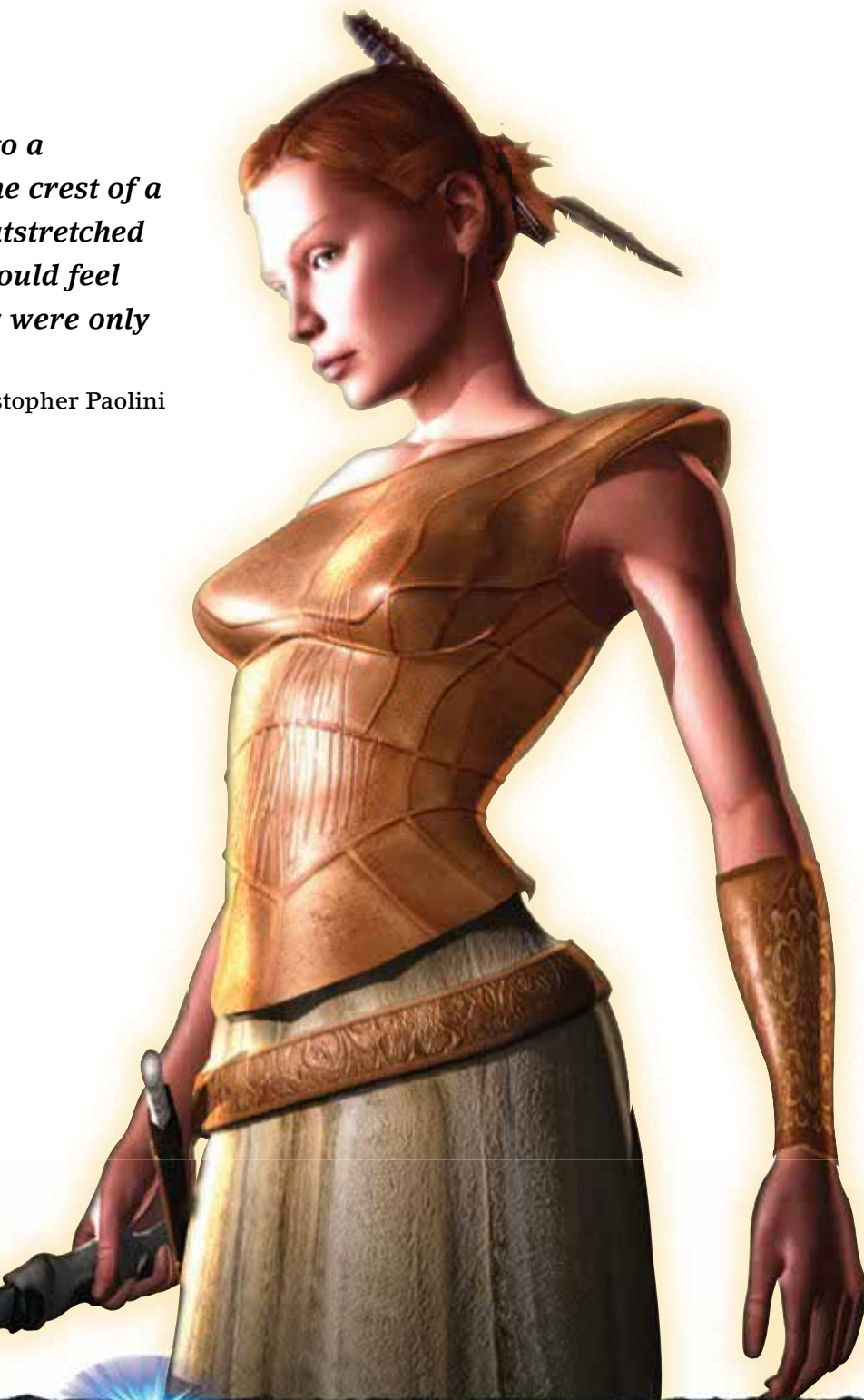
After Brom reduces Durza's health to about 15 percent (thanks to Eragon grappling him while the swordsman slashes him), the fight ends. Don't worry, though, you'll get another shot at him later.



# Flight From Gil'ead

*S*aphira drifted down to a clearing, landed on the crest of a hill and rested her outstretched wings on the ground. Eragon could feel her shaking beneath him. They were only a half-league from Gil'ead."

—Eragon by Christopher Paolini





# Walkthrough

## NOTE

This is the game's second dragonback stage, but this time it's slightly more complex.



This time out, Saphira must put her destructive force to the test against an army of foes. The basic route through the level is on a set track from which you have very little ability to deviate. That said, there is a very simple way to conquer this stage.



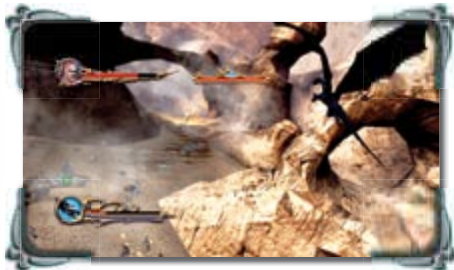
Wheeling through the sky, use your magic arrows to rain death on foes below and swoop in low to use your fiery breath to raze catapults and large columns of troops in a single acrid flash. On the first pass through the level, however, generally stay high and out of harm's way, while tracking to the right.



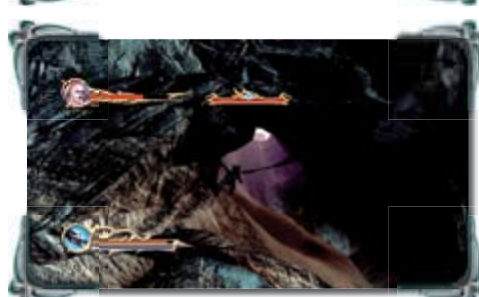




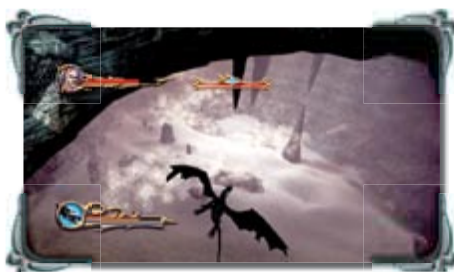
At two points in this level, large boulders careen down the side of a hill from the right—if you get struck by either of these, you will instantly perish.



That “easy route” involves the cave on the left you passed. By using this cave (and the dove contained at its mouth) you can fill up your life with impunity while also minimizing your exposure to damage. Simply head into the tunnel, grab the dove, and head back out. From there, simply repeat this abbreviated trip through the level, picking off enemies as you go. It might take a little longer, but trying to actually circumnavigate the entire level is much, much more difficult.



With a good stretch of the level behind you (remember: stay to the right), you’ll spot a cave. This is *after* the first cave on the left—more on that in a moment. Duck into it and keep your eyes peeled for the hidden egg. With that in your possession, you can now take the easy route for the rest of the battle.







Venturing down the hard route is, just as it sounds, very hard. The problem here is that it can be somewhat tricky dodging incoming projectiles, enemy fire, and the aforementioned falling boulders. When traveling down this extended route (if you feel some need to do so after claiming the egg), your best bet is to fly high and stay above the fray as much as possible. Since the "easy route" is entirely doable when battling the enemy, you should stick to using magic arrows from as far off from ground-based targets as humanly possible so as to avoid intense shelling.





# Ruins of Orthiad



**A**urtagh cursed, clenching the pommel of his sword. 'That explains it! Saphira, if you're right, then those are Kull, elite of the Urgals. I should have guessed the chieftains had been put in charge of them. They don't ride because horses can't carry their weight—not one of them is under eight feet tall—and they can run for days without sleep and still be ready to battle.'

—Eragon by Christopher Paolini





## Walkthrough



Having weathered an intense flight from Gil'ead, Murtagh and Eragon find themselves in the Ruins of Orthiad, a dead, haunted

place. Sadly, the "ghosts" take the form of large, hulking, humanoid creatures known as Kulls.

### Kull Wrangling

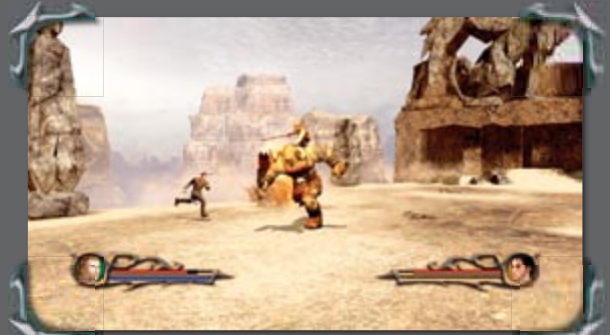
The Kull is an imposing beast but, sadly for it, an almost ineffectual one. Although Kulls are brutally strong, what you can do with them more than makes up for their ability to extinguish life. Essentially, dealing with a Kull is a simple process:



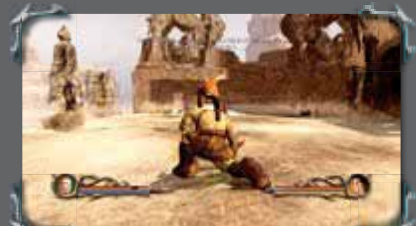
1. Charge up a one-hit kill arrow to stun the beast. You can also use magic to garner a similar effect, but that won't do any damage, so this is the preferred method.

### Kull Wrangling (cont'd)

2. As the monstrosity attempts to remove the shaft from his lacerated eye, run in behind it and hack away till it drops to one knee.



3. At this point, by pressing strong attack, you can mount the beast.
4. From here, you have a few options (more details follow for specific encounters) but we primarily focus on then switching to attack and stabbing it in the back of the neck.
5. After a number of blows, the Kull goes on a mad rampage. You can steer it into a nearby, unyielding wall; into hapless foes; or over a cliff.



From there, repeat that process until the beast is destroyed. If there's more than one (and more than one player) you can double up on this strategy. If there's not more than yourself but more than one Kull, you can still use the same strategy, though you might want to substitute pull magic to mount faster (although this doesn't harm the beast).





Take on the first batch of Kulls following the strategy outline in the previous sidebar. They should be an easy bunch to dispatch—just remember that if you try to ride for too long, you will be thrown off, painfully.



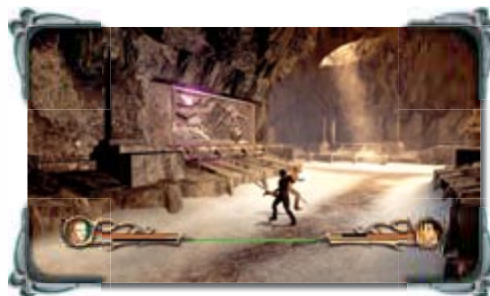
Once the Kulls cease arriving, proceed through the gap that opened ahead (snag the chests flanking either side first) and a short cinema triggers before you're cast into the catacombs themselves.



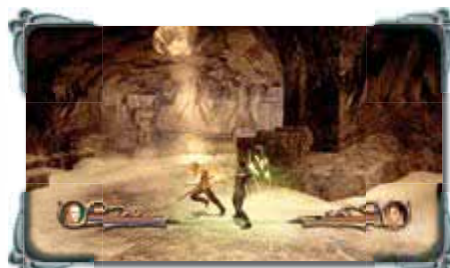
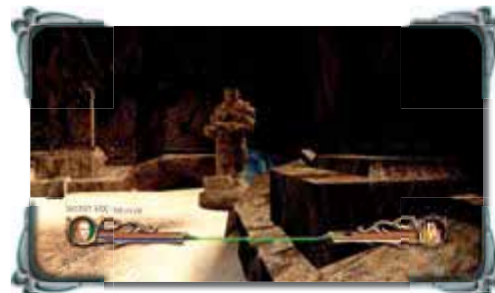
Two foes, supported by a few archers, immediately rush forward. You should have time to drop one with an arrow and then burn and hack up the second. From there, take aim and kill the archers as well.



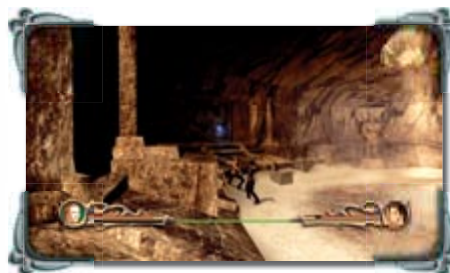
The bas-reliefs that line this tunnel, in most cases, have a crystal embedded in them. Use magic to tag the first one on the left before proceeding.



As the path ahead leads off to the left, note the statue standing guard solemnly to the right. Just behind it lies the hidden egg. Grab it before moving on.



Ere long a chest lurks just to your right, as well as a second crystal upon the wall to the left. Crack open the chest with a sharp blow, then activate the nearby (and second) crystal.







After the crystal springs to life, more enemies come storming from deeper within the ruins (a pair for starters). Burn one up and then hack the second to pieces.

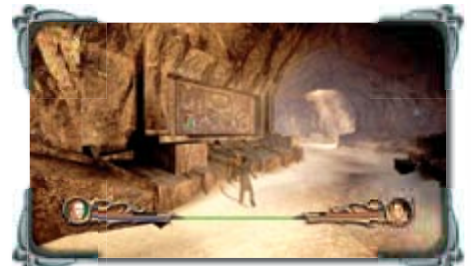


As soon as the next length of tunnel comes into view (revealing the third crystal on the left), another cadre of foes erupts. As they

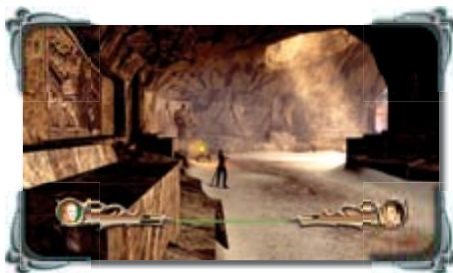
are far enough down the tunnel, quickly kill as many as possible with arrows. If you're fast, this leaves you with two immediate problems and a third, farther back. Light one foe on fire, cut down the second, and meet the third as it arrives. As soon as your magic recharges, burn one of the remaining foes and finish off the other. Alternately, if Murtagh ends up wedging, use one-hit arrows to take out foes while he absorbs errant blows.



