

Dreamcast™



Chronicles of Pern™ DRAGONRIDERS

Based on
the best-selling novels
Dragonriders of Pern®

Ubi Soft
www.ubisoft.com



T-17720N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

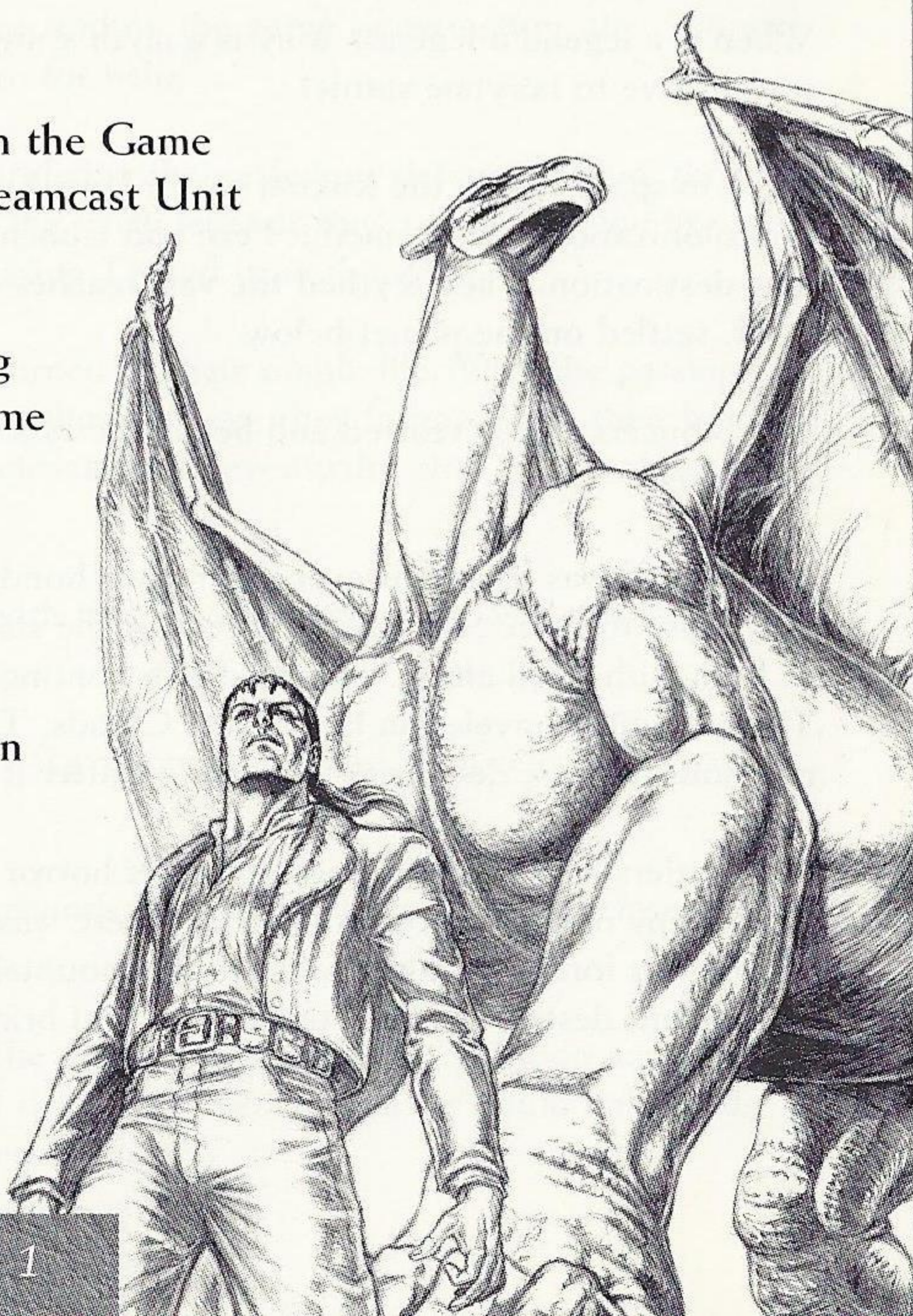
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Introduction

When is a legend a legend? Why is a myth a myth? How old and disused must a fact be for it to evolve to fairytale status?

Deep in space within the Rukbat sector lay a G-Type star, whose third planet was perfect for colonization. Man named it Pern and launched three immense colony ships toward this new destination. They scythed the vast reaches of space and after abandoning their craft in orbit, settled on the planet below.

The pioneers slowly relaxed and began the task of making Pern their home. Life soon flourished.

Their dawn was false, however. Every two hundred years at perihelion, a Red Star passed very close to Pern. So close, in fact, that the star's solitary life form, Thread, could jump to Pern with small effort. The food rich hunting grounds of Pern created an ideal habitat for Thread, which traveled in large Oort Clouds. These clouds destroyed to survive in ravenous fashion, devouring any living matter it contacted without conscience or hesitation.

The settlers had little forewarning of the horror coming. Thread aggressively landed, incinerating any organic matter in its way. There was no escape from its appalling attacks. The colony was forced to take shelter in the mountains to the North as Thread ravaged their equipment, destroying their technology and bringing them to the breaking point.

Introduction



Thread was a disaster of cataclysmic proportions. A menace so virulent it nearly wiped out all life on Pern. With hope evaporating and on the verge of extinction, the colonists turned to a form of life indigenous to Pern for help.

By genetically modifying fire-lizards and utilizing their effective defense system, they created a new race of dragons. Named after the Earth legends they resembled, the fire-breathing beasts took flight and began searing Thread from the sky.

When the battle was over, the settlers returned to their simple life. With the passing of time came the fading of memories. As time slipped away, they forgot about their home, forgot about the machines that forged their land, and eventually, they forgot about the spacecraft floating in orbit.

Now, when Thread falls, the air is filled with the cry of dragon song, as the battle weary hunters fly in formation again.

It was nearing the end of the seventh past. Two young men had been selected as candidates for impression.

As the crowds gathered at the hatching grounds, the candidates prepared themselves for the ceremony.

The two men were extremely different. The elder, Roth, driven by ambition and family expectancy, eagerly awaited the arrival of the dragon with whom he would link minds, merge thought and consciousness, and become one.



Introduction

Fear consumed the other man, who answered to the name Dalkor. He knew about the dangers of ceremonies past and feared them like a plague.

The egg soon cracked and the fledgling dragon began to make his way out of its shell. Ignoring all sense of occasion and respect, Roth stepped closer, pushing Dalkor aside in his feverish desire to become Dragonrider.

The crowd stood in awe awaiting the beautiful creature to break into the Pern air and select its rider for the first and only time. Roth leaned forward, waiting for the dragon to reach out and touch his mind with its acceptance.

But the dragon pushed past him, knocking him to the ground and advancing toward the trembling Dalkor. The young boy stared back, petrified, as the awesome beast studied his face.

Then, deep, within his mind, he heard a voice calling him. Soft and comforting,

"Greetings. I am Zenth."

Zenth was the name Dalkor dreamt for his Dragon. Could it be that he was the chosen rider?

"You must be D'kor." The dragon rasped. Dalkor was now D'kor, and he was the chosen Dragonrider.

