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First Things First

The ReadMe File

The *Demon Stone*™ DVD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Demon Stone directory found on your hard drive (usually C:\Program Files\Atari\Demon Stone). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Demon Stone, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 2000/XP
Processor:	Pentium® III 1 GHz or AMD Athlon™ 1 GHz
Memory:	256 MB RAM
Hard Disk Space:	2.8 GB free
DVD-ROM Drive:	4X speed or faster
Video:	64 MB Hardware T&L-compatible video card (GeForce 3+ video card or equivalent)
Sound:	DirectX® version 9.0c-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher

Setup and Installation

1. Start Windows® 2000/XP.
 2. Insert the *Demon Stone* DVD-ROM game disc into your DVD-ROM drive.
 3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
 4. Follow the remainder of the on-screen instructions to finish installing the *Demon Stone* DVD-ROM game.
 5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Demon Stone/Demon Stone to start the game.
- Note:** You must have the *Demon Stone* game disc in your DVD-ROM drive to play.

Installation of DirectX®

The *Demon Stone* DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

Controls

Menu Controls

Control	Action
Arrow keys	Highlight menu item
Enter key	Select/Accept
Backspace	Cancel/Go Back

Gameplay Controls

Control	Action
W	Move down
A	Move up
S	Move left
D	Move right
Left shift	Walk
Left ctrl	Run
G	Primary Attack
Y	Secondary Attack
U	Coup de Grace
X	Special Ability
Spacebar	Block
T	Ranged Attack
E	Super Attack
R	Team Super
F3	Select rogue
F2	Select sorcerer / drizzt
F4	Select fighter
Esc	Pause Menu

Special Actions Controls

Control	Action
Ctrl key (fighter)	Smashing Attack (press and hold)
Ctrl key (rogue)	Jump
Ctrl key (sorcerer)	Bead of Force (Press the Ctrl key 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 14).

Coup de Grace

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

Ranged Attack

- When controlling the fighter or the rogue, press the **T key** to equip and fire a projectile.
- When controlling the sorcerer, press the **T key** to equip and fire a spell.

Spell Upgrades

- The sorcerer can purchase two types of spell upgrades: protect spells and charm spells. Press and hold the **T key**, and press the **Q key** at the same time to cast a protect spell. Press and hold the **T key** and press the **left mouse button** to cast a charm spell.
- The targeted opponent will have a small beacon above its head. Use the **movement keys** to target another enemy.

Parry

Press and hold the **Spacebar** 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 Sneak Attack by sneaking up behind an enemy and pressing the **right mouse 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. Press the **arrow keys** to switch between the fighter, the rogue and the sorcerer. While you are controlling one character, the game AI directs the other two.

Special Actions

Special Actions are Magical Items that you can acquire. Special Actions are unique for each character:

- **Fighter:** Press and hold the **Ctrl key** 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 **Ctrl key** to jump up onto platforms. Press the **right mouse button** in mid-air to perform a Jumping Attack.
- **Sorcerer:** Press the **Ctrl key** to drop a Bead of Force. Detonate the Bead of Force by pressing the **right mouse button** again. The Bead of Force causes massive damage to obstacles and objects, but less damage to enemies.

Team Attack

During combat, press the **E key** to summon the fighter, rogue or sorcerer to your aid (see "Team Attack" on page 14).

Team Super Attack

Use the Team Super Attack (**R key**) to unleash an attack that inflicts massive damage to all opponents within a large radius (see "Team Super Attack" on page 15).

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

left mouse button (x2): A quick, two-hit gauntlet (fists) combo.

right mouse button (x3): A three-hit, wide-swinging combo. Effective against large groups of enemies.

Rogue Base Combos

left mouse button (x2): A two-hit kicking combo designed to stun enemies.

right mouse button (x3): A three-hit, wide-swinging combo. Effective against groups of enemies.