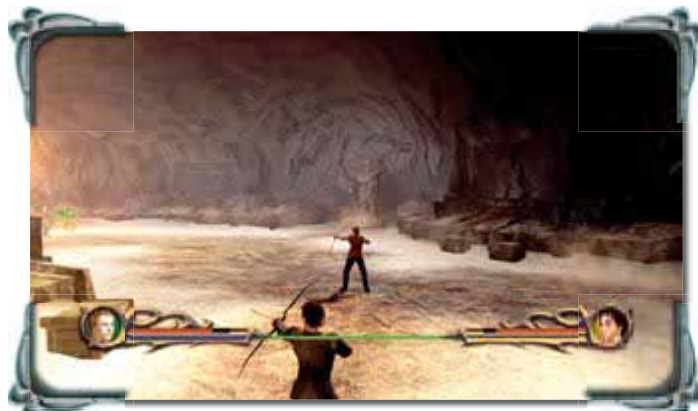
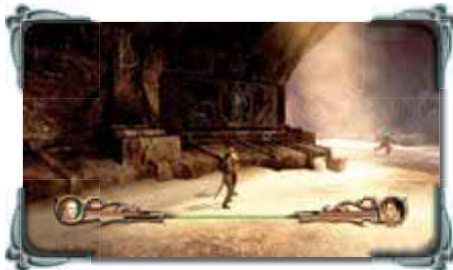
With that gang destroyed, activate the next crystal, then jog down the tunnel ahead to take out the archers who, unluckily for their compatriots, were out of range for the previous fight. Walk forward, strike them down with arrows, and then activate the next crystal on the right (there is also a chest).







As the tunnel bends once more to the right, you find another chest and another crystal. You can activate it first or deal with the enemies approaching. As there are only one or two, take them out, then tag the crystal.



Now you find yourself inside a large chamber. Race across and crack open the chests, and then tag the last crystal in the back right corner. That grants you access to the large, central doorway that stands watch over the hall.



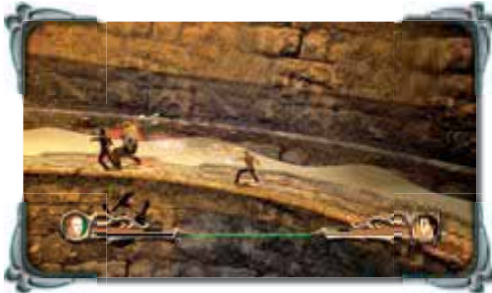
Once through, another fight awaits. A Kull lurks at the far end of the room and, if you are quick, you can stun him with an arrow, run to him, and then ride him into his friends. Barring that, focus on the smaller enemies with fire magic to send one running, then deal with the other two until you can seize the Kull.







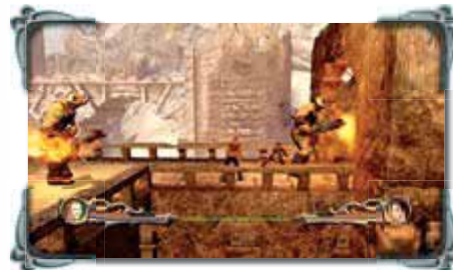
Once your foes are vanquished, you must make a long, steady climb around the chamber's perimeter. As you continue ever upward, watch for foes coming from above and below. The best bet here is to use your bow to rack up one-hit kills before your foes can even reach you. If they do, use fire and jump attacks to send them careening over the edge.



Once you reach the top, you're on a large chunk of amber—very fragile amber (at least when Kulls keep jumping on it). This is pretty simple: just stun the Kull as usual, hack its neck, ride it into a wall, and repeat until it's dead. You have to repeat this process a few times, but it's very straightforward.



The next chamber contains a puzzle. Use Eragon's magic to manipulate the crystals just beyond the rotating device in the floor. The proper combination is: red, red, green. This grants you an exit from the chamber.



Outside once more, you step into a picture out of hell: a Kull charges from the left very soon after your arrival, while archers let fly with flaming arrows from a ridge in the distance. Ignore the archers for now and get out of the doorway as quickly as possible, though you'll now have two Kulls to deal with, as well as few more enemies. Your first priority is to get rid

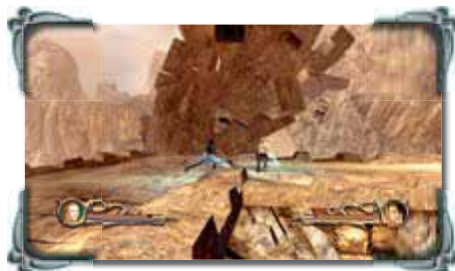
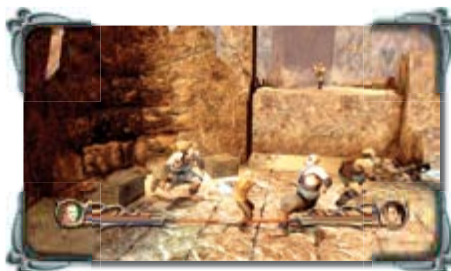
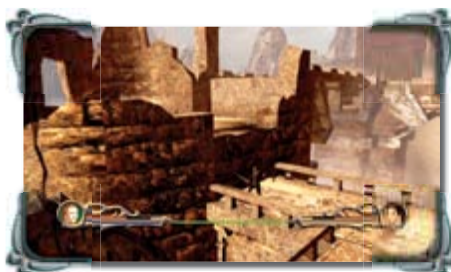


of the Kulls, so use the standard strategy and run them over the cliff. From there, engage the other interlopers with sword and fire—if you're near the edge, the flaming foes will careen right over it.

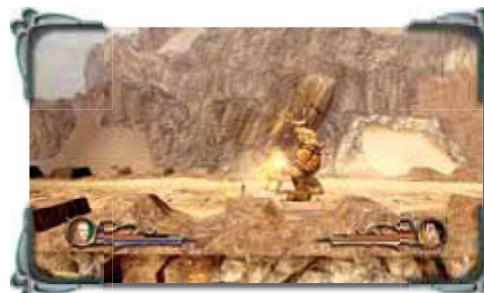




With that business sorted, head left and clamber up the ledge, but be prepared! Though there are only three enemies, the confines are very tight, and you can easily become disoriented or juggled to death. This is a good time to use your Team Power meter to cut them down as fast as possible. Trying to gain the advantage by outmaneuvering them is very difficult. A few chests are right there in case your Team Power needs topping off.

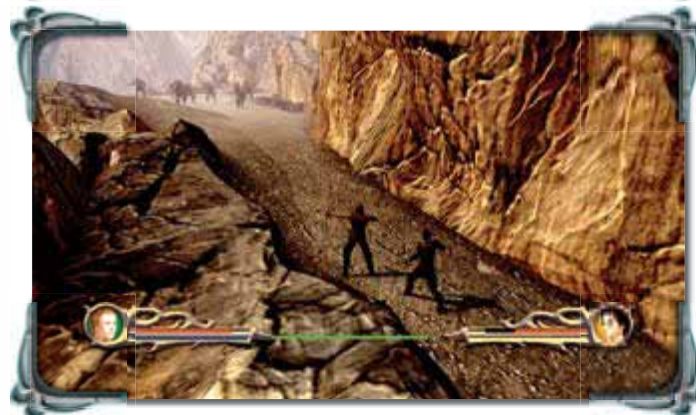


That melee dealt with, climb up the next rise and take out the nearest foe with an arrow and retreat downward if you're about to be overwhelmed. Shortly thereafter you can summon Saphira to lighten the enemy load.



Now press gradually to the right, wiping out archers on the ridge above as you go (magic actually reaches here, but it doesn't work very well). Two

foes arrive from the right, but fire and jump attacks should vanquish them in short order.



Upon the next ridge are a few more chests for you to explore, then you should head away from the camera and up the



hill until the path bends left. Drop down and move forward *slowly* until a band of foes begins to run in. Use quick kill shots to take down as many as possible, then burn and bludgeon those who get in close—use the nearby wall on the right to pin them in and hack away.



As the ridge levels out, you spot two more chests to the right. Shortly thereafter, two more Kulls lurch into view, but this should be fairly simple. With Murtagh tying them up, stun one and run it over the ledge. Repeat the process on the second (in 2P this is fantastically easy).



Moving onward, as you approach a low ridge, another band of foes advances. Again, pick them off as they come with arrows, then use fire and the blade to tackle one at a time until victory is yours.




Finally, tag two archers waiting on the road just ahead. After they fall in bloody heaps, race up the path to complete the level.





# The Beor Mountains



**T**he Beor Mountains cast great shadows over the land, stealing the sun's warmth. To the north was Hadarac Desert, a thin white band as bright as noonday snow.

—*Eragon* by Christopher Paolini

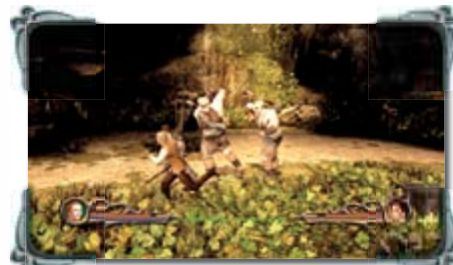
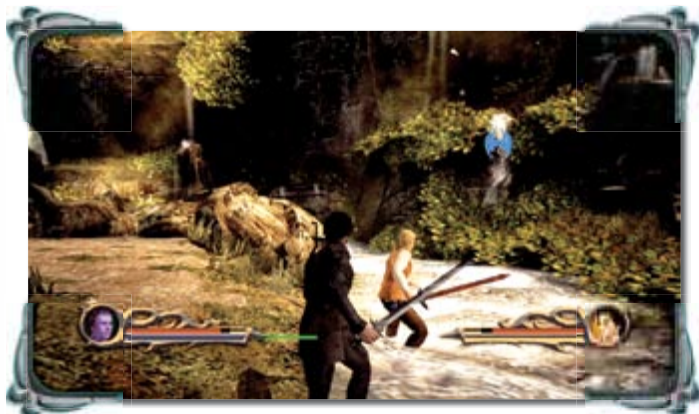


## Walkthrough

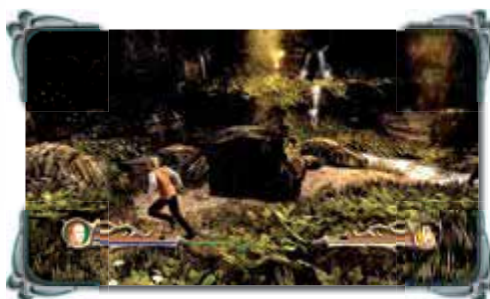
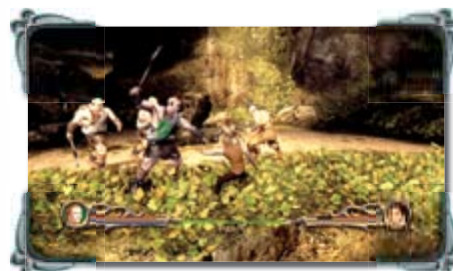
Arriving in the lush confines of a valley deep in the Bear Mountains, Eragon and Murtagh are soon set upon by Urgal bandits after entering a swiftly flowing river. Wielding fire, send one capering off, then fall on his partner like ravenous wolves. Be wary, however, as two more interlopers are coming from downstream. Use quick-kill arrow shots to take one down, then take out the second.



Exiting the river a bit farther up, approach a sturdy column of rock and wield your magic to bend it to your will. After it topples into place, head toward the barrel of spears, and prepare for battle.



For this battle, hang back on the grassy knoll overlooking the river and burn and jump attack foes as they arrive. This eliminates them as threats in very short order. Be sure to snag the nearby chests if you need a Team Power or health boost.



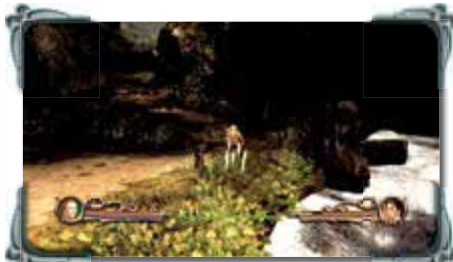
Press forward a few steps and summon Saphira to rain death from above on a coterie of inaccessible archers. Then head up the

river, taking out any stragglers, and grab the chest just off to the left on a small bank.

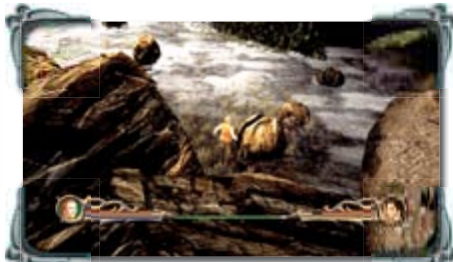


## Multiplayer Mayhem

In 2P, you can wipe out the entire band in little time by simply doubling up on jump attacks. Stick like glue to the grassy edge and don't stray far to lure foes to the edge before you send them plummeting into the river below. If you get overwhelmed, simply jog away from the camera, then run back to the edge while your partner takes out any chasers from behind with arrows.



Now go forward, clambering up several ridges and, before long, shimmying across another river. After a short jog through a narrow alley, smash open the chest, and then enter the nearby river.

