

DEMON STONE™



TEEN
T
CONTENT RATED BY
ESRB

FORGOTTEN REALMS

ATARI

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

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

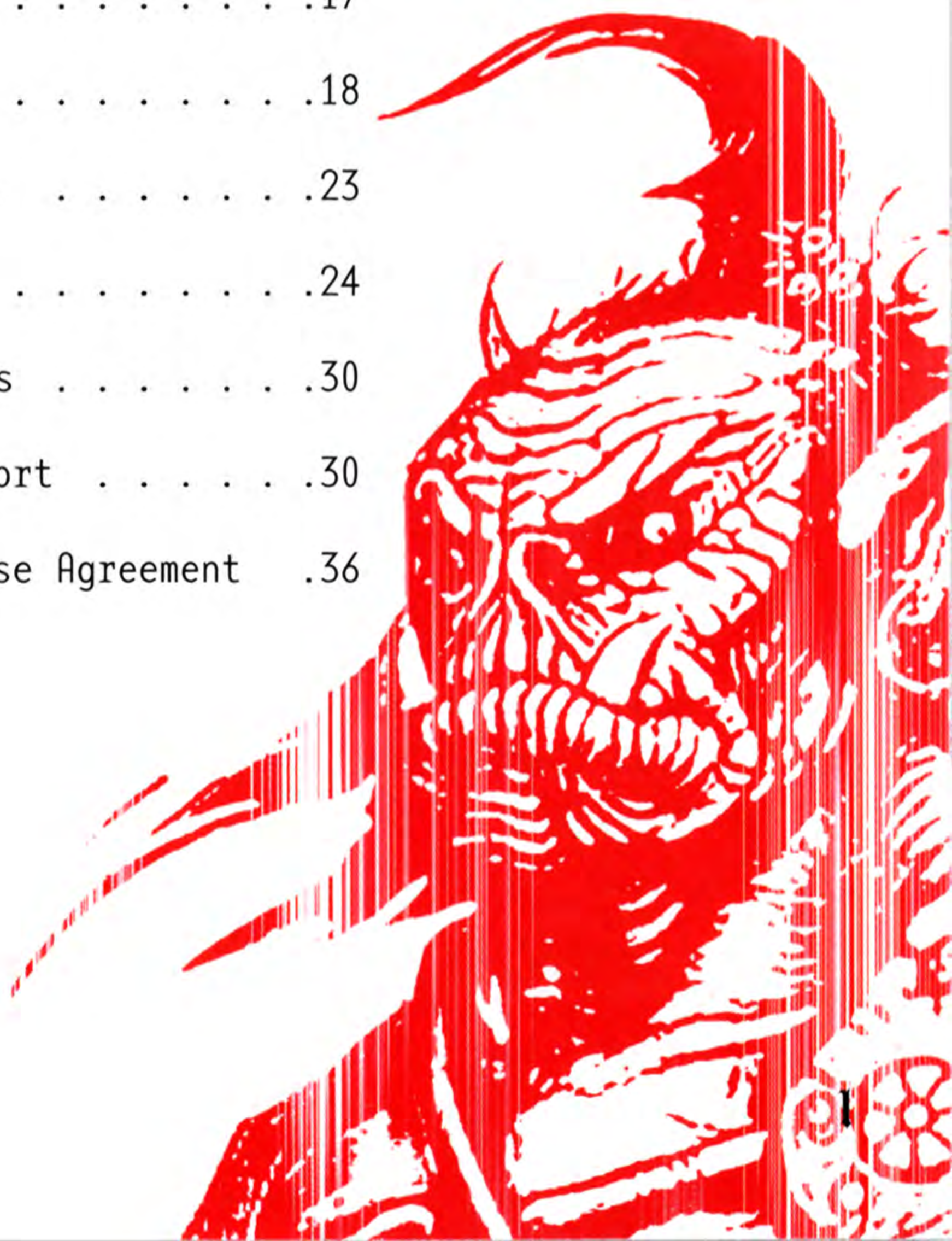
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

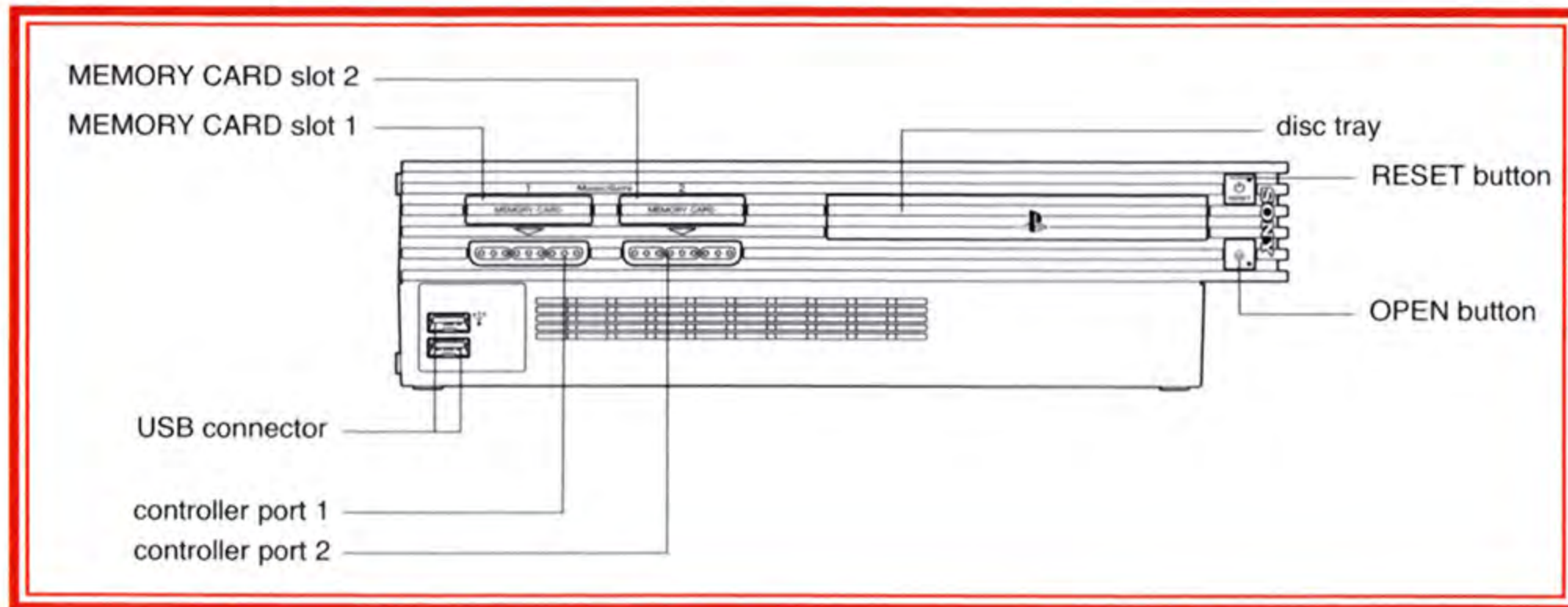
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