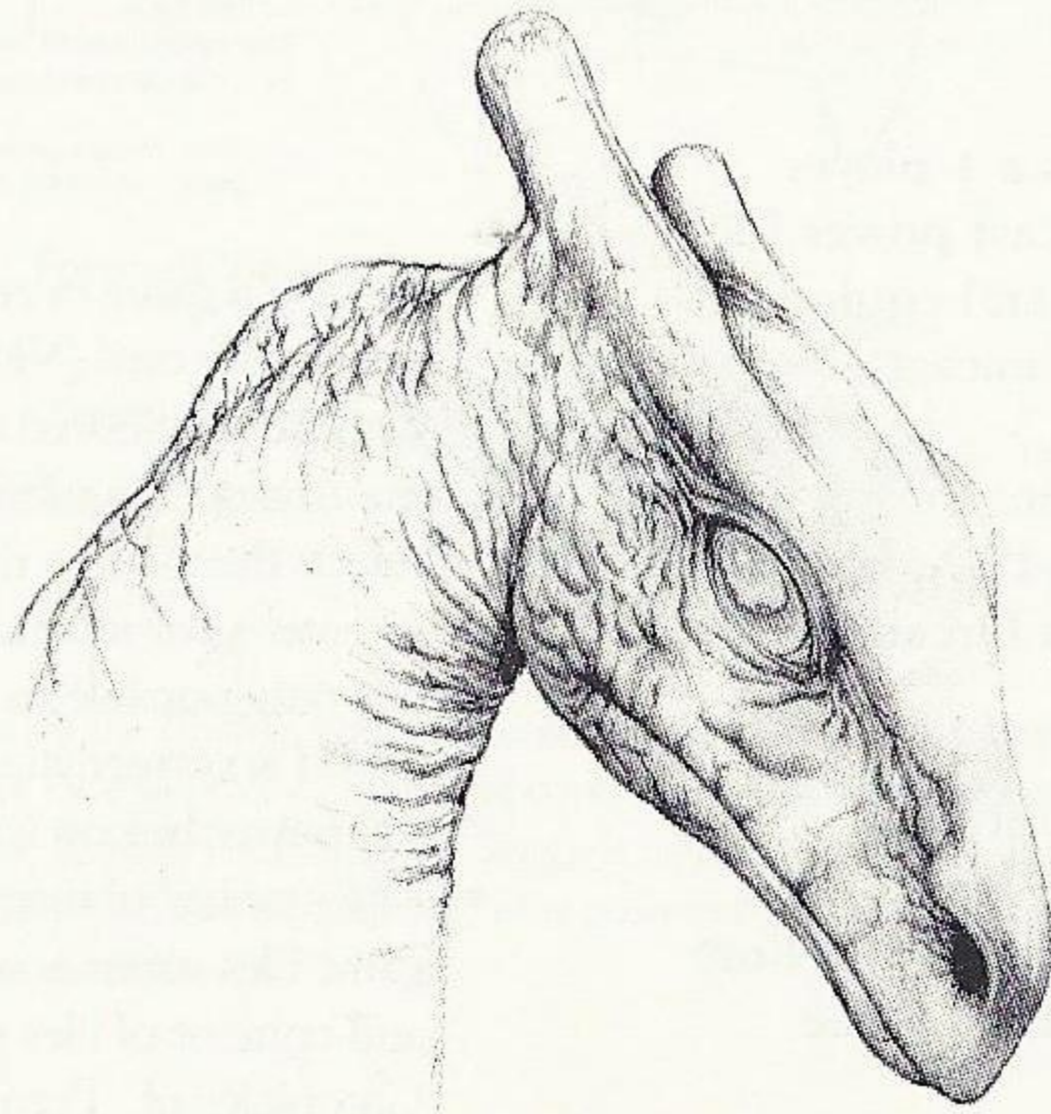
Introduction



Roth stared on, bewilderment and confusion rising up within him. How could such a mighty animal possibly not select him? All his expectations were suddenly shattered as he pulled himself off the rocky floor.

As D'Kor bonded with his new soul mate, Roth looked up to see his father turning his back. Devastated by his son's failure, he left, abandoning him to wallow in his own dishonor.

Roth cried out to his father but his cries only dissolved in the air unanswered. His family was gone. Disgraced by his family, Roth was sent to Harper Hall in a bid to salvage his career whilst the timid D'Kor grew strong, following his destiny to the skies with Zenth ever at his side....