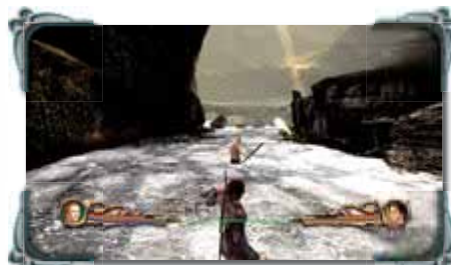


Once awash in the froth of a madly driving river, summon Saphira in so that she may claim her several hundred pounds of flesh. As she feeds on

the flesh of the cruel, keep a wary eye out for two enemies heading Eragon's way. Drop one easily with an arrow, then spit the other on dual blades.



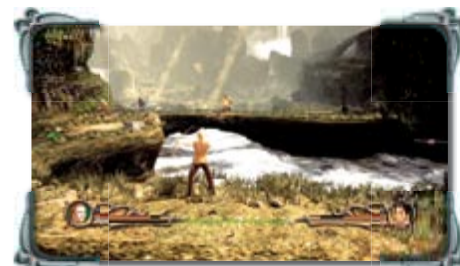
Keep an eye downriver to order Saphira on, then continue moving and battling up the river. Take down enemies from afar whenever possible and help Murtagh with any that get through. Before long, exit the river to the right and hike up the slope.



## Multiplayer Mayhem

The great part about this sequence is that since your foes only come in pairs, you can simply use one-hit kills by both players in 2P to keep your foes at bay with very little effort involved. Once a pair goes down, advance up the river, drop foes, and repeat.

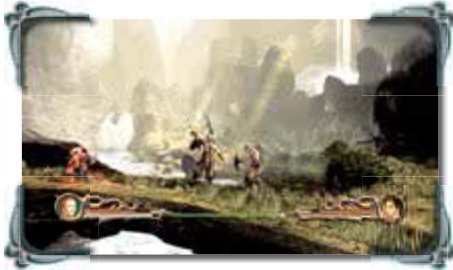
As you cross the river, aim at foes in the distance and lay them low with repeated hits from your arrows. If any get through, use fire and jump attacks to send them plummeting into the raging river below.





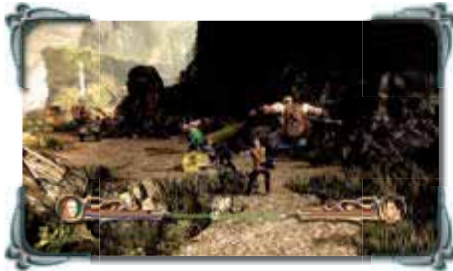


As you head left, hit the chests, then swing back to the right to cross the river once more. Foes come at you from both sides as you battle from the center of the land bridge. Repeated jump attacks neutralize this threat.

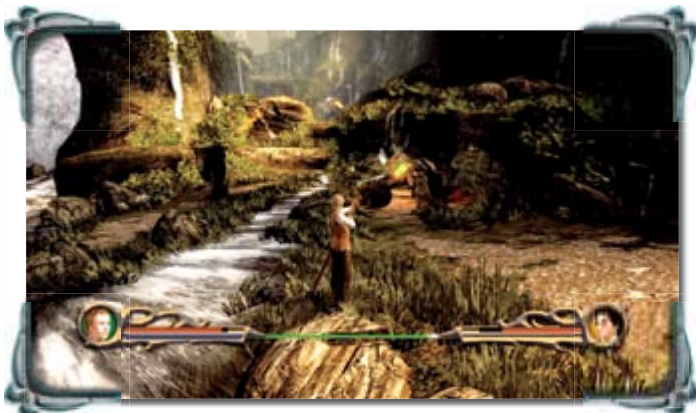
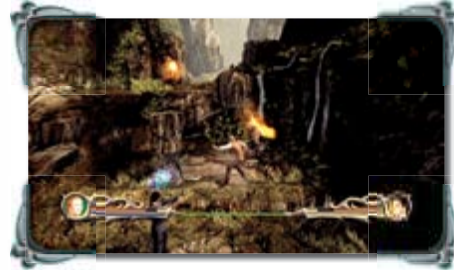


Just ahead, you spy an archer seeking cover behind two rock barriers. You can use your magic to remove the barriers so that your arrows will find a home in his skull, but it's quicker to rush in and cut him down. Use the same plan just across the river where another lurks.

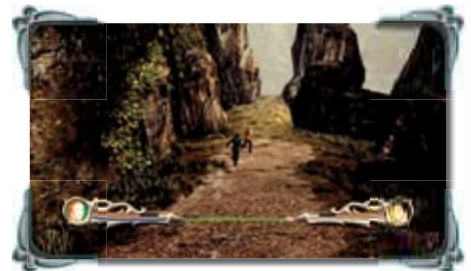
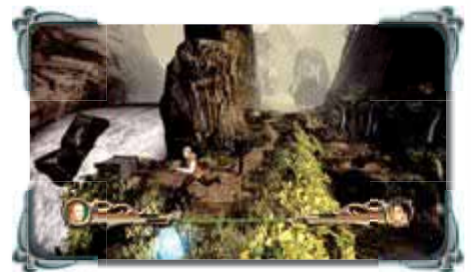
After that smart donnybrook, head right once more to crack open a chest (near the barrel of spears), then turn your attention ahead to confront a trio of foes in a fairly open area.



Continue forward, using the rock barriers for occasional protection, and fight up a series of ridges. When possible, kill foes from below with arrows or, barring that, pull them into range and then hack them to pieces one at a time.



As you ascend the final ridge, turn around and head back the way you came, although just to the left. At the end of this run, you find the hidden egg! From there, simply turn around and sprint for the exit.

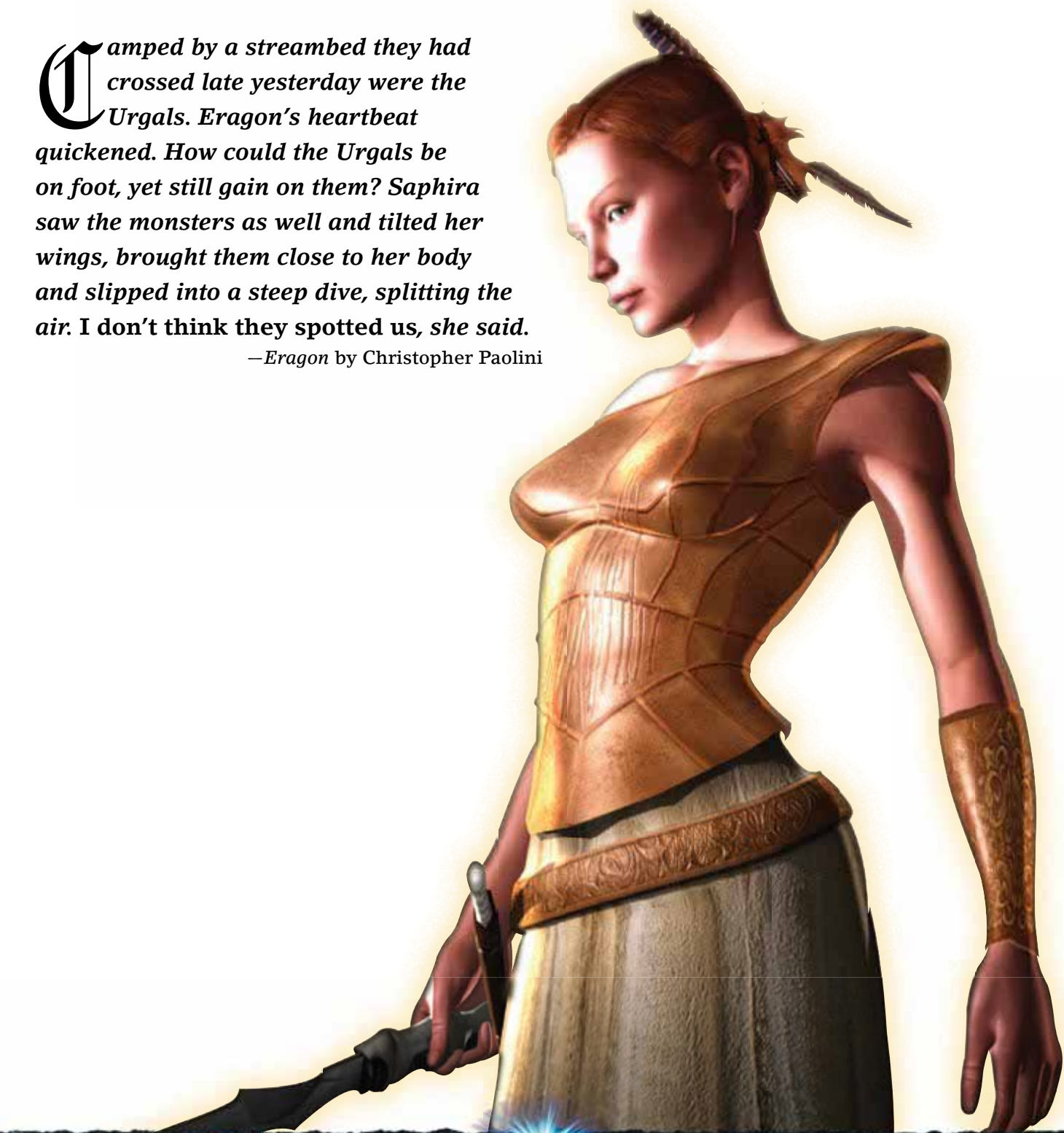




# Urgal Encampment

**C**amped by a streambed they had crossed late yesterday were the Urgals. Eragon's heartbeat quickened. How could the Urgals be on foot, yet still gain on them? Saphira saw the monsters as well and tilted her wings, brought them close to her body and slipped into a steep dive, splitting the air. I don't think they spotted us, she said.

—Eragon by Christopher Paolini





## Walkthrough



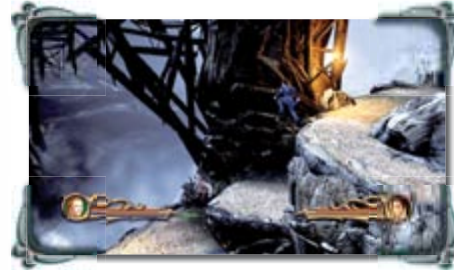
Taking the battle to the Urgals, Murtagh and Eragon find themselves on the outskirts of an encampment of the misanthropes. The initial part of this stage can be played either madhouse style or stealthily — stealth, of course, is simpler.



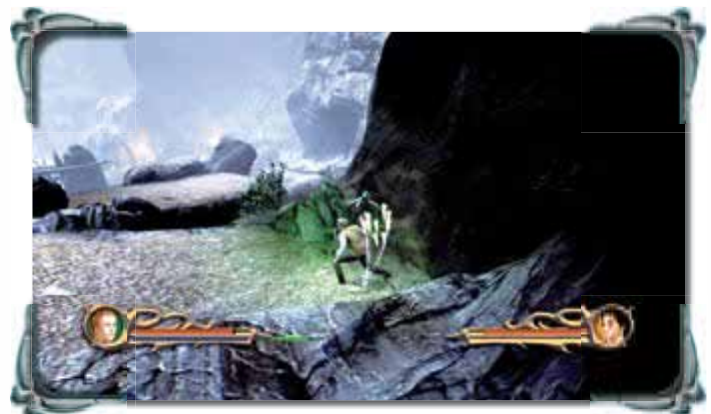
Moving up the path, you spot an archer in the distance: take aim and kill him with one shot, then head down the path to scope out the next and repeat the process.



After dispatching the early warning system, continue up the path to crack open a chest, then continue up and under the archway. Before long, you drop down a level, where more enemies await.



Kneeling behind the cover of the first large rock, take aim and kill the nearest archer. Then traipse to the right to crack open another chest before moving closer.



**CAUTION**  
If you are spotted, a single fire goes up and you have to fight a much larger group. That said, it isn't that big of a problem since you can burn, jump attack, or push them right over the edge.





As you open the chest, two Urgals race up the hill. Draw your bow and take them down as they round the large rock to your left, just out of sight. If they get in close, send one to a flaming death.



Continue down the path, across a shoddily constructed bridge, and veer off to the right. Take aim at the Urgals down below and send them to meet whatever foul deity they worship.



At the base of the cliff, you spy a spot on which to weave your magic: blast the barrier away then prepare for battle with two Urgals. Using fire and jump attacks, send them screaming over the edge.



Continue up the path, and two more Urgals come roaring down. Unfortunately for them, they make their charge in vain: arrows bring their unwise charge to an abrupt halt. Then jump up to the right to claim the chests.



After collecting the loot, drop down and head toward the next bend. A lone archer stands guard at the cave entrance: dispatch him with an arrow or rush in and cut him to pieces, then turn toward the cave.





In the dark heart of the cave you spy two Urgals handily within range of your archery skills. Cut them down, then proceed to meet a third with fire and the blade.



As you round the bend leading left, two more Urgals rear their ugly heads. Cut one down with an arrow and then race in and bloody the

other. Prepare yourself for another confrontation just outside the cave.



After dropping out of the far end of the cave, you find four Urgals, mostly unaware of your impromptu arrival. Immediately draw your bow and drop one, then rush in and attempt to burn a second over the edge. From there, take on the last two one at a time.



## Multiplayer Mayhem

Two-player strategy in this sequence is really fast: two quick one-hit arrows and you've halved the enemies ahead. Even better, you likely have sufficient time to drop the other two with arrows before they can wind up and clock you.



Continue down the path to the left. You find that you can wield your magic on some stalactites hanging over the heads of a cadre of archers. Drop them on their heads till you run out of enemies, then head up and around and down to their (former) position.