Table of Contents

Getting Started2
Controls3
Saving and Loading7
Welcome to <i>Demon Stone</i> ™8
Difficulty Menu9
Main Menu9
Pause Menu10
Playing the Game11
Player Characters15
NPCs17
Monsters18
Tips and Hints23
Credits24
Atari Web Sites30
Technical Support30
End-User License Agreement36



Getting Started



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

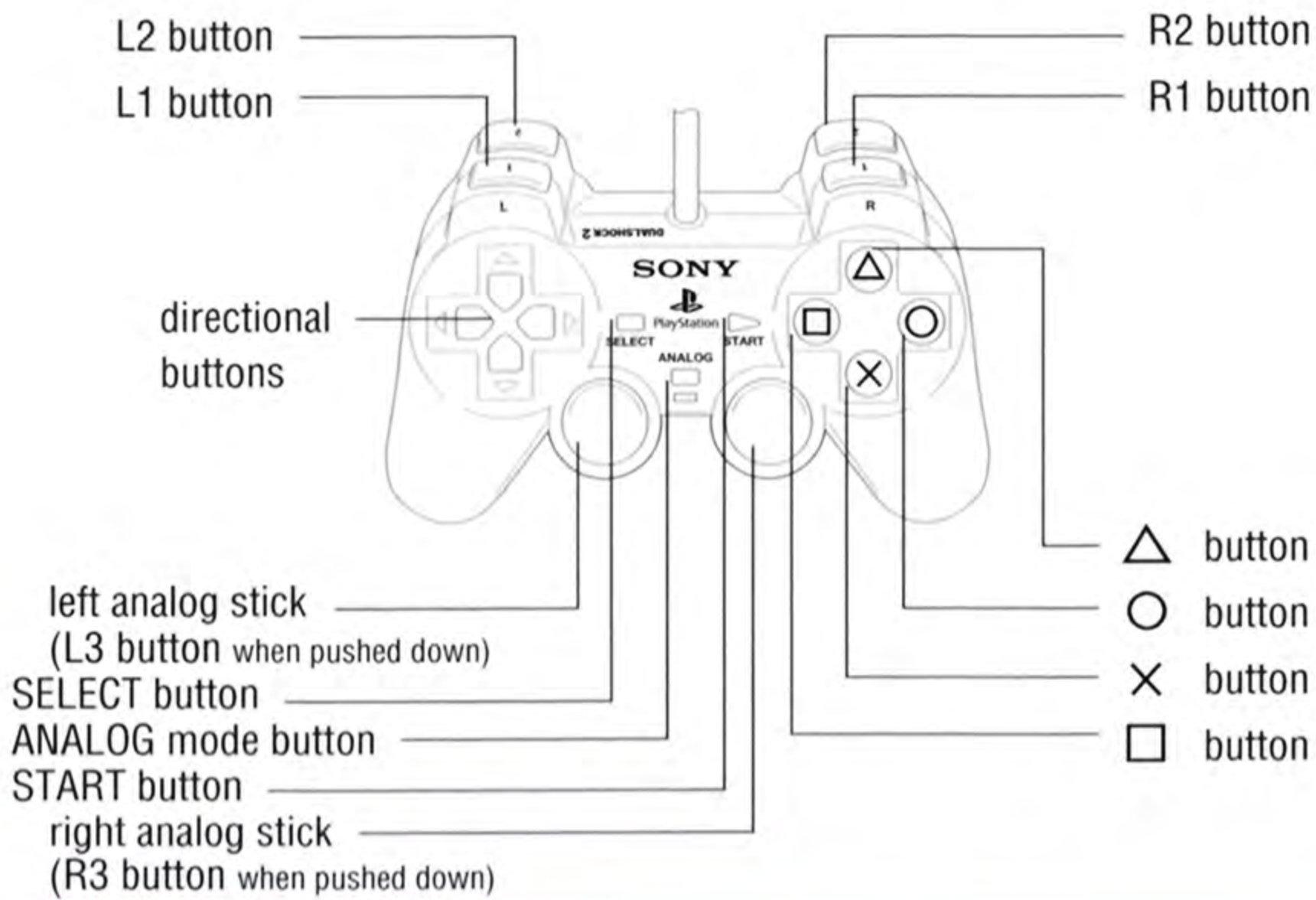
Note: The *Demon Stone*[™] game supports DUALSHOCK[®]2 analog controllers. Digital controllers are not supported.