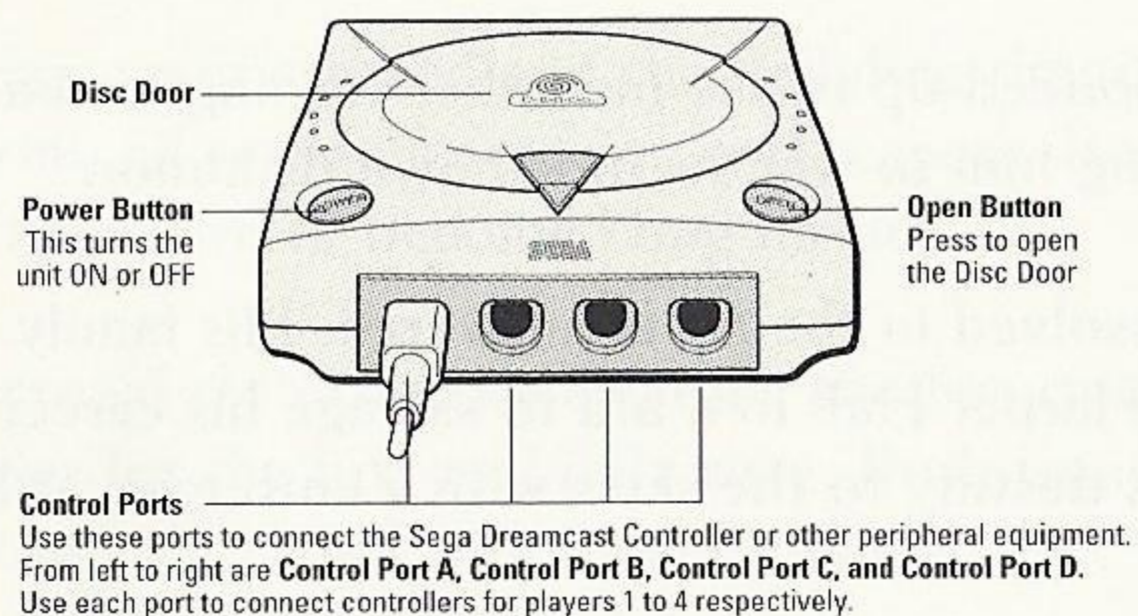


Navigating

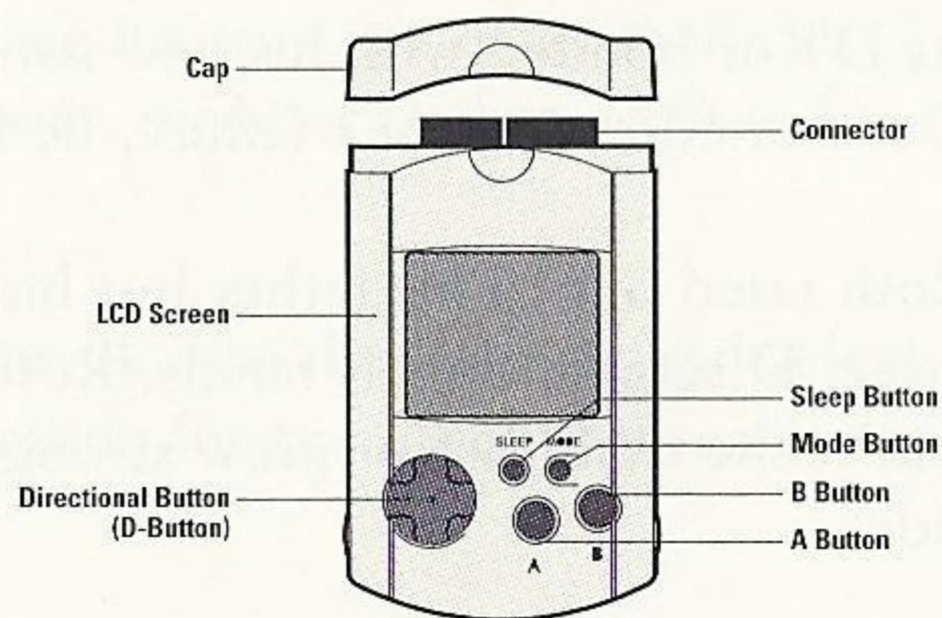
1. Navigating through the Game

1.1 Using the Sega Dreamcast Hardware Unit

SEGA DREAMCAST HARDWARE UNIT



SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



While saving a game file, never turn off the Sega Dreamcast power, remove the memory card or disconnect the controller

DragonRiders: Chronicles of Pern™ is a 1 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

If you wish to use a Visual Memory Unit (sold separately) for saving games, insert the VMU into Expansion Slot 1 of the controller connected to Port A. **DragonRiders** requires sixty-six blocks of free memory to save game data.

- To save a game or resume a saved game, insert a memory card (VMU) into the expansion slot.
- Choose the desired expansion slot location with the Analog Thumb Pad. Press the A Button to select, then follow the instructions on the screen to enter your initials.
- It is only possible to load a saved game if the VMU is correctly inserted into the console before the power button is put into the on position.
- The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. In **Dragonriders: Chronicles of Pern™**, 66 blocks are required to save each game (including its options settings).

Navigating

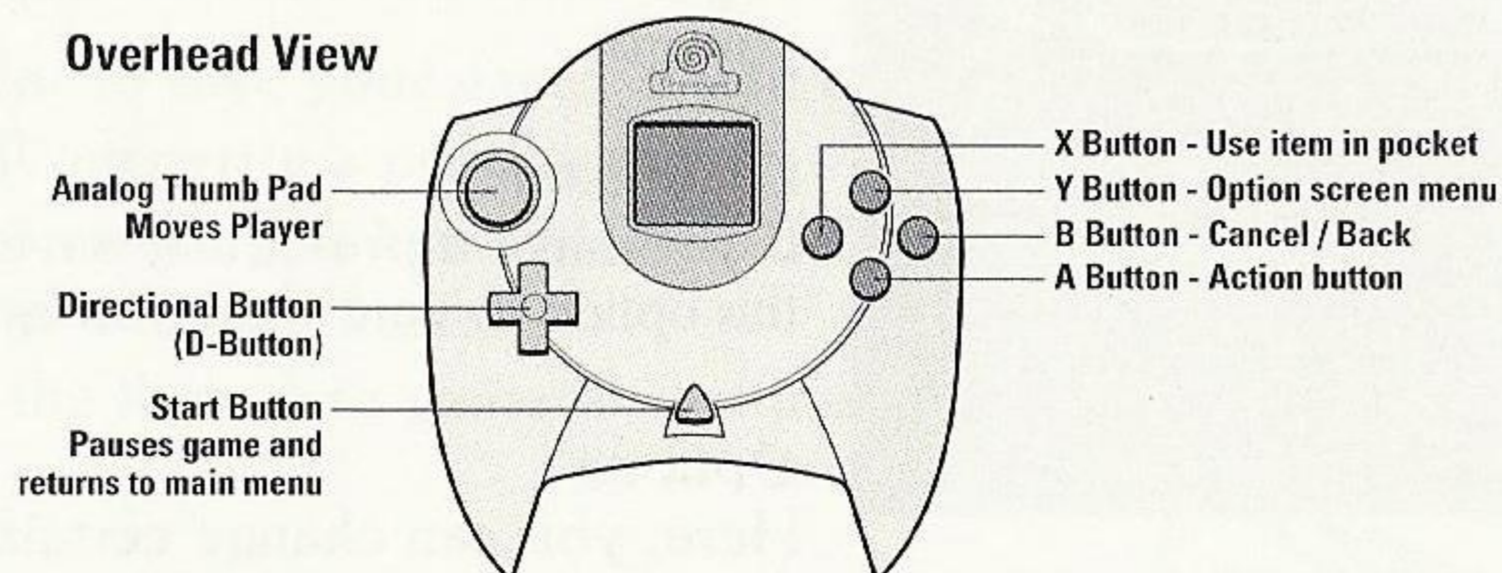


1.2 Controls

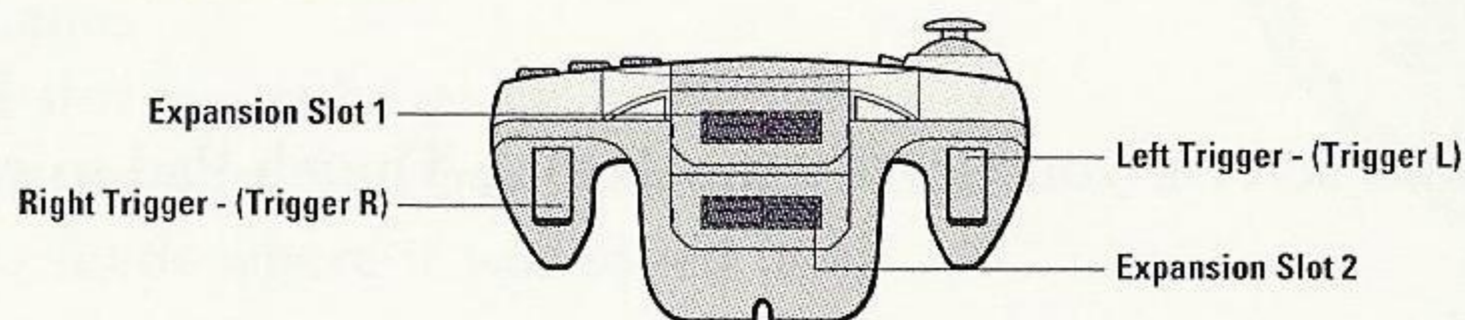
The following list shows all initial or default button assignments.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View