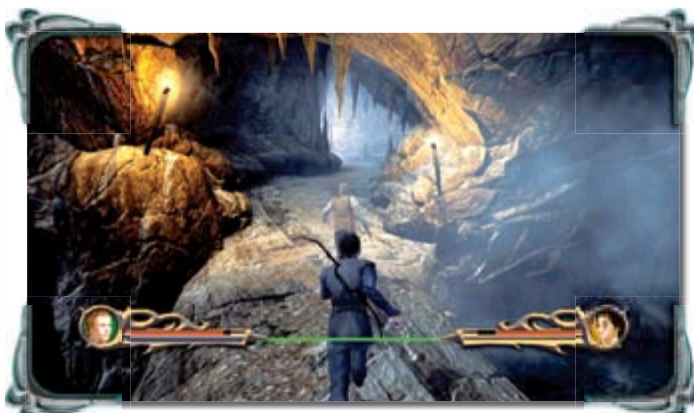


Once you reach the landing, another gang of Urgals arrives. Again you can make this short and sweet by pushing, burning, and jump attacking the foes over the side if you stick to the edges. Otherwise, take them down one at a time.

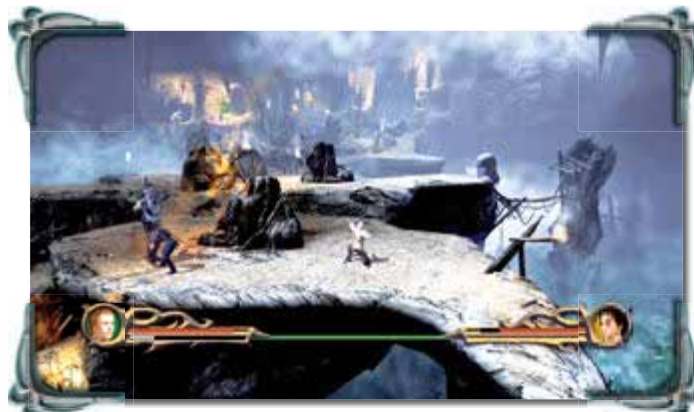
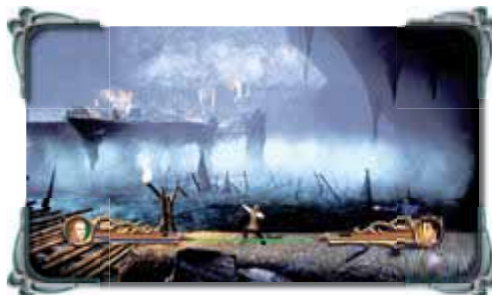


## Multiplayer Mayhem

At this point, retreat back a bit to the path so that you bottleneck your foes. From there, jump attacks and magical fire will tear through them like a scythe through the autumn's harvest. Due to the way the path is constructed, they'll be pretty much trapped and easy prey. If they push through, just keep jump attacking till you're safe.



After passing through another cave, you come upon a bridge leading into a much larger cavern. Atop a stone plateau in the distance are several archers that you can kill from below.



Head up the ridge and onto the plateau itself. From there, jog back to the right to snag a chest, then use this general area as a vantage point to fire arrows at onrushing foes, as well as the archers on the ridge above.



After killing all the archers, but *before* heading out of the chamber, from the base of the path leading up, head directly left to drop down and claim the hidden egg!



## Urgal Encampment



and keep moving at all times. If you have a friend playing, you can try throwing and then one-hit killing foes, but that's a dangerous game.



At the cave's terminus, you're accosted by a large contingent of very irate Urgals. Using the fire directly behind you as cover, pull Urgals into it and jump attack them into it as well (same goes for the fire spouts dotting the area). There are *a lot of* foes, so keep on your toes. Use fire when necessary to stave off enemies,



## Multiplayer Mayhem

Here you'll want to do just as noted above: keep drawing foes toward—and smacking them into—the fire. If you get a few spare seconds, execute dual one-hit arrow kills to further thin their ranks (you'll find you can nail quite a few before they can even reach the ground in many cases). If you find yourself overwhelmed, double team foes to get some breathing room, then reset back at the fire.





# Misty Gorge



**T**he wall of mist dissipated,  
and the fog sluggishly  
collapsed across the ground  
like a tower of mud sliding apart. The  
Urgals had not been hindered at all.

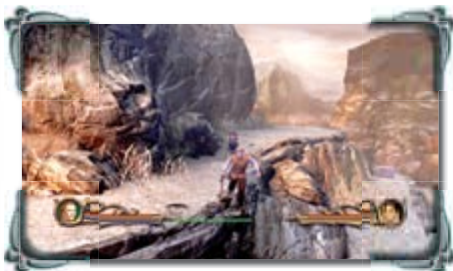
—Eragon by Christopher Paolini



## Walkthrough



The moment you arrive in the Misty Gorge, turn right around and smash open the chest in the shade of a withered tree. From there, head straight along the ridge (not down, yet) and grab the other chests. Cast the lone Urgal that arrives over the side.



Dropping down to the next ledge, take aim with your bow and fire on the foes coming from below. If some climb up, knock them back down with fire and your blade. Once their numbers are thinned out, leap down and finish any stragglers, then get the chests.

Proceeding down the mountain to the right, you come soon to a wooden bridge constructed once more to exacting Urgal standards (cheap and shoddy). A band of archers waits in ambush above, but simply summon Saphira to turn the tables.

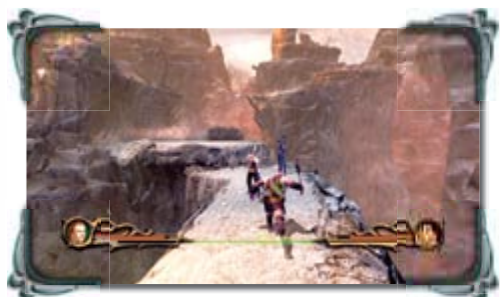
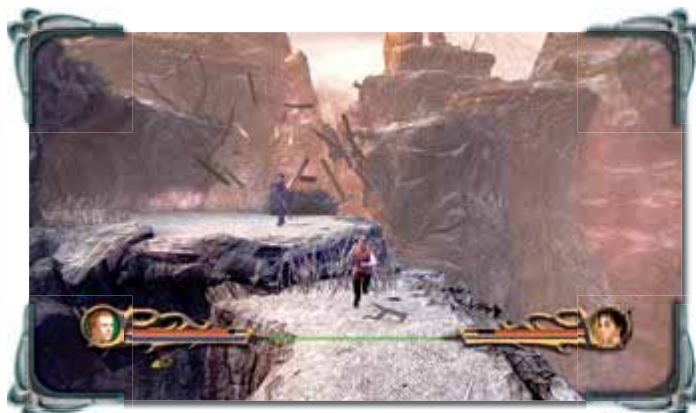
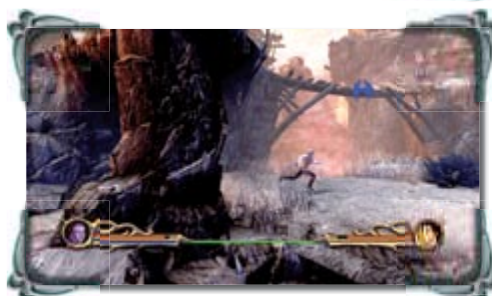


Once across the rickety span, slay another pair of Urgals with fire and jumping attacks, then crack open the nearby chest to secure its contents. Then soldier on, ever downward.

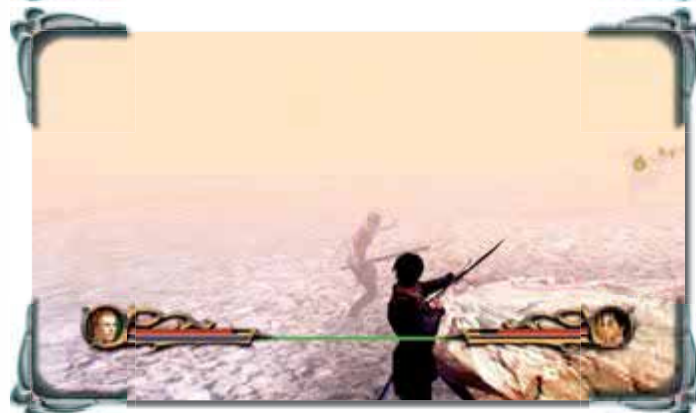




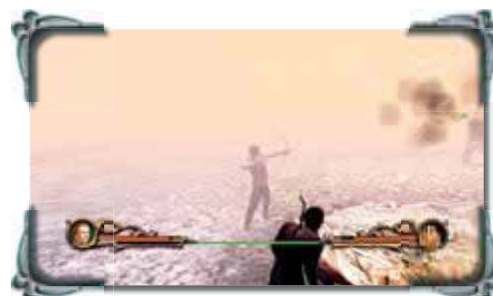
Now you spy another group of archers up above on the bridge you recently crossed. However, despite their best attempts, they are no match for the unfettered fury of a raging dragon.



Finally, head down the final stretch of path ahead, burn and kill the next two interlopers, and you finally reach the Misty Gorge itself.



Navigating the mists is a very straightforward process, literally: just keep moving straight forward until you reach the opposite side. From time to time, Urgals come lumbering out of the mists. Use fire to intercept them, then cut them down with an arrow. Repeat this process and, once you reach the far side, proceed left to clear this unwelcoming locale.



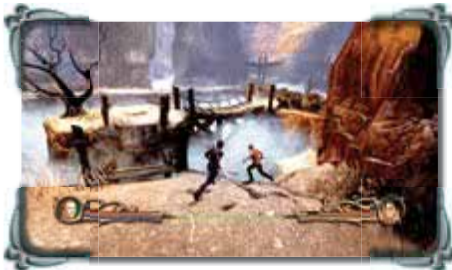




As the mists clear, you find yourself at the base of the gorge, facing a series of trenches running hither and yon. Immediately to the left is a chest, so smash that.



Dropping off to the right side of the shattered footbridge into the mist-swaddled ruts, turn and head left, hugging the wall and continuing left until you reach the hidden egg! Watch out for a lone Urgal coming up from behind, though!



Egg gathered, head back the way you came and, when you're out of the narrow crevice, leap and pull yourself up. From there, head toward the archway (actually a bridge) in the distance, then clamber across the log to the right.



From there, if you head back toward where you started, you find a pressure plate that lowers half the bridge barring your progress. Head back across the bridge and go right.



Without pausing, follow the path as it twists, and drop down, once more, into the misty trench. Smash the two chests nearby and keep moving, this time following the rut as it leads away.

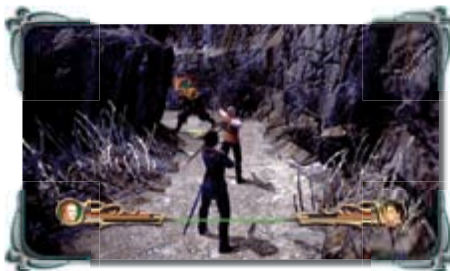
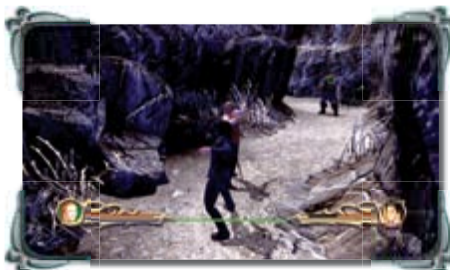






Follow the path as it narrows into a ravine, then climb the small rise to find a second pressure plate that lowers the second half of the bridge. At this point you may have picked up some Urgal company, but simply run straight to the bridge and across to give them the slip.

Having shaken your tail, press forward into another narrow ravine and take down the next Urgal that rears into view with a well-placed arrow. (Don't rush in with your blade as another lurks just behind him.) Burn the second and then cut him to pieces.



Now follow the path as it gradually leads down to a massive, swiftly flowing river. Smash open the chests as you go, then plunge into its frothy flow and move forward.



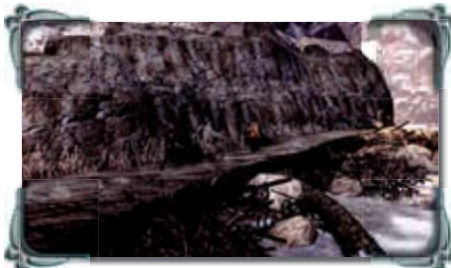
## CAUTION

As you move forward from here, notice a series of large stone formations to the right. These come crashing down as you near and, if you are hit, you die *instantly*. Stay to the left and, the moment one starts crashing down, run back. Also keep an eye on the computer-controlled Murtagh, as he has a nasty habit of running up the left side and getting crushed.



Proceed up the river, gradually taking out the archers you encounter (they are badly armed and have even worse armor). Mind the large stone sentinels as they plunge into the river from the right, and gradually move forward.





At the very end of the river, two more stone columns come barreling down, so watch it. From there, pull yourself from the river and follow the path ahead to a soon-to-be-pitched battle.

Though this might seem like a harrowing fight to the untrained eye, it's really not. Basically, you want to dispatch foes as quickly as possible because you're under a time limit (the bar on the upper left) and need to deplete the bar on the upper right (which represents enemies killed). Take a position to the left, at the ridge, so that you can quickly, easily, and repeatedly burn, push/pull, and jump attack foes over the edge. If you feel you're getting overwhelmed, use the Team Power attack and go on a killing spree. (Be sure to get the other chests after that's depleted, as you'll likely have enough time to do two of these.)

From time to time, Saphira comes whipping across the battlefield to eliminate the odd foe and, of course, you can use the Kulls to cull foes as well (by riding them, of course). You can also tackle the early part of the battle with one-hit kills from your arrows, because enemy numbers don't build up appreciably until you've killed some.