Dolby Pro Logic II Audio (optional)

This game is presented in Dolby Pro Logic II. Connect your PlayStation[®]2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. **Note:** You will also need to select "Surround" from the Options Menu (see "Options" on page 9 for details).

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Control	Action
Left analog stick or directional buttons	Highlight menu item
× button	Select/Accept
△ button	Cancel/Go Back

Gameplay Controls

Control	Action
Left analog stick	Move
× button	Primary Attack
○ button	Secondary Attack
△ button	Super Attack
R1 button	Finishing Move
L1 button (press and hold)	Equip Projectile Weapon/ Equip Spell Attack
Left analog stick	Cycle Projectile Target
× button	Fire Projectile Weapon/ Charge (press and hold) and Fire (tap) Spell Attack/ Context-sensitive action

Gameplay Controls continued

Control	Action
□ button (press and hold)	Parry (block)
L2 button	Team Attack (when available)
R3 button	Team Super Attack (when available)
Up directional button	Switch to fighter
Right directional button	Switch to rogue
Left directional button	Switch to sorcerer
START button	Pause Menu

Special Actions

Control	Action
R2 button (fighter)	Ogre Power (press and hold)
R2 button (rogue)	Jump
R2 button (sorcerer)	Bead of Force (Press the R2 button again to detonate)

Primary Attack

Use a powerful melee attack to damage an opponent.

Secondary Attack

Knock back an opponent with fists (fighter), kicking techniques (rogue) or an unarmed strike (sorcerer).

Super Attack

Use the devastating Super Attack to damage multiple opponents (see "Hero Meter" on page 11).

Finishing Move

After receiving damage, many opponents will get back up and fight. Use this powerful death strike to finish off an opponent for good.

Projectile Weapons

- When controlling the fighter or the rogue, press and hold the **L1 button** to equip a projectile and then press the **X button** to fire.
- When controlling the sorcerer, press and hold the **L1 button** to prepare a spell and then tap the **X button** to fire.
- When controlling the sorcerer, with the **L1 button** pressed, press and hold the **X button** to charge up a spell.

- The sorcerer can purchase two types of spell upgrades: protect spells and charm spells. Press and hold the **L1 button** and **△ button** simultaneously to cast a protect spell. Press and hold the **L1 button** and **○ button** to cast a charm spell.
- The targeted opponent will have a small beacon above its head. Use the **left analog stick** to target another enemy.

Parry

Press and hold the **□ button** to block a melee attack or projectile. **Note:** Not all attacks and projectiles can be blocked by all characters.

Stealth Movement (rogue only)

Entering a shadow area automatically initiates stealth mode. While in stealth mode, perform a Backstab Attack by sneaking up behind an enemy and pressing the **× button**. Stealth mode lasts for a short time after the rogue leaves the shadows.

Switch-on-the-Fly

At any time, you can instantly select and control any of the three characters in your party. Use the **up directional button** to control the fighter, the **right directional button** to control the rogue and the **left directional button** to control the sorcerer. While you are controlling one character, the game AI directs the other two.

Special Actions

Special Actions are advanced moves that you can earn in battle. Special Actions are unique for each character:

- **Fighter:** Press and hold the **R2 button** to use Gauntlets of Ogre Power and perform a smashing attack. This attack causes massive damage to obstacles and objects but is less effective against enemies.
- **Rogue:** Press the **R2 button** to jump up onto platforms. Press the **× button** in mid-air to perform a Jumping Attack.
- **Sorcerer:** Press the **R2 button** to drop a Bead of Force. Detonate the Bead of Force by pressing **R2 button** again. **5**

The Bead of Force causes massive damage to obstacles and objects, but less damage to enemies.

Team Attack

During combat, press the **L2 button** to summon the fighter, rogue or sorcerer to your aid (see "Team Attack" on page 12).

Team Super Attack

Use the Team Super Attack to unleash an attack that inflicts massive damage to all opponents within a large radius (see "Team Super Attack" on page 12).

Combo Moves

Each character begins the game with two basic combo moves. As you gain experience, you will have the opportunity to purchase upgrades and advanced combo moves as well as new spells.

Fighter Base Combos

○ + ○: A quick, two-hit gauntlet (fists) combo.

× + × + ×: A three-hit, wide-swinging combo. Effective against large groups of enemies.

Rogue Base Combos

○ + ○: A two-hit kicking combo designed to stun enemies.

× + × + ×: A three-hit, wide-swinging combo. Effective against groups of enemies.

Sorcerer Base Combos

○ + ○: A two-hit unarmed strike.

× + × + ×: A three-hit, wide-swinging combo. Effective against groups of enemies.



Saving and Loading

The game save file requires 88KB of free space on a memory card (8MB)(for PlayStation®2). You can save up to five games per save file.

Saving a Game

At the end of each chapter, you can save your progress at the Character Status Screen:

1. Select Continue (after completing all level upgrades and item upgrades).
2. Select Yes at the prompt.
3. Select the MEMORY CARD slot containing the desired memory card.
4. Use the **left analog stick** or **up** and **down directional buttons** to highlight a saved game slot and then press the **X button**.
5. Select Yes to confirm and save the game.

Loading a Game

1. Select Load Game from the Main Menu.
2. Select a MEMORY CARD slot containing a memory card with a valid saved game file.
3. Use the **left analog stick** or **up** and **down directional buttons** to highlight the desired game and then press the **X button**.