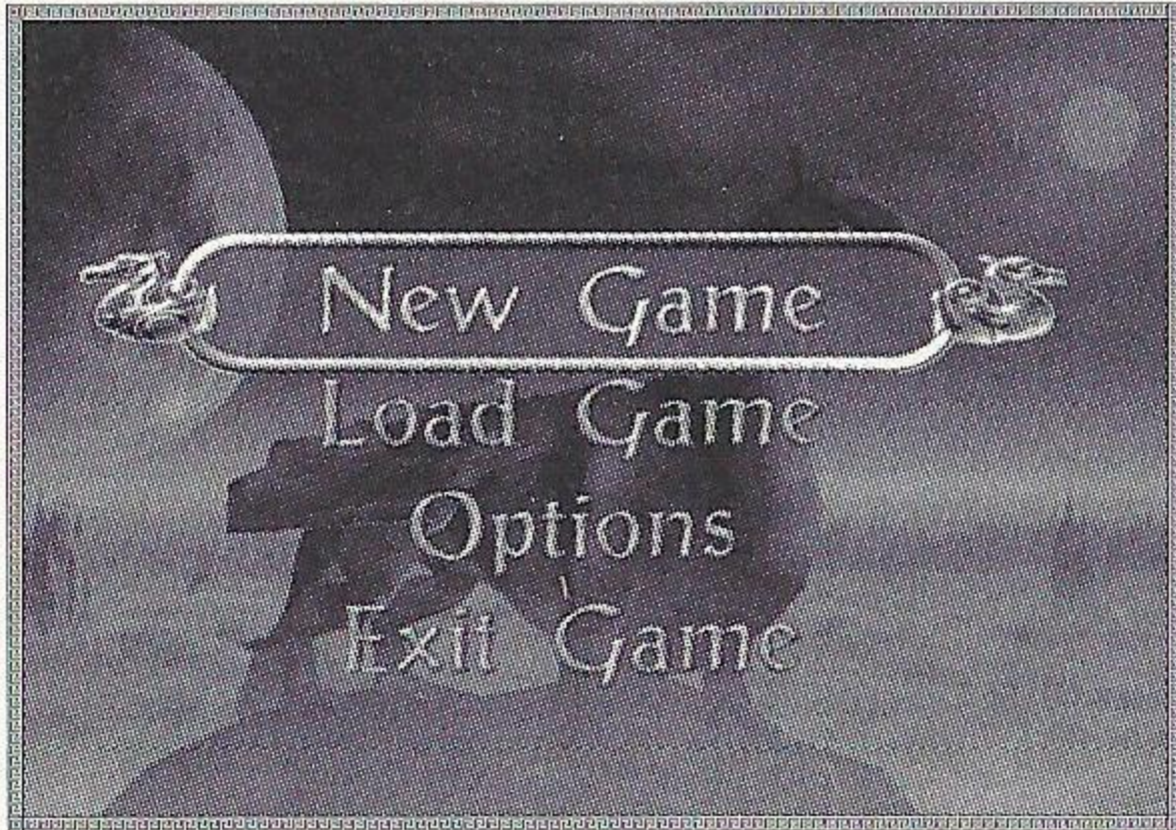


Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power on. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power on, immediately turn power off and then on again making sure not to touch the controller.



Navigating

1.3 Main Menu



When the game starts, after the introduction, the main menu appears with four options.

New Game

This is where you start your adventure. To begin, click on the New Game option and off you go!

Load Game

If you have a previously saved adventure, select this option to start where you last saved your progress.

Options

Here, you can change certain features to improve performance and customize the game for your system. You will have the following options:

Video

From the Video options screen, you can use the Analog Thumb Pad to center the screen to best fit your TV.

Sound

From this menu option, you can customize the game's audio levels. Speech volume controls the volume level of characters' conversations, Music volume controls the ambient music, and SFX controls the sound effects volume throughout the game.

Exit Game

Quits the game and returns you to the Sega Dreamcast hardware menu.



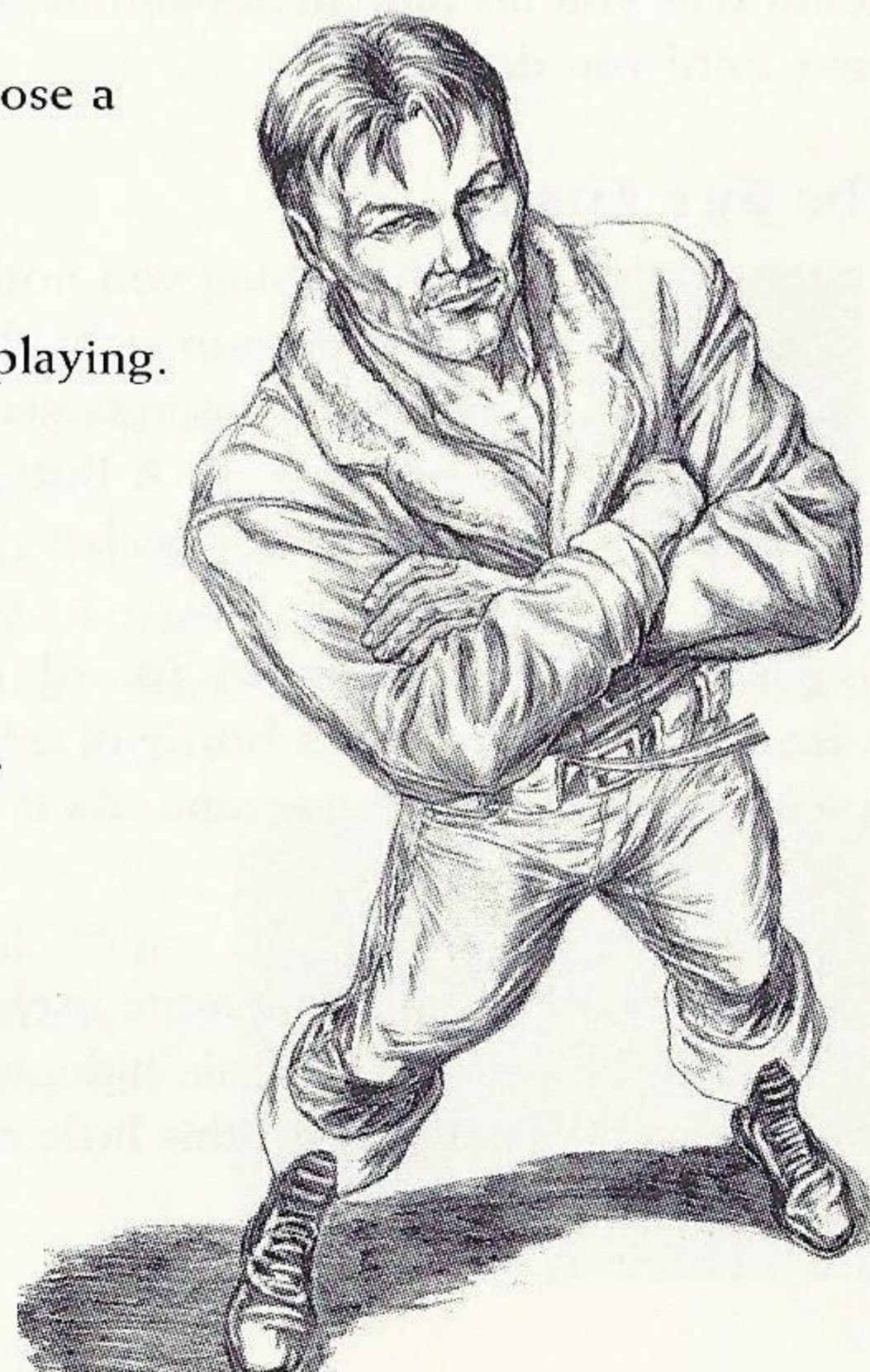
1.4 Saving and Loading

To save a game:

1. Return to the main menu.
2. Select Save Game.
3. Select a VMU slot to save your game. If you choose a full slot, you will overwrite a previous save.
4. Press the A Button once you have selected a slot...your game will save here.
5. Select Back and the Return to game to continue playing.