## Multiplayer Mayhem

Stay back toward the ledge and jump attack foes that get too close. When you have time, unleash one-hit arrows to thin their ranks from afar (this works really well early on, incidentally.) If you find yourselves becoming swamped, you can use more of the playing field by moving out and about, but you need to stay near the ledge to make this as easy as possible (it's very easy to get trapped out in the open and pounded on.)



# Urgal Attack!

**T**here was a touch of sarcasm in her words. How noble. Oh, we would fell many of the Urgals—you with magic and blade, whilst my weapon would be tooth and claw—but it would be futile in the end. They are too numerous...We cannot defeat them, only be defeated.

—Eragon by Christopher Paolini

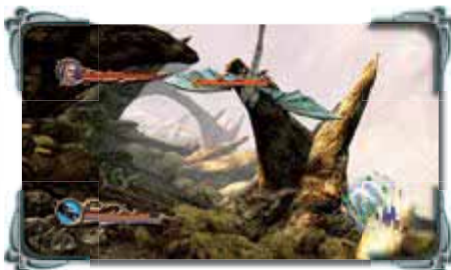




## Walkthrough

### NOTE

This is the third dragonback sequence in the game (out of four).



The first order of business on this level is to capture the hidden egg. As the level begins, stay to the right to take the right path. Not long after, you can go left or straight—stay to the right to make sure you continue straight. A bit farther up, just below a ridge, lies the egg.



With the egg in talon, you can now focus on winning the battle. Notice the life bar, once more, in the upper left corner—your goal is to destroy enough Urgals to eliminate it. The strategy here is fairly simple. You need to keep at least one tower functioning until the enemy life bar is

depleted, so it's best if you stay on the *same* flightpath for the entire mission. It doesn't really matter which one, but choose one and stick to it. From there, you have a few goals:





1. The lakes of oil below each tower are combustible. Burn them with your fiery dragon breath on every pass to keep any towers on your flight path safe. You can miss one every now and again but, because you'll be sacrificing the other towers, you really want to hit them on every pass. If all the towers burn, you fail the mission.



2. When not focusing on oil slicks, stay high so that you can dodge incoming enemy fire. The angles are a bit odd here so, although you can repel enemy attacks, gauging the distance can be tricky. It's best to simply dodge attacks rather than invite them.



3. Using magic arrows, target and destroy everything you possibly can to supplement the oil fires that take many Urgals with them on each pass.

Follow these instructions and you *will* walk away from this fight in (mostly) one piece.





# Defend the Varden

**H**is skin gleamed the color of oiled ebony. The dome of his head was shaved bare, but a closely trimmed black beard covered his chin and upper lip. Strong features shadowed his face and grave, intelligent eyes lurked under his brow. His shoulders were broad and powerful, emphasized by a tapered red vest embroidered with gold thread and clasped over a rich purple shirt. He bore himself with great dignity, exuding an intense, commanding air.

—Eragon by Christopher Paolini

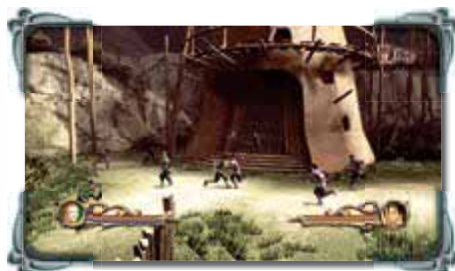




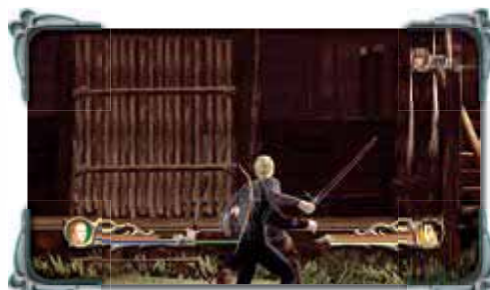
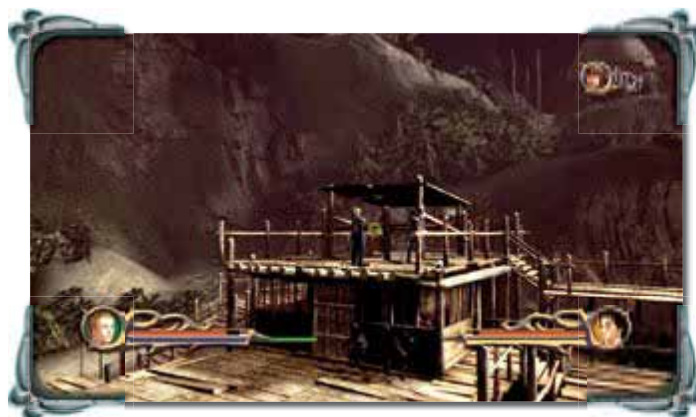
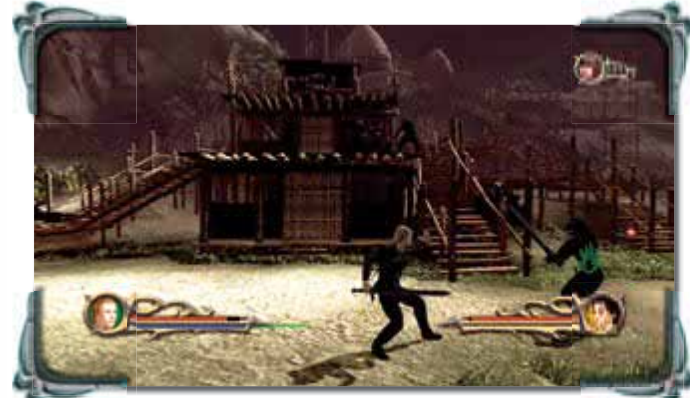
# Walkthrough

## NOTE

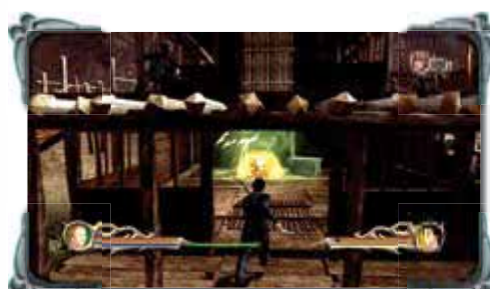
The design of this level is quite different from the previous ones. Your goal isn't merely to get from point A to point B. You must now also fight off a marauding army of 400 battle-hardened miscreants.



As the battle begins, Eragon and Murtagh find themselves stationed just outside of a stout structure. A handful of enemies caper about—slay them with one-hit shots from your bow to put a slight dent in their total numbers, then head to the left.



The next stage of the battle is fought outside of another structure with enemies milling all about, wreaking havoc as they go. This battle is a large free-for-all and, with the aid of the local militia, Eragon can pick his targets quite carefully. This means you can use one-hit kills at your leisure, pausing

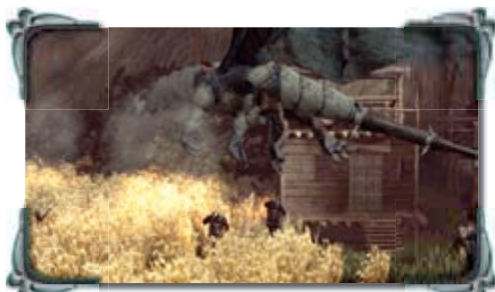
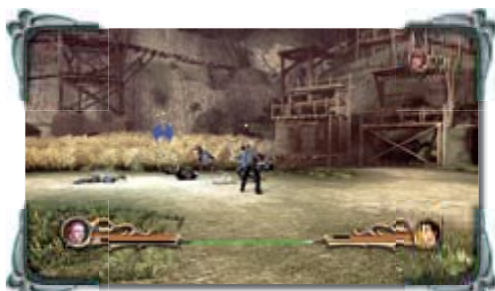


to engage in swordplay with anyone foolish enough to approach. Mix in fire magic if you are assaulted by more than one foe at once. Above all, keep moving, using the grounds below as well as the various levels of the building for best advantage (the roof is a good place to rain arrows down from). The ground floor of the structure houses several chests.



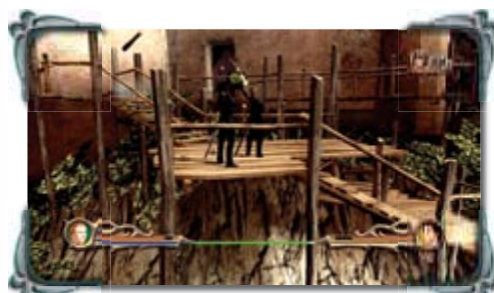
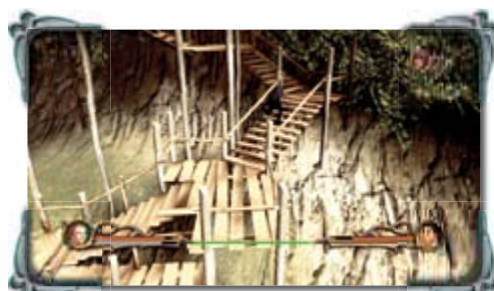
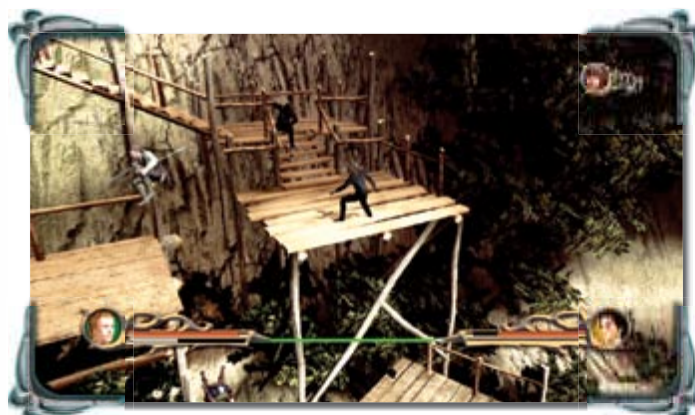
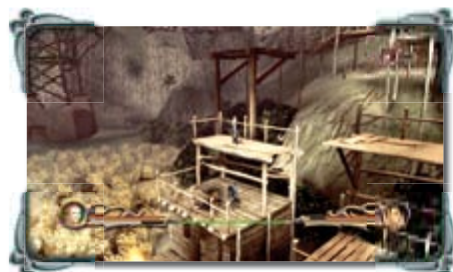
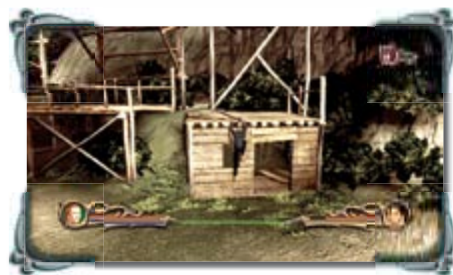


Once you've sufficiently reduced the enemies' numbers, the battle shifts to a nearby field from which many enemies pour forth. Using Murtagh as a wedge, shoot onrushing foes, using flame when necessary to stymie any that get through, and switching to the blade if more than one manages to breach. Once you've reduced their numbers to about 340, you can summon Saphira to burn the nearby field, sending still more of your foes to an agonizing, but deserved, demise.



With the nearby field wreathed in flames, the ongoing battle now shifts to several scaffolds just to the right. Eliminating the few remaining

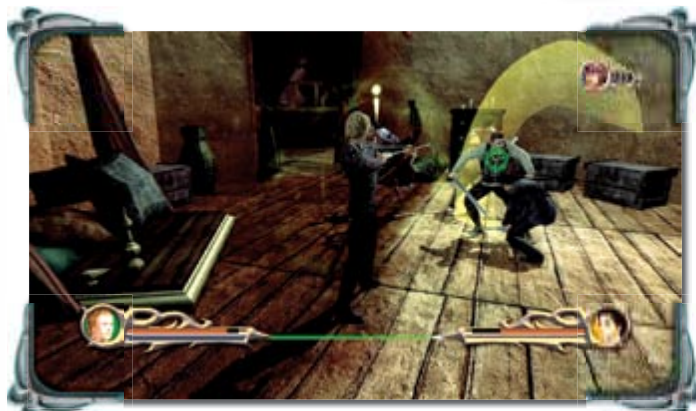
foes, clamber up the side of the structure to the right, then leap to the far left. From there, climb up to the next level and fend off any onrushing foes—jump attacks drive them over the edge.



Continue the climb as the sounds of men dying and steel clashing radiate outward. Another building looms into view. With Murtagh in tow, take aim with your bow and strike down any interlopers waiting outside. Once you've thinned their ranks, proceed into the building to continue the

fight, using fire to confuse the blackguards and cutting them down with your blade in the midst of the chaos. Claim the chests lining the room.

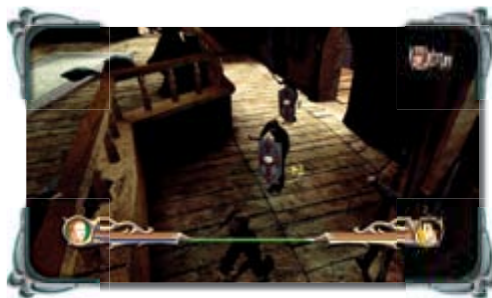




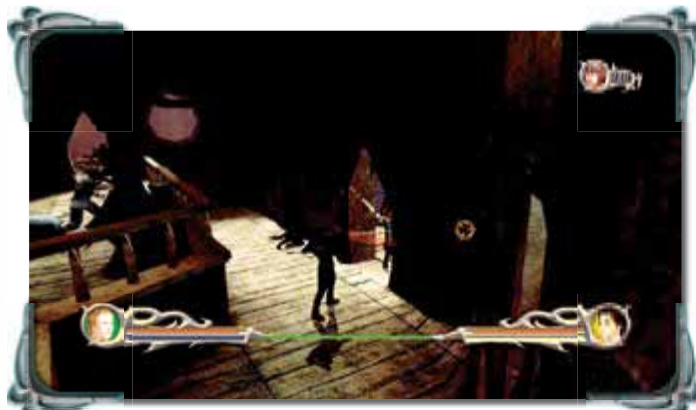
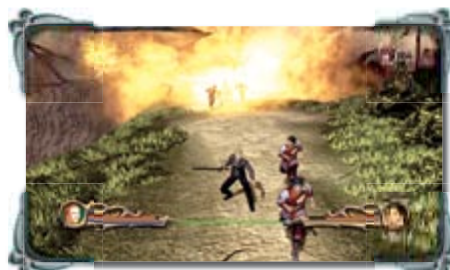
On a narrow balcony, battle around the edge to reach the upper area of the room you just departed, leaving a bloody wake.