Welcome To *Demon Stone*[™]

Introduction

The *Dungeons & Dragons*[®] *Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual* are the ultimate guides to *D&D*[®], while the *Forgotten Realms*[®] *Campaign Setting* provides key details about the setting for the *Demon Stone*[™] game. All of these titles are published by Wizards of the Coast, Inc., and are available at bookstores and game stores everywhere. Learn more at www.wizards.com/dnd.

Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

The Story So Far

Three heroes meet by chance, or so it seems, at the entrance to an ancient mine in Damara. Not knowing one another, they were compelled by a mysterious force to this place. Now, they set forth on an adventure beyond anything they could have ever imagined.

In their journey to the depths of the newly re-opened Gemspark Mine, they find a curious and irresistible entrance: a set of doors, each marked with a unique rune.

When they break through the doors, a large gem separates from its fragile setting and falls to the floor. Two spirits are released: one of a githyanki general and one of a slaad lord. The freed spirits reconstitute and proceed to reengage the fight that was interrupted by their entrapment so long ago.

The githyanki general flourishes a silvery sword and rushes to the nearest planar portal to bring her army back to the battle. The other, more malevolent spirit summons more of its kind. The adventure is only beginning, though, for our heroes have unleashed a tide of chaos upon the Realms.

Thus begins the chase.

Difficulty Menu



The Difficulty Menu appears when you play the game for the first time and whenever you start a new game. Choose Easy, Normal or Hard difficulty.

Main Menu



The Main Menu appears when you start your PlayStation^{®2} console and have a memory card containing a saved game file inserted into MEMORY CARD slot 1 or MEMORY CARD slot 2. The Main Menu also appears when you quit a game. You can choose from the following menu options:

New Game

Begin a new adventure in the *Forgotten Realms*[®].

Load Game

Continue an adventure already in progress. Choose a MEMORY CARD slot containing the desired memory card and select a saved game to continue.

Options

You can configure the following options – the default settings appear in **bold**:

Speaker Output Mode

Select Surround, **Stereo** or Mono audio.

Master Volume

Increase or decrease the master volume level. The master volume setting controls both the music and sound effects levels.

Subtitles

Turn on-screen text subtitles **ON/OFF**.

Vibration

Turn DUALSHOCK®2 analog controller vibration **ON/OFF**.

Credits

View a list of the game's creators.

Pause Menu



Press the **START button** at any time during gameplay to take a break from the action. Press the **△ button** or **START button**, or select Resume, to return to the game.

Resume

Return to gameplay.

Restart

Restart gameplay from the beginning of the current chapter. Select Yes to confirm.

Options

Access the Options Menu.

Quit

Stop playing the current chapter and return to the Chapter Summary Screen. **Note:** Your progress will not be saved.

Playing The Game

Gameplay Screen



The gameplay screen HUD (Heads-Up Display) simultaneously displays vital information about all three of the characters in your party.

HUD Detail



Health Meter

Displays the each character's health level. Pick up Health Potions and Scrolls to replenish health.

Hero Meter

Fill the selected character's Hero Meter by landing combos, using abilities, defeating enemies and casting spells.

Team Attack

If the selected character's Hero Meter is partially full, you can call a Team Attack, which summons the fighter, rogue or sorcerer to your aid. Performing a Team Attack slightly drains the character's Hero Meter.

Team Super Attack

You can launch a Team Super Attack once all three characters have filled their Hero Meters. Performing a Team Super Attack damages all opponents within a large radius and fully drains each character's Hero Meter.

Projectiles Remaining

Displays the quantity of throwing axes or daggers remaining for the selected character. There is a limit to the quantity of projectiles that the fighter and the rogue can carry (no limit applies to the sorcerer):

Fighter Projectile Limit: 15

Rogue Projectile Limit: 25

Chapter Summary Screen



Demon Stone™ is an adventure in ten chapters. Following the completion of each chapter, the Chapter Summary Screen appears and displays the stats listed below.

When you are finished viewing the Chapter Summary Screen, press the **X button** to continue.

Kills

The number of enemies killed by each character.

Team Experience

The amount of XP gained by the party.

Team Gold

The quantity of gold found.

of Team Supers

The XP bonus applied for each Team Super Attack used in combat.

Level Up Menu



At the end of each chapter, or after loading a saved game, the Level Up Menu appears. You can select from the following choices:

Character Status

Select Character Status to view details on each of the characters in your

party. Use the **L1 button** and the **R1 button** to switch the characters, and use the **left analog stick** or **left** and **right directional buttons** to cycle through the following categories:

Base Stats Displays the chapter just completed, XP stats and gold stats.

Current Skills Displays a character's moves.

Current Items Displays a character's armor and weapons inventory.

Level Upgrades



Select Level Upgrades to upgrade or purchase moves. Use the **L1 button** and the **R1 button** to switch the characters, and use the **left analog stick** or **left** and **right directional buttons** to cycle through the sets of moves. Use the **left analog stick** or **up** and **down directional buttons** to highlight a move.

- Press the **O button** to preview a move in action.
- Press the **X button** to purchase a move.
- Press the **Δ button** to cancel.

If a character already “knows” a move, an indicator appears in the lower-right corner of the screen. If a move is not known, the cost to acquire it in XP or the requirements to learn it appears.

Item Upgrades



Select Item Upgrades to purchase items including armor and weapons. Use the **L1 button** and the **R1 button** to switch the characters, and use the **left analog stick** or **left** and **right directional buttons** to cycle through the items. Use the **left analog stick** or **up** and **down directional buttons** to highlight an item.

The cost in gold or requirements needed to purchase an item is shown in the lower-right corner of the screen.

- Press the **O button** to view an item.
- Press the **X button** to purchase an item.
- Press the **Δ button** to cancel.