To load a game:

1. Return to the main menu.
2. Select Load Game.
3. Select a VMU slot to load a game.
4. Press the A Button once you have selected a slot.
The game now loads where it was saved last.





Navigating

1.5 Starting a New Game

You begin the game as D'kor, a Bronze Dragon rider from Fort Weyr, awakening from a dream. After a short conversation with your dragon, Zenth, you are in control of D'kor's destiny...

Zenth tells you his hide itches and he needs you to oil it for him. Zenth will not let you leave until you do this!

The Fire Lizard



The first thing you notice as D'kor is a small green dragon-like creature hovering over your right shoulder. This is the Fire Lizard. Whenever there is anything of interest nearby, the Fire Lizard flies over to it and hovers there. By pressing the A Button while the Fire Lizard is hovering over something, you can interact with it. This is also how you interact with people!

To get used to using your Fire Lizard, start a new game and once inside, walk to the shelves in front of you. Look for a bottle of oil for Zenth's hide and a large scrubbing brush. The Fire Lizard flies over these items. As it hovers over an item, press the A Button to add the item to your inventory.





The Fire Lizard will become more useful as you progress through your adventure. It can show you where you can sneak, hide, use skills, push, or climb over objects. It will benefit you to become familiar with this little creature!

Navigating

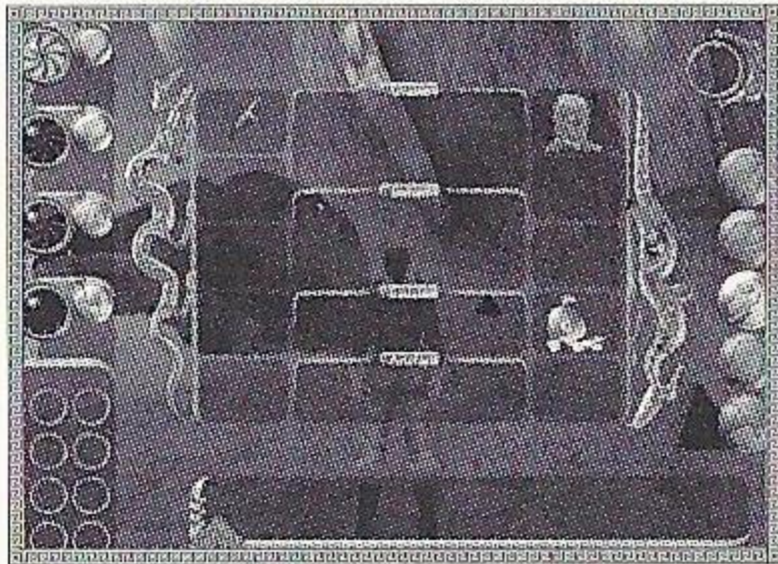


Using the Fire Lizard:

Whenever the Fire Lizard flies over something of interest, an icon appears telling you what you can do with that item. These icons represent the following actions:

-  Action
-  Fight
-  Pick up
-  Examine

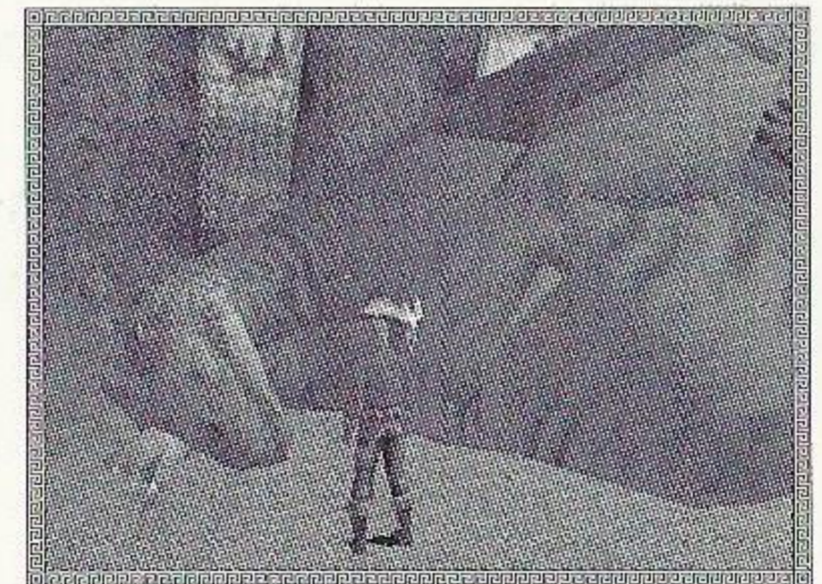
Inventory



Now that you have the right tools for the job, you must oil Zenth, your Dragon.

Walk through the door at the far end of the room and you'll see Zenth lying down. Walk over to him; the Fire Lizard should fly just over his head, meaning you can interact with him.

Now go into your inventory and select the bottle of oil. You can get to the inventory screen through the Game Options Screen (by pressing the Y Button). You'll see it in the top left corner of the main inventory window.





Navigating

You will use the inventory a lot, so it's a good idea to familiarize yourself with it now.

From your Inventory, you must select an item before using it. To use an item from inventory, use the Analog Thumb Pad to highlight the desired object. Then, press the A Button and the desired item appears in your pocket in the upper right of the screen. This item stays there until used or replaced by another item.

NOTE: Weapons appear in the larger slots to the left of the main object display. Use these like any other item.

Down the left side of the screen, you see the following attributes:



Health (The Heart) - Red

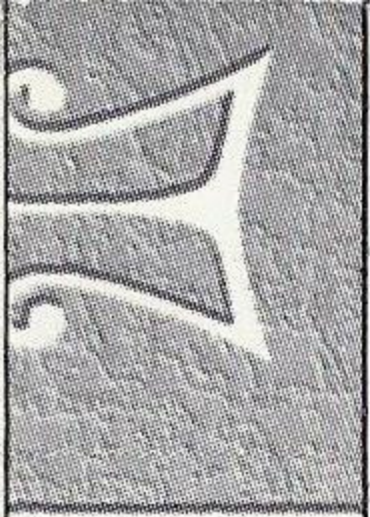
This is an indication of how much health you have. D'kor starts the game with only one point, so you'll need to be careful or find a way to increase it. Keep an eye on your health at all times. If it reaches zero, you are dead!



Strength (The Flexing Arm) - Yellow

This is an indication of how strong you are. Throughout your adventure the more creatures you fight and the more you physically exert yourself, the stronger you become.