Delve deeper as the battle continues. Foes clash on the balcony above while more spill through the doorway opposite. Cut them down as they come, then proceed outside.



A moment or two inside sees yet more blood spilt, then it's back outdoors to greet a cadre of onrushing men, eager to meet an early death. Alas, the reaper comes sooner as the wyrm soars in to deliver a fatal, fiery strike.

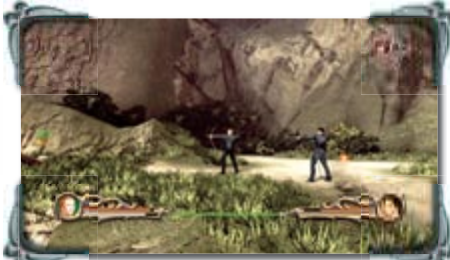




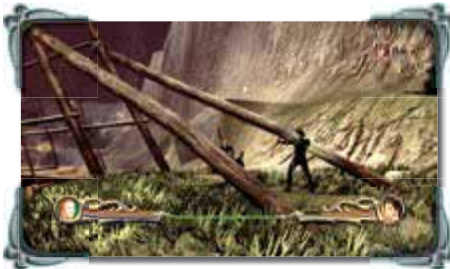


As the flames recede in the dragon's wake, press the advantage and storm toward the looming tower. A few foolish souls stand guard—

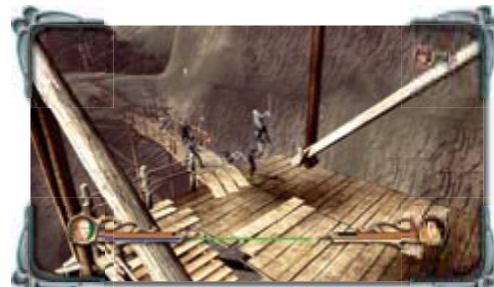
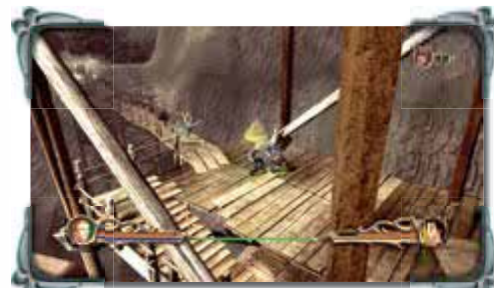
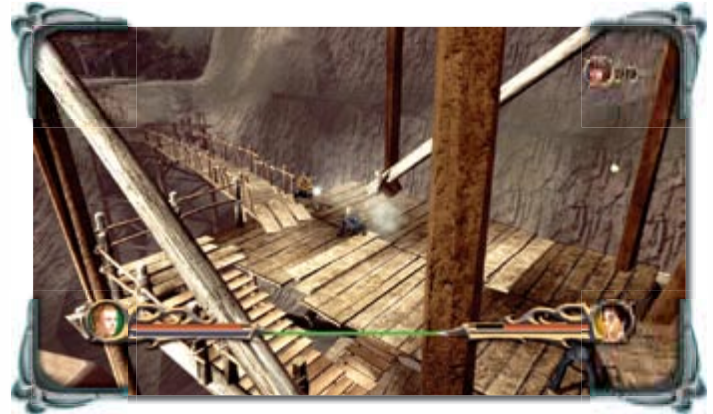
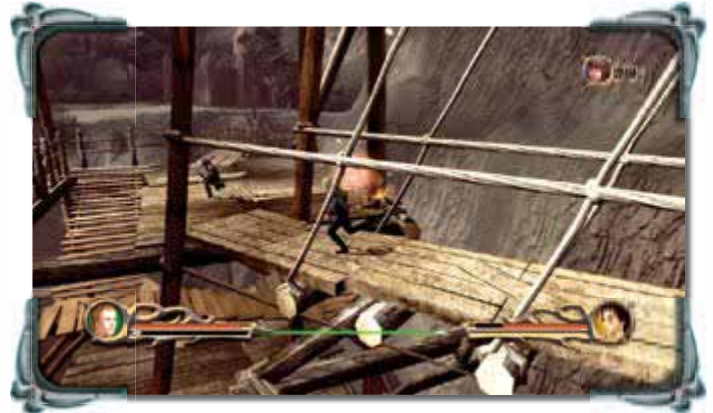
lay them low with the sharp twang of your bow, then clamber up the nearby staircase to claim the chest.



Racing back down the stairs, make for the nearby bridge and pause as it rears into view. Thus situated, draw your bow and cut down those who would deliver death to your comrades, then make for the span itself.



Pounding across the stout woodwork, use magic to cast any interlopers into the gorge below. Jump attack subsequent foes to deliver them to the same fate.



As you cross the first part of the bridge, the dragon comes into view. From here, you engage in a pitched battle as Saphira tears hapless enemies from the path ahead. Stand your ground and use your magic and repeated jump attacks to drive your foes back and, with some luck, to

the ground far below. Continue the fight until no further foes emerge, then descend the nearby stair.

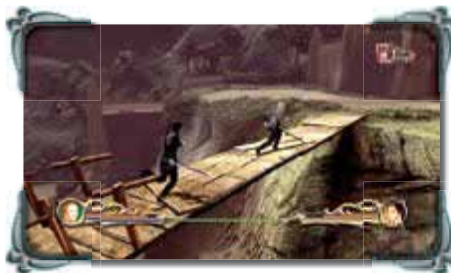




The next landing holds a chest, as well as more foes thirsty for your blood. Continue the same assault, driving foes over the edge at every opportunity. When the pack thins out, continue downward, cut down another pair of foes, and claim the hidden egg, just barely out of sight.



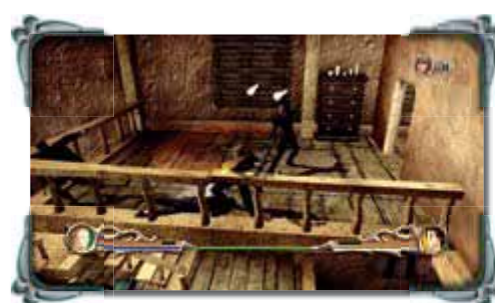
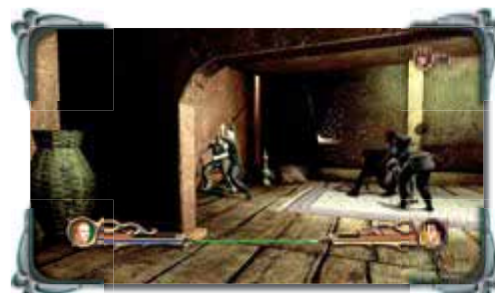
Return to the bridge far above and attempt to move forward. Though your path is obscured by your enemies, press the advantage and drive them over the edge with blade and fire.



Another stout structure soon rears into view: use your bow to take down the archers on the roof, then continue to the left. From here, strike out and kill the soldiers upon the roof while Saphira rages in the background. Drop down when the way ahead is clear, and continue the fight. From time to time, command Saphira to raze the nearby field with her searing breath, then venture through the nearby hole.



As you plummet to the floor below, you are immediately set upon by a pair of enemies. Strike them down with fire and steel, then proceed through the doorway to the *left*. Inside, two more interlopers and a pair of chests await.





Moving right once more, use the mystic arts to force open the doorway and plunge through, blades drawn. Battle down the stairs and head to the left corner to claim two more chests, while plunging red hot steel into cold black hearts. Descend one more short flight to take on two more interlopers.



## CAUTION

The following sequence is a fairly long battle. Do *not* get caught against the stairwell you exit via, or you'll be "juggled" to death by rampaging Kulls.




The Varden's final battle takes place before another swath of wheat. From that life-giving source comes blackest death: a small army of foot soldiers flanked by blood-thirsty Kulls emerges, bent on the final destruction of all who oppose them. Use the Kulls against their smaller (and much weaker) compatriots by mounting them as many times as possible, riding them around the area and stomping your foes mercilessly. Also, if you get

close enough, the Kulls attempt to charge. Draw their attention like this and you can line them up so that they bowl over whole groups of enemies. Then rush in and one-hit kill them while they're down. This works even better in 2P mode because you get double the kills with each knockdown (you can also tag team this by riding the Kull while your friend runs through anybody left in its wake). From time to time, you can summon Saphira in to torch the field, drastically reducing the number of emerging foes.





# Final Battle



*Shades can only be killed by a thrust through the heart. Anything short of that will cause them to vanish and then reappear elsewhere in spirit form. It's an unpleasant process, but Durza will survive and return stronger than ever.*

—Eragon by Christopher Paolini



## Walkthrough



The aptly named Final Battle pits Eragon on dragonback against Durza, mounted upon a giant flame-spewing bat. This is the game's final confrontation, and, should he carry the day, Eragon will have saved the land from the depredations of the Ra'zac and all its ilk.



The fight itself is fairly straightforward, but you need to be aware of Durza's various offensive assaults to adequately defend against them:







The bat spews fireballs at Eragon. These are fairly quick but also fairly simple to evade. Simply send your mount away from them at the last moment and they should whip harmlessly past.



Magic arrows are a bigger problem: these red-hued darts tend to home in on Eragon very tightly and are very difficult to avoid. However, you *can* reflect

them back at Durza as with other projectiles earlier in the game. They do significant damage to him.



From time to time, Durza turns his bat around and comes charging head-on toward Eragon. During these raids, his bat spews a

gout of fire that does substantial damage. However, this is very easy to dodge as long as you keep a close eye on him.

## TIP

**D**ue to the nature of this stage, the secret egg is randomly located throughout the stage depending on the difficulty level. That said, if you keep a keen eagle eye on the upper left corner of the screen as Saphira wheels through the sky, you should be able to spot and snare it.

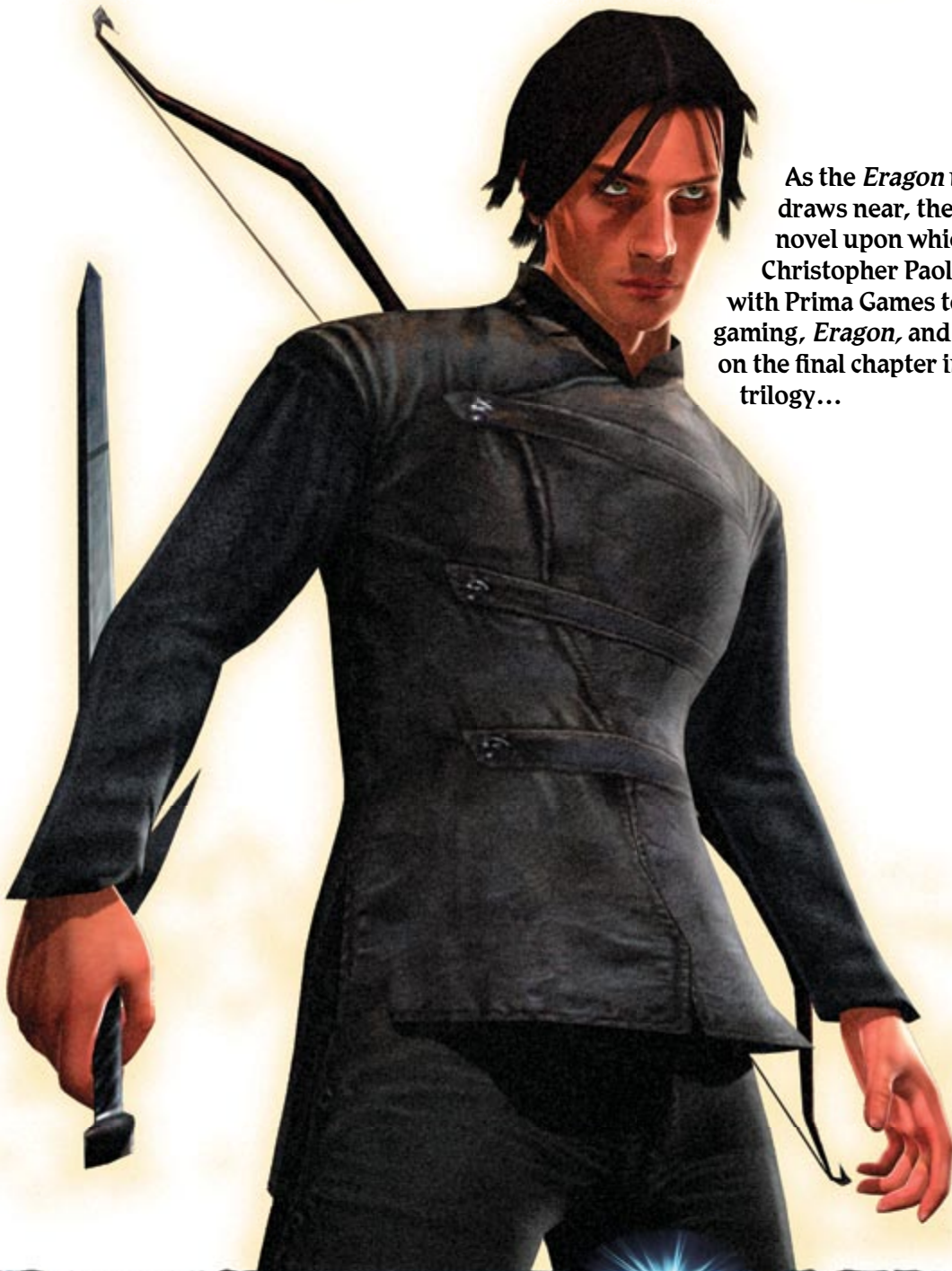


While you have access to fiery breath of your own, it's difficult to use it without taking substantial damage yourself, so rely on magic arrows for the

bulk of your attack. Keep firing them over and over so that Durza's life bar is constantly under a brutal assault. Keep an eye out for his return fire and reflect (red magic arrows) or dodge (incoming fireballs) as necessary. Keep this up for a couple of minutes and Durza goes down to a humiliating defeat.