Auto-Buy

Select Auto-Buy from the Level Up Menu to view a list of suggested moves and items for entire party. You can purchase the recommended items as a package to save time during the Level Up process.

- Press the **X button** to purchase the suggested moves and items.
- Press the **Δ button** to cancel.

Continue

Select Continue from the Level Up Menu to advance to the Level Select Screen, where you can select a new chapter or return to a previous chapter. You will have the opportunity to save your progress before gameplay resumes (see "Saving and Loading" on page 7).

Back

Select Back to return to the Chapter Summary Screen.

Pick-Ups

Some containers like barrels, crates and chests contain pick-ups. Pick-ups are also occasionally dropped by defeated monsters. Here are some of the pick-ups you can acquire:



Gold Pieces

Gold is the preferred unit of currency in the Realms. Use gold pieces to purchase and upgrade items such as armor and weapons.



Health

Health potions restore an individual character's health. Health scrolls restore the entire party's health.



Ammunition

Pick up ammunition to replenish projectile weapons.

Note: The sorcerer utilizes magic projectiles that do not require ammunition.

Player Characters

Rannek, the Fighter

Unlike most travelers, Rannek journeyed to the Bloodstone land of Damara in search of anonymity. He hadn't come to fight in Vaasa, but rather to escape a tortured past.

Several months after settling down, Rannek made a costly error.

While employed as a scout on the outskirts of Nesme, he failed to recognize an impending troll attack. He misjudged the enemy, whom he thought were simply scavenging for trace metals at the base of the Galena Mountains. The advancing group turned out to be a troll invasion force accompanied by a unit of battle-thirsty orcs. Nesme's unsuspecting citizens, hearing no alarm call, were left defenseless as the onslaught ensued.

Although a dwarven countercharge eventually returned Nesme back to its folk, Rannek left the region in disgrace. After some time, the beleaguered fighter headed east toward Damara, pulled in that direction by a force he could not explain. With little to lose, he followed.

Rannek specializes in the use of melee weapons, the sword and the fist.





Illius, the Sorcerer

Descended from an ancient line of knights known as the Silver Guard of Silverymoon, Illius was disowned by his family for one simple reason: he chose spell craft over the martial arts.

Yearning to learn more of the world beyond Silverymoon, the sorcerer set out on a path far from home. He sought out adventure and, like Rannek, felt a strong, unexplainable pull toward Damara.

Illius specializes in the use of magic. He has no limitation on his projectile combat ability.



Zhai, the Rogue

Zhai is one of the rarest race combinations found anywhere in the Realms. Her mother was drow, a dark elf from the subterranean city of Menzoberranzan, while her father was a wood elf from Cedarleaf.

Zhai never felt comfortable being raised on the surface world. She was not generally welcomed, as people didn't trust one who so resembled a drow. Thus, at the first opportunity, she set out to make a name for herself in the Coldlands, hoping to alleviate that prejudice, as well as the rage that brewed within her.

Zhai is the most athletic of the group. With her gymnastic abilities, she can tackle most obstacles. She can also avoid detection by hiding in natural shadows within the environment.

Khelben "Blackstaff" Arunsun

Named for the magic staff he wields, Khelben Arunsun is a powerful agent of law and order. An imposing yet benevolent figure – possibly one of the most powerful mages in the land – he aids adventurers and offers wisdom drawn from his extensive knowledge of the history and lore of the Realms.

Drizzt Do'Urden

Drizzt Do'Urden is a legendary figure in the Realms. Armed with his two scimitars, "Twinkle" and "Icingdeath," this enigmatic dark elf is renowned for forsaking the cruel ways of his people and working in the interest of good on the surface world of the Realms.

Ygorl, the Slaad Lord

A creature of chaos, this evil slaad has assumed humanoid form and seeks to ravage the Realms. He has a command of magic and can summon slaad minions from the chaotic planes.

Cireka, the Githyanki General

Githyanki are human-like warrior creatures, organized solely for war. Cireka is one of many from this evil and militaristic culture bent on destroying any opposing force from the planes. Brandishing the traditional silvery sword of her kind, Cireka is locked in an unending conflict with Ygorl, the Slaad Lord.

Monsters

Orcs



Orcs are aggressive humanoids that attack and pillage other creatures, including other orcs, without pause in the belief that they must conquer to survive. Orcs often attack in large groups.

Trolls

These gargantuan beasts are found throughout the Realms. Driven by hunger, they tenaciously attack until all of their prey is consumed. Trolls are most vulnerable to fire, but even when confronted with this element, they fearlessly and wildly attack.



Githyanki



Githyanki come from another dimension known as the Astral Plane. Corrupted by enslavement and hatred, these human-like creatures are constantly honing their combat skills and crafting implements of war, most notably traditional swords made from hardened silver.

Githyanki Warriors

Highly skilled with two-handed swords, these patient warriors wait for the perfect moment to deliver a single, powerful attack.

Githyanki Warlocks

These spell casters utilize a delayed blast projectile to great effect. Fortunately, their magic is slow to cast.

Slaadi

Slaadi are creatures of chaos. Fierce in combat, using a combination of claws and keen weapons, these beasts have the special ability to instantaneously summon others of their kind to aid in battle. There are numerous types of slaadi, each treacherous in its own unique way.



Red Slaadi

Red slaadi are the foot soldiers in Ygorl's army. They wield enormous hammers, which they charge up to inflict extra damage. While charging up their hammers, they are invulnerable to all but the mightiest attacks.

Green Slaadi

These slaadi prefer to keep their enemies at a distance while launching magically charged, crystalline arrows.