You may find people throughout the game who are in need of a particular level of strength. You need to acquire an adequate level of strength in order to help them.



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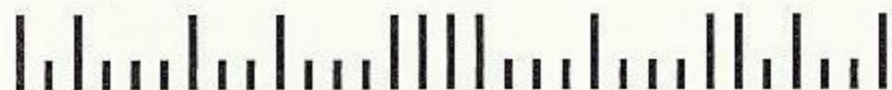
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creatures

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Knowledge (The Brain) - Blue

Whenever D'kor finds a useful piece of information, his knowledge increases. Again, you may find people on Pern that want D'kor to help them, but he can only do so if he has an adequate knowledge level. Since you gain knowledge with each step of your journey, knowledge is also an indicator of how far you are through the entire adventure.

Reputation (The Worshippers) - Green

As D'kor performs good deeds for people and solves mysteries, word spreads across Pern and his reputation increases. With a better reputation, D'kor has access to new areas and people who hold higher rank in Dragonkind than he. Also, If D'kor has enough reputation points, his Dragonrider rank will increase.

NOTE: When the inventory closes, the attribute wheel remains on the upper left of the screen. It too will vanish after a few moments. Whenever D'kor interacts with his environment the wheel will re-appear.



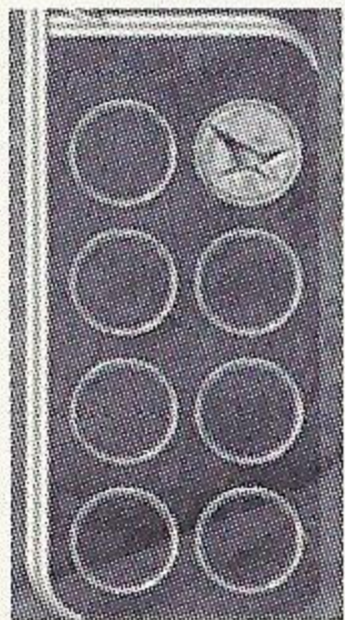
Navigation

Skill Slots

To the lower left of the inventory screen are your skill slots. Whenever D'kor learns a new skill, he receives a badge to show his proficiency in this skill. The badge then appears in its own skill slot in your inventory. Unlike the other attributes, these do not grow with experience. Once D'kor knows the skill, he has all he needs to help him in his quest.

There are eight skills for D'kor to learn, however you must find the people to teach these skills. This may prove to be a daunting task!

Game Screen Icons

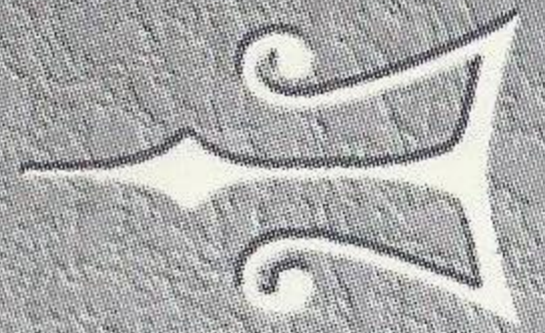


Down the right side is another set of icons. By highlighting these, you can skip to any other game screen.



The World Map (The Two Continents)

This takes you to the world map screen where you can view all of the places you have visited.



The Journal (The Open Book)

The Journal holds important notes you find along your adventure. You must first find a journal and find someone to teach you how to scribe before you can use it.

The Dragon Head

To communicate with Zenth, your dragon, you need to go to the Dragon's Head. Here you can travel to other locations that your Dragon has memorized, review your objectives and find out a little more about your current location.



Inventory (The Satchel)

This icon represents your inventory (which is already open).

Map(The Parchment)

Throughout your adventure, you may collect several different maps. The Parchment is where you can carefully review these maps. Be sure to review them closely as they may reveal hidden areas and useful items!

Zenth is surely getting very impatient, so now that you have selected the oil, you should see it go into your pocket to the upper left. To use it, simply press the X Button.

Now follow the same procedure with the brush. Open your inventory, highlight and select the brush, and it appears in your pocket. Press the X Button and Zenth should stop complaining....



Combat

2. Combat

Although the world of Pern seems like a fairly tranquil place, it can definitely be dangerous. In fact, D'kor may need to fight for his survival on occasion. To succeed in combat, you should follow these guidelines:

First, you will need a weapon. From your inventory, select the weapon you wish to use. You could fight without a weapon using your bare fists, but you may not last for long.

2.1 Melee Combat

In melee combat, you enter the combat stance by pressing and holding the A Button. While holding the A Button, the controls change slightly.

Holding the action button while tapping up on the Analog Thumb Pad makes D'kor do a light attack. Holding the A Button while holding up on the Analog Thumb Pad makes D'kor do a heavy attack when you release. While using heavy attack, you are vulnerable to attack. The longer you hold the Analog Thumb Pad up, the more powerful your attack.

If you hold the A Button and press left or right on the Analog Thumb Pad, D'kor strafes left and right around the enemy, allowing him to attack from the side or from behind.

If you hold the A Button and press down on the Analog Thumb Pad, D'kor defends himself.

Note: the more often you fight, the stronger you become.



2.2 Ranged Combat

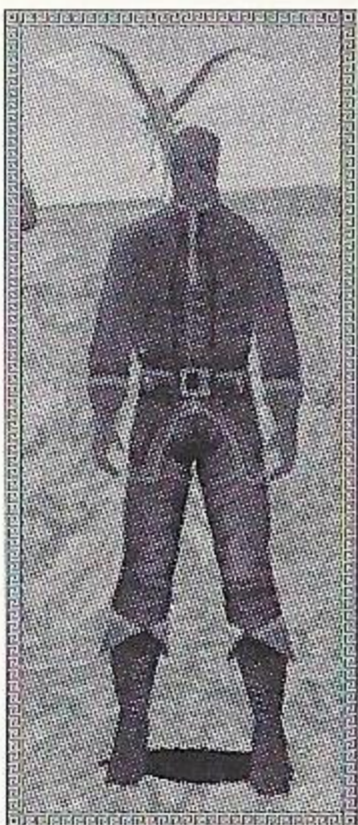
When D'kor has the crossbow, he can engage in ranged combat. To use Ranged Combat, select the crossbow from your inventory. Once you have the crossbow in your pocket, press and hold the A Button. This puts you in ranged mode.

In ranged mode, you cannot move. The Analog Thumb Pad moves your aiming crosshair around the screen. When you have a good aim on your target, press the A Button to fire! The longer you hold the crossbow, the less accurate your shot becomes. As your strength increases, you can hold the crossbow on target longer.

2.3 Healing

You will more than likely get hurt occasionally during combat. To heal yourself, look for potions, herbs and food. Take them to boost your health levels and avoid dying!

3. Changing Clothes



D'kor occasionally must change clothes to disguise the fact that he is a Dragonrider. To do this, you must have a full set of clothes (Boots are clothes too!).

To change clothes, select the set of clothes from inventory. Then A Button. The screen fades and D'kor re-appears in new clothes.

One exception to this rule is the Dragonriders flying gear that D'kor obtains at the beginning of the game. This leads us to...