# A Chat With Christopher Paolini



As the *Eragon* motion picture draws near, the author of the novel upon which it is based, Christopher Paolini, sat down with Prima Games to talk about gaming, *Eragon*, and even some word on the final chapter in the Inheritance trilogy...



**Prima Games:** Did any games capture your imagination during your childhood—either board games or video games?

**Christopher Paolini:** I played numerous board games as a child. As I grew older, I played video games, as well. My sister and I lived in a rural area, where few opportunities existed for organized activities, and we were homeschooled. So we invented games to amuse ourselves. In fact, *Eragon* was a natural outgrowth of that daydreaming and playacting.

As for video games, I started with the classics: *Crystal Quest*, *Wolfenstein 3D*, *Dark Forces*, and *Doom*. However, the first games to really entrance me were *Marathon 2: Durandal* and *Myst*. I loved them, for they were more like movies or novels than games, and they introduced me to fully-imagined worlds that I could lose myself in for hours at a time.

**PG:** Do you consider yourself a gamer? Are there any current games or franchises that you've become interested in?

**CP:** I do consider myself a gamer, although I have less time to play now than I would like. At the moment, I cycle between *Halo*, *Unreal Tournament 2004*, *Jedi Knight Academy II*, the *Myst* series whenever a new installment is released, and *Lugaru*, a self-published game about martial-arts jackrabbits. It may sound corny, but I highly recommend *Lugaru*. It has one of the best hand-to-hand combat systems I've ever encountered.

**PG:** How much influence did you have on the making of the video game?

**CP:** Once the game designers had finalized the game, I was able to offer some advice on a few levels they added to the Xbox 360 version (levels that came directly from the book and not the movie). However, I wasn't involved in the main game development. Even so, I was pleased to discover that everyone involved with the project seemed eager to do justice to the book as well as to the movie, and that they incorporated additional material from the Inheritance trilogy wherever they could.

**PG:** With both the film and video game, how did it feel to see the characters you created come to life?

**CP:** It's both strange and exciting for me to see images of characters who have previously existed only in my head. Of course, some characters match my internal vision, while others are portrayed in a different light. The inevitable changes that happen when people adapt a story from one media to another only compounds the surreal nature of the experience.

**PG:** How much of your original story had to change to accommodate the needs of a video game? Did you find that the story had to become more linear or action-based?

**CP:** The video games are based upon the *Eragon* movie, so they reflect the movie's characters and plot turns rather than the book's. As for pacing, most games tend to concentrate upon action—unless they are puzzle oriented, like *Myst*—which my stories lend themselves to. Still, as much as I enjoy a good hack-and-slash session, I do hope that any future games based upon the Inheritance trilogy will provide players with greater opportunities to explore the wild and wondrous land that is Alagaësia.

**PG:** What elements of the video game have especially intrigued you? Are there any specific characters, skills, or graphics that interest you?

**CP:** I like that the *Eragon* video game allows another person to pick up a second controller and, with nothing more than the press of a button, play alongside you for however long he or she wants. I wish every game was that easy to use.

I also appreciate how the game designers developed unique fighting styles for Eragon, Brom, and Murtagh. The styles suit the characters' personalities. Brom is a strong and skilled swordsman. Eragon is a well-rounded warrior who wields a sword, a bow, and later on, magic. And Murtagh has both sword and bow, but his fighting is more elegant than anyone else's, and

he uses grappling moves that Eragon has yet to learn and that are a bit too acrobatic for Brom.

In addition, I really like that the Kull (extra large Urgals) appear in the Xbox 360 version of the game. They look almost exactly the way I had pictured them.

**PG:** Can you see how your upcoming novel, the last of the Inheritance trilogy, may translate into another movie or video game?

**CP:** Certainly, and I hope Fox and Vivendi choose to greenlight additional adaptations. Book Three has lots of surprising plot twists, interesting characters, and awe-inspiring locations.

**PG:** Now that you've witnessed the translation of your work into different multimedia forms, do you find that it has influenced the writing of your last book at all?

**CP:** Not at all. I have my own, personal vision. Movies and games are very different from novels, and each format requires an individual approach.

**PG:** How do you feel video games have influenced today's generation? Do you think Eragon's storyline will have a positive effect on children?

**CP:** I have no scientific studies to back me up, but it seems to me that video games do a wonderful job of improving hand-eye coordination and puzzle-solving skills. What effect the violence in games may have, I cannot say, but people have always watched and participated in combat (even by proxy) for entertainment reasons. I doubt that will change any time soon.

I know from my fan mail that my books have inspired many people to read and write, which gives me a tremendous amount of satisfaction. However, my main goal was to craft a ripping-good yarn that will keep people turning those pages. I'm thrilled that so many readers have connected with Eragon's story.



# Eragon: The Making of the Motion Picture

As an added bonus, we have a special sneak peek at the upcoming *Eragon* motion picture event! In the following section, we have a chapter from *Mythic Vision: The Making of Eragon*, Random House's inside look at the making of the movie. The chapter, "The Dragon's Realm," examines the process of transforming Saphira, Christopher Paolini's dragon creation from his Inheritance trilogy, into a presence on the movie screen. Through Industrial Light & Magic's wizardry, Saphira has come to life as a winged, fire-breathing dragon. Check out the following pages to get an in depth perspective of Saphira's evolution.





## CHAPTER SIX

## The Dragon's Realm

At the thumb tip of San Francisco juts the Presidio, a green and hilly expanse of land whose vantage point once made it the prize for strategic control of the western coastline of the New World. The longtime army base, which became part of the National Park Service in the 1990s, gained a high-profile tenant in 2005—filmmaker George Lucas. The \$350 million Letterman Digital Arts Center, which includes ILM, is Lucas's state-of-the-art effort to shape the future of film into a purely digital medium.

Testament to the sweeping changes that had transformed Lucasfilm and filmmaking itself was the fountain outside the Digital Arts Center's main building, an Art Deco-ish base topped with the painted statue of a familiar wizened green figure in a robe gripping a gnarled staff—*Star Wars* Jedi master Yoda. In 1980, when Yoda first appeared in the *Empire Strikes Back*, Yoda was a physically animated puppet, but by *Attack of the Clones* in 2002, the Jedi knight was a completely computer-generated and animated character.



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ILM had come a long way to its high-tech home in the Presidio. Lucas had formed the unit in the mid-1970s to create all the marvels he envisioned for *Star Wars*. They operated out of an industrial warehouse in Van Nuys, near Los Angeles, and those first young ILMers were as insurgent a group in Hollywood as the rebel forces who battled the Empire in the movie. They broke all the rules and made up a few new ones. They resurrected filmmaking tools abandoned by the industry (such as VistaVision film and cameras, a wide-screen process introduced in the 1950s), took cameras built before most of them had even been born and bolted together new hybrid cameras, and developed the ability to program repeatable moves for cameras and models.

Today they are using advanced computer systems to push traditional effects to the limits—and they are still the gold standard in visual effects.



Arya and Eragon saddle up Saphira. The mock-up of the dragon's torso would be replaced in the post-production period by Industrial Light & Magic's computer-generated creation.

## THE DRAGON MYTH

Coming into *Eragon*, there was plenty of precedent for creating a dragon. The dragon myth itself has fired the human imagination throughout time and in many cultures. The classic winged, fire-breathing creature was described in the epic poem *Beowulf*, one of Paolini's sources when he was researching his novel. Beowulf, great hero of the Danes, slew a dragon that had been ravaging the countryside, but he was mortally wounded in the battle. So great was this feat, Beowulf's funeral pyre was built high and laden with helmets, war shields, and armor. The poem describes the creature's awesome power: "The dragon began to belch out flames and burn



Early conceptual artwork for Saphira.



bright homesteads; there was a hot glow that scared everyone, for the vile sky-winger would leave nothing alive in his wake."

"An interesting challenge was the design of the dragon," Stefan Fangmeier observed. "There have been a number of films that have featured dragons, so in some ways, we're dealing with people's expectations of what a dragon looks like. I went on the Internet and saw hundreds and hundreds of different pictures of dragons. But, to me, they all looked very reptilian. It was important to create a character we could relate to, so we could feel the bond Eragon has with her."

Examples of dragons in movies include Disney's animated *Sleeping Beauty*, in which the evil fairy Maleficent transforms into a fire-breathing dragon, and live-action films such as *Reign of Fire* in 2002 and ILM's own work in the 1981 release *Dragonslayer* and *Dragonheart*, a 1996 release

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that took advantage of the emerging digital technology (with Sean Connery as the voice of the dragon Draco).

But 1996 was practically the digital Stone Age, given the exponential leaps computer technology makes annually. In recent years, the bar has been raised, including by Peter Jackson and his visual effects company, Weta Digital, which has produced such computer-generated characters as

Gollum in the *Lord of the Rings* movies and the giant gorilla of *King Kong*, which won the Academy Award for the best visual effects of 2005.



## THE ANIMATION OF SAPHIRA

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Every production provides a fresh challenge, and Saphira would be unlike any dragon—indeed, any computer-generated character—that had ever been created. "*Dragonheart* was a really good attempt to make a dragon, but that character talked, his mouth moved," Hoon said. "Our dragon acts more like an animal but also 'talks' telepathically to Eragon, so we had to sell her expression and emotion whenever the dragon delivered dialogue in a voice-over. Saphira was not just a creature but a character, and she and Eragon had to connect. The most successful movie in which audiences felt a bond with a creature is really Peter Jackson's *King Kong*; they did an amazing job. But with *Kong* you have real gorillas to look at for the animation aspect of making it look real. Saphira is a dragon, which no one has ever seen, and she's also supposed to be blue. I don't know of any creature that big with that color; it's the smaller creatures that tend to have vibrant colors. There's a difference in what you see and what your mind accepts. You have a background that might be nice and warm, with moody lighting, and a blue dragon looks cool. It's always a challenge to fit that into the plate."





Early conceptual artwork for Saphira.

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Glen McIntosh noted that he and his fellow animators were hard-core creature lovers, members of the unofficial fan club of renowned fantasy filmmaker and creature creator Ray Harryhausen, a pioneer of the art of stop-motion animation. In that process, a physical puppet is manipulated in increments, a single frame of film exposed for each movement. A second of film is made up of twenty-four frames—to get a second of stop-motion animation, that's twenty-four individual movements and clicks of the movie camera. Hand-drawn animation has the same challenge, only it's individual drawings per frame. A skilled animator's work—whether a puppet that's been manipulated or a cartoon drawing of a figure in motion—will have the illusion of life when a film is projected and all those frames run through the projector.

"Ray and George [Lucas] are the main reason so many of us are in this business," McIntosh reflected. "I'm lucky in that we all like big-creature movies, we all speak the same language. It's amazing to see a creature grow from a conceptual design, to make it look photorealistic and attach a performance, to see it composited and lit. To animate in computer graphics, we apply the same rules of animation that artists at Disney and everywhere else have been developing for a hundred years. It's just that in CG you're not dealing with a drawing, but essentially manipulating a puppet in three-dimensional space, to make a pose that can look good from any angle.

"It's been extremely helpful having Stefan as director," McIntosh added. "Not only because of his background and understanding of visual

effects, but because he has supervised a lot of films that are very much based in our world, films like *Master and Commander*. I'm a big believer in looking at nature first. And the challenge for *Eragon* was making this dragon look real."



"Saphira is intelligent and has a sense of playfulness. She can be sarcastic, witty, fierce—she's certainly very dangerous when she chooses. As a character, she's so interesting and alive. When I was writing the book, I actually felt as if she were looking out at me, going, 'What do you want?'—which is kind of scary for an author, when your characters start looking back at you."

—Christopher Paolini

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## BUILDING THE DRAGON MODEL

Saphira would go through the normal steps required to create any CG character. The dragon would be designed in a conceptual art phase, the modeling department would prepare the model that animators could use to create the performances the director desired, the scales and lighting would be added, and the final creation rendered and composited into the live-action footage. But for *Eragon*, animators were working out poses with a low-resolution version of the dragon even as the main model was still in development. "This isn't always the case, to work simultaneously," explained ILM model supervisor Ken Bryan, who headed a dozen-person crew responsible for constructing in the computer the dragon model that



ILM's animators would manipulate. Bryan had come onto *Eragon* in September 2005, after a conceptual artwork phase and a few modelers had been working on the dragon for a few months. "In a perfect world, you get the basic form first and then move forward with all the basic expressions. But this design was in flux and we needed to see her in motion, performing in some shots to see if the design we had was doing everything it was supposed to do. With Saphira we had to take a few steps back several times."