Death Slaadi

Not much is known about these elite predators, for those who encounter them rarely live to give a description. They are reputed to be fast attackers armed with razor-like claws.

Bugbears



Bugbears are massive, savage goblinoids named for their flat noses and sharp fangs. Compelled by greed and hunger, these beasts often attack prey in a coordinated manner, using their natural bear-like claws and crude weapons.

Yuan-ti

Yuan-ti are ingenious foes that resulted from the co-mingling of human and snake bloodlines. They are devout evil worshippers whose existence revolves around their temple structures.



Yuan-ti Priests

The priest is the leader of his yuan-ti population. Because his warriors will defend him to the death, he has no need get his hands dirty. If necessary, the priest may utilize magic in the form of barriers and mind-control spells.

Yuan-ti Archers

Yuan-ti archers are deadly marksmen who fire poison-dipped arrows at their foes.

Yuan-ti Melee

Armed with dual scimitars, these skilled warriors can shoot poison venom up to 15 feet.

Yuan-ti Abominations



These mutant creatures are the result of yuan-ti experiments. Simple beasts, they are the minions of their creators, used to defend temples and for sacrificial ceremonies.

Yuan-ti Abomination Guard

These monsters attack any creature they see if given the chance. They are big, heavy and nearly unstoppable.

Yuan-ti Abomination Archer

These eight-foot-tall monsters can spit acidic venom great distances with surprising accuracy, despite their limited intelligence.

Spiders

These highly adaptable vermin are common in the Realms.

They range in size from small to enormous, and are either hunters that rove about with

quick reflexes or spinners that patiently trap their prey. Spiders use poisonous bites to subdue or overwhelm potential victims.



Jungle Spiders

Jungle spiders are quick and vicious, fearing nothing as they hunt for their next meal. There are rumors of a huge jungle spider that inhabits the river caves.

Crysmal Spiders

These small, gem-laden spiders quickly surround their prey before attempting to subdue and devour it.



Red Dragon



The red dragon is a greedy, winged creature of ancient lineage that makes its lair in a large cave, surrounded by a horde of treasure. The red dragon species will consider biting and clawing its prey rather than use its fire breath and risk

destroying any nearby valuables.

Shield Guardians

Shield guardians are bodyguard constructs crafted by spell casters. Magically controlled by their masters, shield guardians protect by bashing enemies with sweeping blows.



Tips and Hints

- To succeed in certain situations, you will need to utilize the unique abilities of a particular character (fighter, rogue or sorcerer).
- The death of a single member of your party can be costly – you will have to restart the current section of the game.
- Some attacks and spells will fill the Hero Meter faster than others.
- There are hidden platforms, accessible by the rogue, that contain secret items.
- Press the **L2 button** to summon one of the three characters in your party and initiate a Team Attack. This can be an especially useful technique when battling boss creatures.
- Most enemies have a weakness – experiment with different combos to learn which one works best.
- Auto-Buy: During the level-up process, buying items individually may produce better results.

Credits

DEMON STONE™

Story by
R. A. Salvatore

Screenplay
Robert Goodman

Featuring the voices of
Patrick Stewart as Khelben
"Blackstaff" Arunsen

Michael Clarke Duncan as Ygorl

STORMFRONT STUDIOS

Producer
Alyssa Finley

Audio Director
Andrew Boyd

Design Director
J Epps

Technical Director
Kenneth Chao

Sr. Producer / Art Manager
Sarah W. Stocker

*Stormfront Studios Technical
Director*
Mark Danks

Art Direction
Devin St. Clair
John Kleber
Jeff Weir

Art Team

Character Concepts
Michael Drake
Colin Fix
Matt Gaser
Jeff Murchie
Arnold Ayala
TJ Phan
Sergio Lobato
Ben Wanat

Environment Concepts
Michael Drake
Matt Gaser

Storyboards
Colin Fix

Additional Concept Art
Devin St. Clair
Jed Melnik

Lead Animator
Jeff Weir

Animators
Amrit Bajwa
Jeff Cooperman
Richard Gimbel
David House
Michelle Meeker
TJ Phan