Riding

4. Riding Your Dragon

When D'kor needs to travel vast distances, he needs the aid of Zenth, his dragon. Zenth has the ability to teleport to any place on Pern that he knows. This allows D'kor to arrive in an instant at any destination. Here's how the process works:

First, you must be in a place large enough to accommodate Zenth. Any large, wide-open space will do.

Next, press the Dragon icon from the Game Options Screen or select the dragon icon from the inventory.

Zenth responds...select "I'm ready to leave". If you don't have this option, then you cannot leave yet.



Zenth then asks you where you wish to go and you will be presented with the map of Pern. There are a number of locations on the map, and this number increases as you progress through the adventure. Move the cursor around the screen with the Analog Thumb Pad and highlight where you wish to go.

D'kor will then change into his Dragonriders gear, climb onto Zenth and the Dragon will take you to wherever you need to go. Happy Adventuring!

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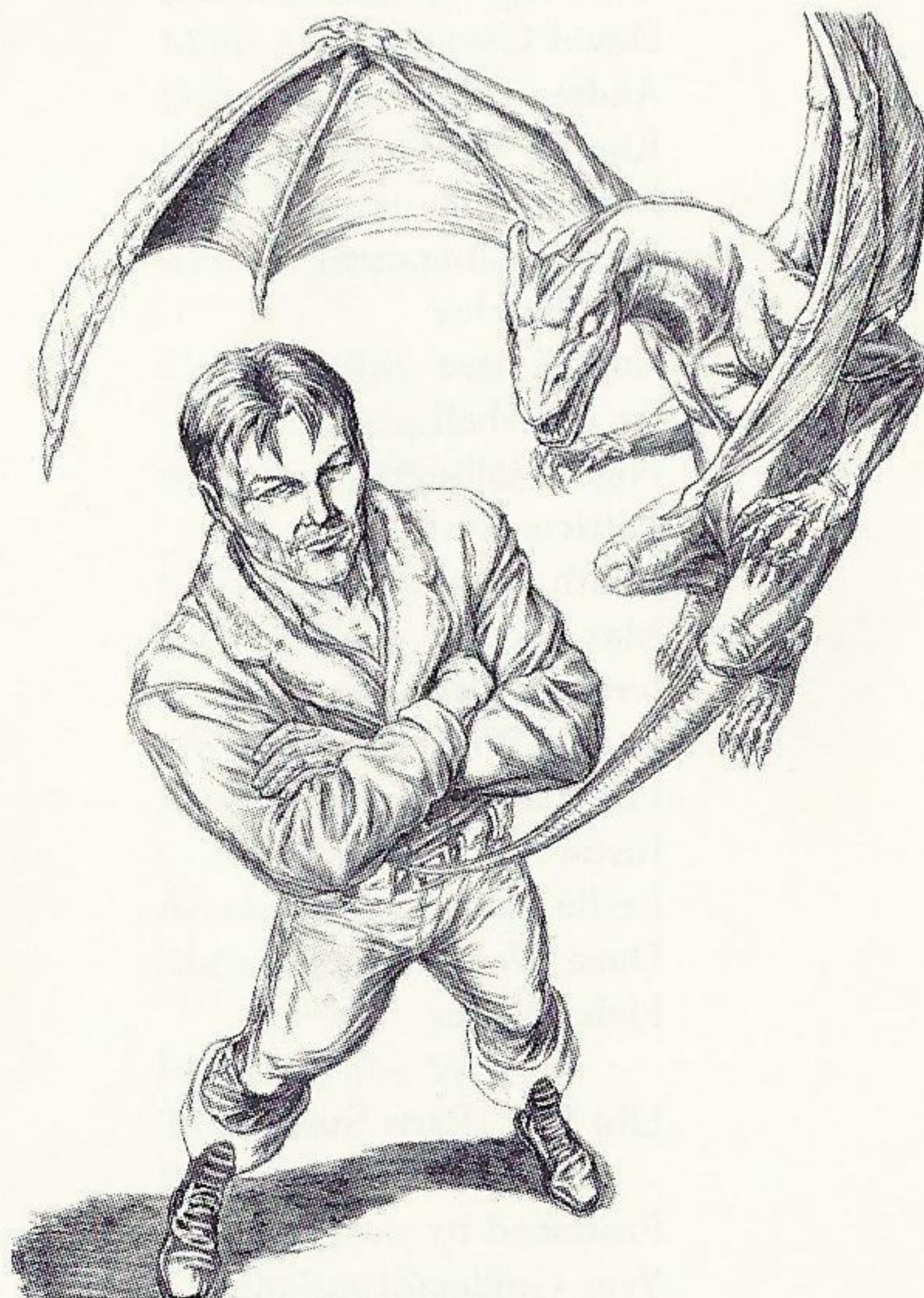
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Proof of Purchase

DRAGON RIDERS

Chronicles of Pern™



Very Special Thanks:

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TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.

TECHNICAL SUPPORT

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubisoft.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

CONTACT US OVER THE INTERNET:

<http://www.ubisoft.com/support>

This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

CONTACT US BY E-MAIL:

For fastest response via email, please visit our website at: <http://www.ubisoft.com/support>

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

CONTACT US BY STANDARD MAIL:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

Ubi Soft Entertainment
Attn: Customer Support
2000 Aerial Center, Suite 110, Morrisville, NC 27560