*Eragon* was a big production for Fox and, in addition to the vision of director Fangmeier, the studio was intimately involved in every step of the design and modeling process. As Wolf Kroeger noted, "I always fight like crazy for the images," and many in the production felt passionate about their conception of what a dragon should look like, particularly one likened to a shimmering jewel. "The biggest challenge was creating what our client thinks a dragon should look like, to take different ideas of a dragon and create something everyone could buy off on," Ken Bryan noted.

Although creature work usually begins with an artist sculpting and painting a maquette, providing a physical three-dimensional representation for a production to ponder, Saphira began with conceptual drawings from ILM's own art department and freelance artist Claudia Mullaly, a former ILMer hired by the director and the studio. Fox would ultimately approve a Mullaly colored-pencil sketch that pictured the dragon on her hind legs and that stressed the sleek, feminine qualities of the character. The 2-D image would have to be fleshed out into a three-dimensional form while also capturing the spirit of an image that was not a photorealistic interpretation but had a "storybook quality," Ken Bryan reflected.

"Overall, the studio fell in love with that picture, and that became the primary design focus," Bryan added. "We had to look at that picture and make it into a real creature. We had to take that stylized, softer version and make it real, with scales and skin and veins pulsing and light shining on it. It had to have that fantastic quality without becoming a big, creepy monster."

McIntosh, who had worked on conceptual artwork for Saphira with



Claudia Mullaly's colored-pencil sketch emphasized Saphira's sleek, feminine qualities, and eventually became the foundation from which the design evolved.

Jean Bolte and Carlos Huante, hailed Mullaly's work as "gorgeous." But as an animator, he saw challenges in animating a 3-D version of that approved image. For instance, the dragon was presented as a quadruped, but the front arms were shorter than the rear legs. "If she was walking on all fours, her butt would be in the air, which would not be elegant," McIntosh noted. "From a design standpoint, if we tried to animate that, it would cause problems."

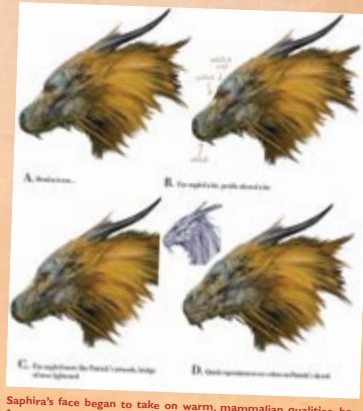
There were also the inherent challenges in making a mythical creature believable. If the dragon could indeed rise up on her hind legs, those rear legs would have to be strong enough to support her body weight. Dragon wings also had no parallel in nature—unlike most winged creatures whose wings replace their arms and are driven by the integration of chest and



back muscles, Saphira's wings grew out of her back and had to appear big and strong enough to help lift her into the air and keep her airborne.

## INSPIRATIONS IN NATURE

To help bring the dragon to life, ILM looked for correlations in nature. One animal that the effects house, director, and studio all agreed embodied the regal nature and physical presence of Saphira was a lion. "When Saphira is on the ground, we looked at lions, the rhythm of their walk cycles, how



Saphira's face began to take on warm, mammalian qualities, her features reflecting the regal aspect of a lion's.

they bite into something or leap in the air, how much they emote in their faces," McIntosh said. "We looked at hours and hours of lion reference from National Geographic films and the Discovery Channel, seeing how

the skin on their muzzle builds up, how their eyes widen when they get angry, how they look when docile or relaxed. So Saphira's face became more like a mammal—the jaw-joint connection is very far from a snake or crocodile, and she has skin covering the sides of her face. It was a fine balance, like taking a lizard with scales and assigning mammalian attributes in the facial area."

For the flying aspects, the animators saw a correlation in the flight of eagles. "A soaring eagle is regal and majestic," McIntosh added. "Eagles have a powerful wingspan, and when they flap it's not fast like a sparrow or pigeon. We actually wanted audiences to go, 'Wow, that's like a lion or eagle.' By its very design, we tried to create an anchor point for the audience."

With the approved concept art and design inspirations from nature, the modeling department began working out the three-dimensional dragon model. "Building in the computer is similar to sculpting in clay," Bryan explained. "There's a bit of setup first, where you model in polygons [the geometric shapes that are the building blocks of a 3-D digital model] and wire frame. But as the [CG] sculpting work is done, what I see sitting inside my computer screen actually looks like a gray clay sculpture. But instead of using my fingers to push a surface, I use the mouse to select that surface in 3-D space and push and pull it. We did lots of tests and turntables, where you render a model and then rotate it in 3-D. It spins, like a lazy Susan in CG, so you can see it in all directions. For Saphira, we then began making adjustments to allow for a believable physiology while still maintaining the sense of design the studio fell in love with."



The modeling process in CG is similar to shaping clay. In this early phase before color and texturing, the image even resembles a sculpture.



## THE DRAGON EVOLVES

Since the look of a dragon was so subjective, almost every aspect of the creature's physique and physiology was open to debate. Ken Bryan recalls one creative battle in which he lobbied for a muscular hump on the back of Saphira's neck with a spine ridge down the back of it. The studio felt that looked too masculine, and Saphira ended up with a slimmer, more graceful look, adhering to the feminine and regal qualities of the character. But one of the points Bryan advocated for, and won, was for more muscle mass on the dragon's body. "At first, in keeping with the feminine look, Saphira's body was very sleek and smooth," Bryan recalled. "But I thought a creature as big as Saphira really needed some muscles. Even the anatomy of a horse, a mare, describes a certain musculature. So they let me bulk her up. [The studio] saw it and liked it and that got to stay."



The dragon's facial features evolve. Once the basic dragon form was decided on, the production began the fine-tuning stage—giving her expressiveness and personality.

The art of compromise often had to carry the day, particularly when the complexities of the technology ran up against deadline pressure. "We have to educate every client about [CG and deadlines]," Bryan noted, "and this show was no different in that regard. It's easy to review a CG model on a turntable and ask to make, say, the wings a little longer, not knowing how that change might impact many people. So as we designed Saphira and tried to get her into shots, we'd sometimes have to make the call [on a design request] and say, 'That would set us back a week.' And then we would compromise."

ILM ultimately produced a 3-D model based on Mullaly's artwork. The main problems were the short front arms and the length of Saphira's neck. "In Claudia's model, the design was good—until you got into the shots," McIntosh explained. "Once we got the dragon into the shots, we realized the neck was too long. In a two-shot, with Eragon on her back in the saddle, it was almost impossible to frame Eragon and not have the dragon's head out of frame."

A major turning point was the decision on whether to "cheat the poses," as McIntosh put it, or bite the bullet and change the model. Ultimately, the production went for the change instead of the cheat. "Lengthening the front arms and shortening the neck was a departure from the concept drawing, but it made for a more proportioned dragon," McIntosh noted. "The ultimate design aim was to make a visually pleasing dragon that was consistent with the spirit of the character. Changing the model covered all the problems of how to get a pleasing composition and aesthetically set up our shots, which also served the story."

"Computer graphics imagery has been around long enough now that people assume, 'It's CG—it's easy!' But even though it's a computer, it's still the people in this process who have to do all the work. We don't have to get a hammer and chisel and go to a rock and bang out a sculpture, but the same level of skill and craftsmanship goes into taking these CG models and changing the sculpt. The tasks are the same—the tools have just changed. Some things are faster, some things still take time."

—Ken Bryan



Placing the CG model into actual shots presented many challenges. Since Eragon and Saphira have a telepathic connection, establishing an emotional bond between them visually was a top priority—but the team realized Saphira's long neck made it difficult to frame both her and Eragon together in a shot, and adjustments had to be made.



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"The design evolved over the whole process of discovering Saphira through the color of her wings, the size of her head, the length of her neck," Samir Hoon added. "We see her come out of the egg—she starts off being ten inches high when standing. By the end of the film, she's fifteen



CG art of the baby dragon.

feet from the ground to the top of her head, her wingspan is thirty-five to forty feet, and her length is about thirty-two feet. There's not a lot of flapping of wings when Saphira takes off—she crouches down, using the power of her back legs and the thrust of her wings, so when she goes up, she can propel pretty fast. You have to study reality and then see how much you can bend reality to get what the director and the studio client's vision is."

The weight, the wingspan, and other physical considerations all fed into the way ILM's animators would move their dragon model through a scene, how fast it could traverse physical space. The animation would be aided by the Sim (for simulation), a process by which the computer

By April 2006, when ILM headed to London for the bluescreen work for the flying dragon sequences, the modeling work had taken a good eight to ten months. But the basic model had finally been completed. "We've made great strides, gotten down to little baby steps, and now we're creeping up on our goal," Bryan recalled at the time.

## FINE-TUNING THE MODEL

With the basic form completed, the final stage was fine-tuning and finessing the expressions and personality traits the animators would need in order to create the performances the director desired. Of major concern were Saphira's eyes, which originally had a reptilian cast, very slanted and catlike and "cold," in Bryan's opinion. "Seeing her in shots, [the production and studio] realized it made her look like a scary monster—she didn't have that warmth. We spent weeks changing her pupils, making different brightness levels, making sure they didn't look like we just stuck human eyeballs in there. We clued the eyes into nature. The reason you know something is looking at you is through the eyes—it's one of the ways you know you're interacting with another being. We had to give her personality traits, things in the face and expressions around the eyes that would make her appealing. She had to look like a dragon, but she couldn't be all teeth and fire."



Weeks were spent making adjustments to Saphira's eyes, to achieve the right balance between a reptilian look and a more human look.

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A later rendering of Saphira.

automatically does certain assigned tasks. ILM's Sim work, which was done by the creature-development team headed by Aaron Ferguson, used simulation on such aspects as the dragon's subtle muscle jiggle when in movement and the fluttering in the wing membrane when in flight. However, as with all things involving the computer, the parameters had to be set by human beings.

"Sim is a trial-and-error process," McIntosh noted. "Samir and I would view a Sim, and if it was too strong, we could tighten and dial in new parameters and run it again. For example, we made the flutter in the wing membrane more subtle, like the taut cloth on a hang glider, which was the example Stefen gave for what he wanted. But you needed to see those subtle little variables, things like the muscle jiggle, since audiences are used to seeing that on an animal. If that was removed from the equation, it would look wrong—audiences would pick up on that, even if they didn't know exactly what was missing."

## THE DRAGON COLOR SCHEME

A major challenge in the final stages of shading and rendering the CG image was integrating into the live-action footage the blue hue and gem-like iridescence of Saphira's scales. The final animated and composited dragon had to match the look the director of photography had created in principal photography. All movies have a certain look, a color palette that can be achieved through lens filters, lighting effects, and the photochemical process. The "color timing," by which the CG dragon elements would work within the overall color scheme, was tricky. In March 2006, Hoon got a color target to match to after he talked on the telephone with Stefen Fangmeier. The director wanted to shift the color timing for certain daylight sequences to "magic hour," that warm, golden light of dawn and dusk. With such targets in mind, ILM could then figure out their own color timing and color-balance their dragon with the live-action photography, the so-called background plates into which the digital artists had to seamlessly composite the CG dragon.

"Blue is a very sensitive color—you don't want to mess with or change those colors too much," Hoon explained. "So we worked with Stefen and the studio for targets as to what a sequence should look like so we could time our plates that way all across the sequence and get a uniform look. And they did the same on the live-action shots. Both the visual effects and live-action had to cut together, to have the same mood yet have it feel that a blue dragon was blended in there, irrespective of how warm the environment looked."



Saphira comes to life.

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## SPECIAL-EFFECTS DRAGON WORK

The illusion of a flying, fire-breathing dragon was reinforced by the special-effects unit led by Gerd Feuchter and Klaus Mielich, which had to physically create everything needed to enhance and tie in with the digital animation. The evolution of Saphira had been of concern to the special-effects unit, as the physical effects for the dragon had to be measured by the stages of the dragon's growth from hatchling to maturity. Physical effects were important for what the production called "interactive dragon movements," particularly the sequences of Eragon flying with Saphira. "As we came closer to the motion rig shoot," Feuchter explained, "visual effects realized there were numerous shots that required pieces of action around the actors where the CG dragon would be inserted later, as well as specific moves of an actor that might be interacting with the dragon and which had to be shot on location. Our department was asked to provide quick, simple solutions for interactive movements such as dragon footsteps in the grass, when the dragon's tail might wag or slam against an actor, when the dragon becomes entangled in brambles, and gusts of wind as the dragon takes off and lands.

"Our credo is that the combination of physical effects and CG can work for an excellent shot," Feuchter added. "Use whatever you can get as a real effect, coming with all its physical presence, if it's an explosion, a [bullet] hit, or whatever else, and combine with the computerized images or elements where necessary. For example, in a scene where the dragon crashes, you want to see what happens when such a heavy creature hits the ground out of full flight. Visual effects gave us approximate sizes and distances, and we prepared the ground by digging in a thirty-foot-long track. Then we shot the wire-pull [a cable running underground yanked by a rig] along the track,



seeing all the grass, twigs, and leaves that were dressed over the track sinking in, which marked the track on which the dragon would be animated. There was another scene, when Saphira rips open the roof of Durza's castle and frees Eragon and Arya. The ripping of the roof was made in CGI. All of the broken and splintered beams falling down on Durza's guards with lots of dust and debris was a physical effect, created from breakaway beams, dust, and debris that was well coordinated and thrown into the set."

Ultimately, Eragon penetrates the stronghold of the Varden. The battle of Farthen Dûr, with Urgals and Galbatorix's elite army attacking the Varden, marked the end of Eragon's journey, the climax of the story, and the grand finale of the main shooting schedule.

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Saphira greets Hrothgar.