Chris Turner
Alex Whitney
Terry Bannon

Character Modeling
Will Harper
Arnold Ayala
Rie Mukai

Additional Character Modeling
JR Jones
Cheryl Austin

Liquid Development
Krysalide

The Animation Farm, Austin TX

Lead Cinematic Artist
Bill Boyer

Cinematic Team
Colin Fix
Peter Tsacle
Michael Drake

Lead Environment Artists
Devin St. Clair
Martin Servante

Environment Artists
Jed Melnik
Mick Buckmiller
Kurt Klockau
Marina Goldberg

Additional Environment Art
Rob Clarke
Daniela Tomicic
Matt Small

Prop Artists
Jim Larsen
Olga Chudnovsky

Interface
John Kleber
Jim Larsen

Particle Effects
Brian Erck

Audio Team

Music Composition
Robb Mills

Sound Design
Andrew Boyd
Robb Mills
Christopher Hegstrom

Design Team

Lead Designer
Chris Porter

Level Designers
Jerry Darcy
Josh Rose
Eric Luther
David Dienstbier

Additional Design
Mike Hurst

Engineering Team

Lead Programmers
Ralf Knoesel
Steve Kojder

Programmers
Lee Adams
David Farrell
Dominic Fosco
Paul Melamed

Additional Programming
Rodney Huff
David Yee
Steve Mariotti
Ewen Vowels

Production Team

Assistant Producers
Jason Abulencia
Jefferson Thomas

Additional Production Support
Stuart Moulder
Hudson Piehl

Business Development
Robert Wallace

Executive in Charge of Production
Don Daglow

Writing Team

Content Coordinator
Sarah W. Stocker

In-game Dialog
Jerry Darcy
Robert Goodman

Additional Story Development
Jerry Darcy

J Epps
Robert Goodman

Githyanki Language Translation
Jerry Darcy

ATARI

Executive Producer
John Hight

Producer
Todd Hartwig

Production Assistants
James Miao
Benjamin Johns

Art Director
Mark Soderwall

Technical Director
Greg Marquez

Audio Director
Scott Snyder

Marketing

Executive Vice President Sales & Marketing – North America
Wim Stocks

Senior Vice President Marketing
Erik Gerson

Directors of Brand Marketing
Jean Raymond
Mike Webster

Brand Manager
Serene Chan

Brand Manager
Jeff Sehring

Senior PR Manager
Brandon Smith

Director of Marketing

Communications

Kristine Keever

Focus Group Coordinator

Brian Hsieh

Director of Creative Services

Steve Martin

Senior Art Director

David Gaines

Director of Editorial &

Documentation Services

Elizabeth Mackney

Graphic Designers

Morgan Tomaiolo

Rod Tilley

Documentation Specialist

Ross Edmond

Copywriter

Norm Schragger

Director, Global Web Services

Jon Nelson

Producer, Online

Scott Lynch

Senior Programmer, Online

Gerald "Monkey" Burns

Senior Web Designer, Online

Richard Leighton

Online Marketing Manager

Sarah Horton

Publishing Support

Director of Publishing Support

Michael Gilmartin

Q.A. Managers

Ezequiel "Chuck" Nunez

Q.A. Supervisor

Dave Strang

Lead Tester

Rich Higbee

Assistant Lead Testers

Mike Shamsdid-Deen

Emily D'Aurora

Testers

Enrico Granados

Carrie Greenler

Kevin Hogan

Raul Cruz

Stefan Nelson

Jon Hockaday

Ed Baraf

Raquel Botti

Kendrick Chan

Sarah Cherlin

Harrison Correa

Neil DiGiacomo

Cesar Estrada

Daniyel Garcia

Jason Gates

Bob Goad

Don Gorday

Anthony Macaraeg

Sam Mansour

Mike Mathis

Ken Moodie

Geoff Nappo

Josh Neumeister

Juan Sanchez

Carl Vogel

Joel Yabrudy

Henry Yei

Elong Chiu

Andy Fang

Adam Caldwell

Engineer Services Specialist

Ken Edwards

Compatibility. Manager

Dave Strang

Additional Support

Sr. Manager Strategic Relations

Joy Schneer

Cecelia Hernandez

Strategic Relations Specialist

Shaila Patel

I.T. Manager / Western Region

Ken Ford

Manager of Technical Support

Michael Vetsch

License Coordination

Tony Peterson

Mark T. Morrison

Jamie Wilson

Operations

Vice President, Operations

Todd Curtis

Director of Manufacturing

Eddie Pritchard

Lead Senior Buyer

Lisa Leon

Senior Buyer

Gardnor Wong

Buyer

Tara Moretti

Materials Planner

Janet Sieler

Process Planner

Nichole Mackey

Soundelux DMG

Voice-Over Casting and Recording

Soundelux Design Music Group

Voice-Over Business Manager

Amanda Wyatt

Voice-Over Coordinator

Jacque Shriver

Production Assistant

Justin Langley

Director

Kris Zimmerman

Additional Directing by

Gordon Hunt

Recording Engineers

Elliot Anders

Ethan Allan

Cast

Khelben: Patrick Stewart

Ygorl: Michael Clarke Duncan

Rannek: Dan Riordan

Zhai: Vanessa Marshall

Illius: Chris Nissley

Drizzt: Robin A. Downes

Cireka: BJ Ward

Female Elf 1: Vanessa Marshall

Female Elf 2: BJ Ward

Male Elf 1 and 2: Robin A. Downes

Elven Villager: Vanessa Marshall

Elven Warrior: Robin A. Downes

Thibbledorf: John Dimaggio

Troll King: John Dimaggio

Music

Music Coordination

Ross and Audrey deRoche

Orchestration

Larry Kenton

Music Performed by the Northwest Sinfonia

Conductor

Larry Kenton

Recorded at Studio X, Seattle, WA

Engineer

Reed Ruddy

Vocals

Miriam Barry

Additional Sound Design

Ripe Sound

Exec Producer / Lead Sound

Designer

Andy Newell

Sound Designer / Additional

Dialog Processing

Bill Rudolph

Assistant Sound Designer

Josh Gold

Ripe Coordinator

Laura Grivainis

Stormfront Special Thanks

Mike Williams

Steve Borstead

Richard Calenius

Marta Daglow

Genevieve Gamboa

Helen Phippen

George Bonnin

Katie Kelly

Jaia Sun-Childers

Jeanne Young

Tony La Russa

Tim Larkin

Stan Roach

Mark C. Stevens

Seth Willenson

Michael Leary

Baldwin Lee
Christopher Daglow
Riley Gabriel-Lee
Geoff Getten
Sean Stephens
Sean Walashek
Molly and Amanda
Marc and Madeline
To Cheryl and my "Fam."
For Max: "SwordFIGHT!"
Cal, Barb, and Julie Adams
Heather Pie and Roxie Dog
Sarah, Chloe, and Bastion...
Heather, Nathan and Genevieve
To Cindy, Justin and Julia.
NMRK.
Audrey and the Tea House Crowd
Dr. Steve Young, Pomona College
Mom, Dad, Trinh, Hai-Ou and
Hai-Yuen
To Sean and Joe, for use of
their living room
My new Mom and Dad, thanks
for the Wedding
Brittney Phan, Thanh Ly, and
Andrew Lieberman
To my Mom and Brother for their
love and support
My wife Kate, and son James,
for infinite patience.
Marta, Michael and Christopher,
for sticking with me
Thanks to my family, whose
support made it all possible.
Katie and Maclean (thanks for
loaning me Editing Monkey)
Soopa-Bons, Joobee, Camalama,
O-dog, and da big M. D.
Mistress Pozner - for the times
you were here and I wasn't.
Many thanks to my family and
especially my wife
Cindi Servante.
To my Fam Greg, Sandy & Chad
for giving me the inspiration!
Gabrielle O'Connell, Peter
Kojder, Paul Kojder, and
Tyler Newell
Team Delirium: Marloon, The
Cavanator, Jakaroo, Jeremiah,