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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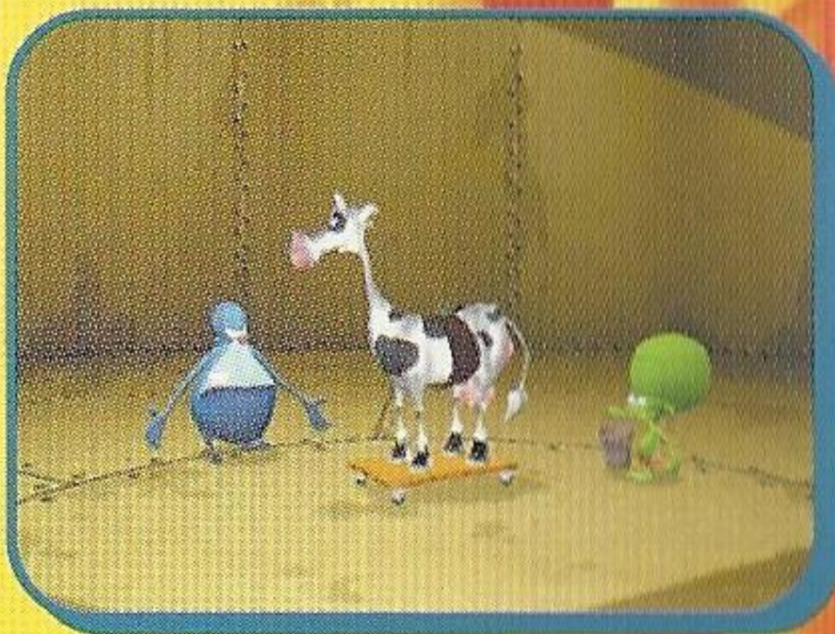
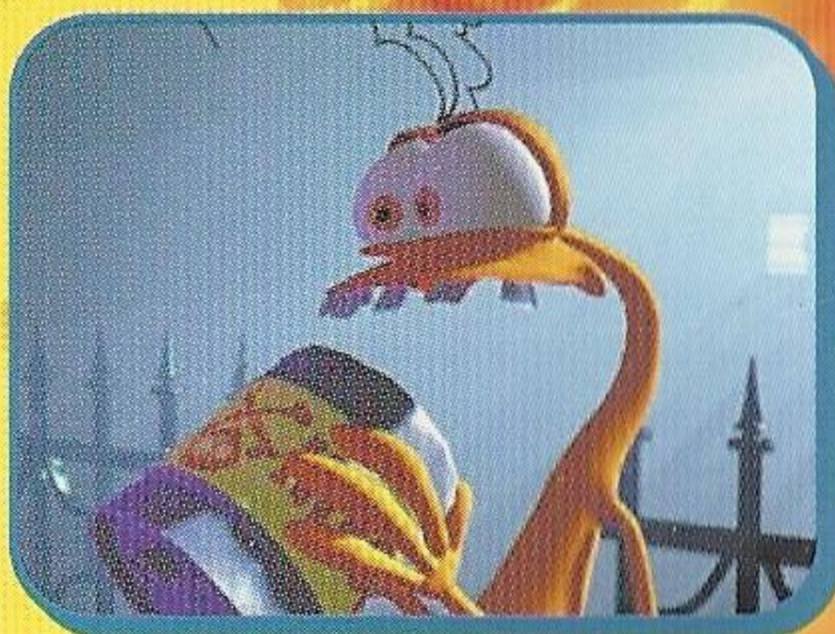
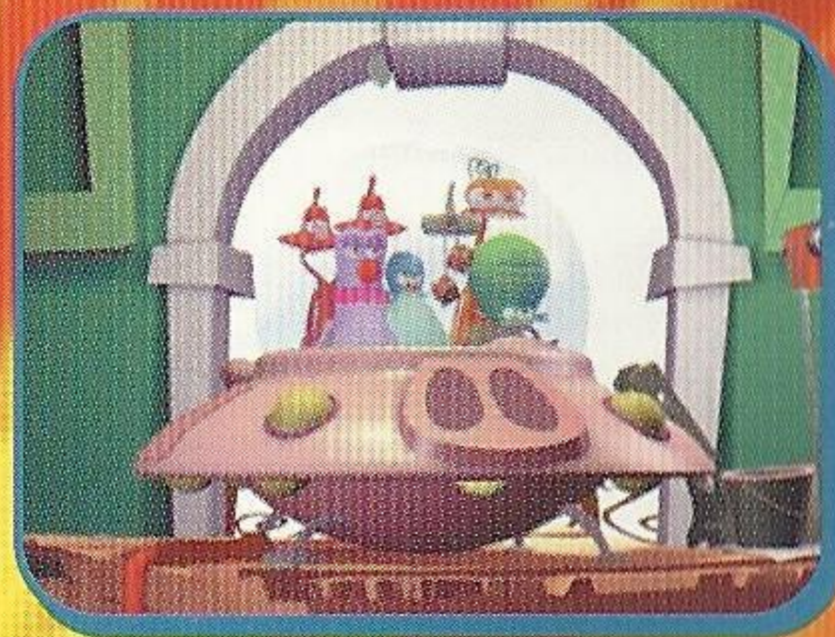
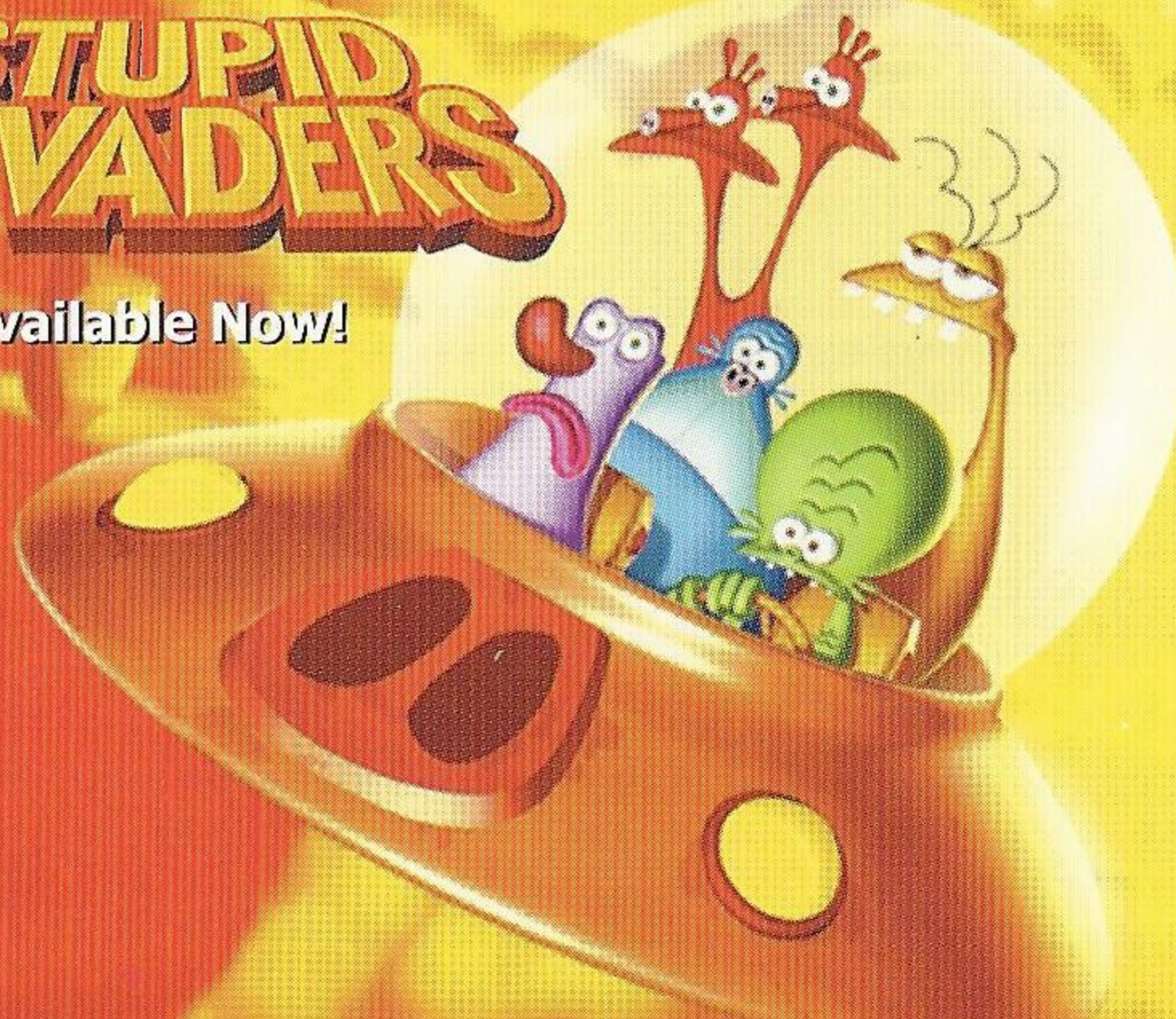
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