The Vu Dogg, Parrish, and Sharai
To Iish and Tracy who are always
there for me and to Genevieve,
who has Manga hair.
Tami for all her support and My
parents - because without them
Tami would have no one to support
Mum, Dad, Sandeep Bajwa, Sharan
Bajwa, Harinder Bajwa, Gujinder
Bajwa and Manchester United.
Annie, Mom, Xander,
Shrunkenheadmen everywhere, and
to my friends/mentors in the ILM
Art Department.
To the little environment team
that could - from the conceptual
genius to the brilliant
renditions - my sincerest thanks
and deepest respect, thanks for
hanging tough and delivering.

Atari Special Thanks

Lisa Abarta
Robert Abarta
David Abrams
Steve Ackrich
Gale Alles
Yves Blehaut
Bruno Bonnell
Jean-Christophe Bornaghi
David T. Brown
Tim Campbell
Shawn Callahan
James Conner
Brian Cronk
Laddie Ervin
Christine Fromm
Lorraine Garcia
Frank T. Gilson
Denis Guyennot
William Hight
John Hurlburt
Kristen Keller
Ann Kronen
Kristene Lowell
Dawn Long
Steve Madsen
Glenn Magala
Iain McCaig
Shawn Monroe

Kyle Peschel
Dorian Richard
Paula Richardson
Harry Rubin
Brandon Smith
Travis Stansbury
Patricia Swanson
Susan Tumang

**Special Thanks to Hasbro and
Wizards of the Coast**

Ed Stark
Rich Redman
Patti Roakes
Ellen Guilfoyle
Sally Barreira-Gomes
Charles Ryan
Liz Schuh
Barbara Dawson
Lezlie Samuel
Peter Archer
Mary Elizabeth Allen



Atari Web Sites

To get the most out of your new game, visit us at:

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

Technical Support (U.S. & Canada)

Help Via the Internet

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

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

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

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our Interactive **Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

Notes:



GO BEHIND ENEMY LINES WITH
DRIZZT DO'URDEN IN THIS ALL NEW
TRILOGY FROM BEST-SELLING AUTHOR
R.A. SALVATORE.

***THE HUNTER'S BLADES
TRILOGY***

The New York Times best-seller now in paperback!

THE LONE DROW

Book II

Alone and tired, cold and hungry, Drizzt Do'Urden has never been more dangerous. But neither have the rampaging orcs that have finally done the impossible—what for the dwarves of the North is the most horrifying nightmare ever—they've banded together.

June 2004

New in hardcover!

THE TWO SWORDS

Book III

Drizzt has become the Hunter, but King Obould won't let himself become the Hunted and that means one of them will have to die.

The Hunter's Blades trilogy draws to an explosive conclusion.

October 2004

THE THOUSAND ORCS

Book I

Available Now!

Forgotten Realms and its logo are trademarks of Wizards of the Coast, Inc.
in the U.S.A. and other countries. ©2004 Wizards.

Licensed by:



Demon Stone, Forgotten Realms and the Forgotten Realms logo, Dungeons & Dragons, D&D, and the Dungeons & Dragons logo, and Wizards of the Coast and its logo, characters, character names, and their distinctive likenesses are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries, and are used with permission. © 2004 Wizards. Software © 2004 Atari Interactive, Inc. HASBRO and its logo are trademarks of Hasbro and are used with permission. Developed by Stormfront Studios. All rights reserved.

The ratings icon is a trademark of the Interactive Digital Software Association.

All other trademarks are the property of their respective owners.

Manufactured under license from Dolby Laboratories.

08024

End-User License Agreement

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the “Manual”). Select the Automated Phone System’s Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it’s destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

GODZILLA[®]

SAVE THE EARTH



EIGHTEEN WORLD-FAMOUS MONSTERS, LEGIONS OF ARMIES, VICIOUS ALIENS... AND ONE MONUMENTAL HERO.



THE MIGHTY BEAST AWAKENS
HOLIDAY 2004



WWW.GODZILLA.COM



PlayStation[®] 2



Part # 24920M

Godzilla[®]: Save the Earth © 2004 Atari, Inc. All Rights Reserved. Developed by Pipeworks Software, Inc. Anguirus, Baragon, Battra, Biollante, Destoroyah, Ebirah, Gigan, Godzilla[®], Hedorah, Jet Jaguar, King Ghidorah, King of the Monsters, Mechagodzilla, Mecha-King Ghidorah, Megaguirus, Megalon, Moguera, Mothra, Orga, Rodan, SpaceGodzilla and the character designs are trademarks of Toho Co., Ltd. © 2004 Toho Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8 MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.



REGISTER ONLINE TODAY!

IT'S AS SIMPLE AS 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's info
3. Select a great offer

Receive game-related info and other special offers by registering online today! That's it. Atari will not contact you without your express permission. For more information about our privacy policy, go to www.atari.com/us/privacy_policy.asp