Sorcerer Base Combos

left mouse button (x2): A two-hit unarmed strike.

right mouse button (x3): A three-hit, wide-swinging combo. Effective against groups of enemies.

Saving and Loading

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 a slot in which to save the game.
4. Use the **arrow keys** to highlight a saved game slot, and then press the **right mouse button**.
5. Select Yes to confirm and save the game.

Loading a Game

1. Select Load Game from the Main Menu.
2. Select the game to load.
3. Use the **arrow keys** to highlight the desired game, and then press the **right mouse 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.

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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 whenever you start a new game. You can select from the following settings: Easy, Normal or Hard.

Main Menu



The Main Menu appears when you start the game. The Main Menu also appears when you quit a game.

You can choose from the following Main Menu options:

New Game

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

Load Game

Continue an adventure already in progress. Select the game you wish to load.

Options

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

Speaker Output Mode

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

Subtitles

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

Credits

View a list of the game's creators.

Pause Menu



Press the **Esc key** at any time during gameplay to take a break from the action. Press the **Esc key**, 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.

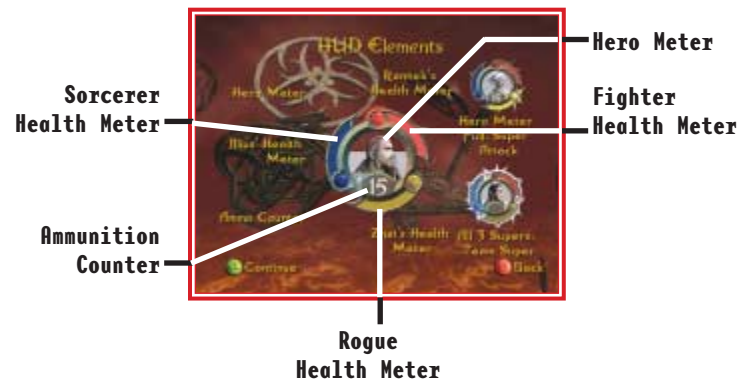
Playing the Game



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 **Enter** 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 **left and right**

arrow keys to switch the characters and 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 **left and right arrow keys** to switch the characters and cycle through the sets of moves. Use the **up and down arrow keys** to highlight a move.

- Press the **left mouse button** to preview a move in action.
- Press the **right mouse button** to purchase a move.
- Press the **Q key** 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 **left and right arrow keys** to switch the characters and cycle through the items. Use the **up and down arrow keys** 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 **left mouse button** to view an item.
- Press the **right mouse button** to purchase an item.
- Press the **Q key** 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 **right mouse button** to purchase the suggested moves and items.
- Press the **Q key** 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 9).

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 Silvermoon, 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 Silvermoon, 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.

NPCs

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

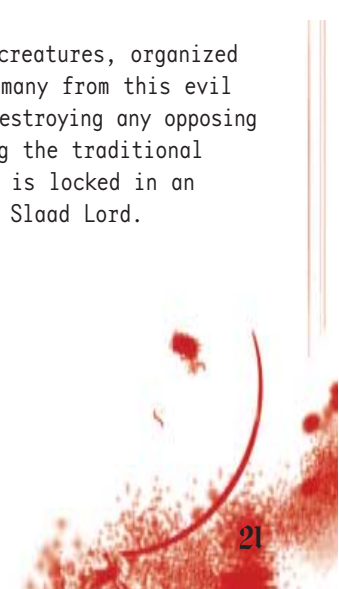
Drizzt Do'Urden is a legendary figure in the Realms. Armed with his two scimitars, "Twinkle" and "Icingdeath," this enigmatic dark elf is renowned for forsaking the cruel ways of his people and working in the interest of good on the surface world of the Realms.

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.

Crystalspiders

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.

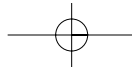
Shield Guardians

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



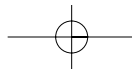
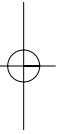
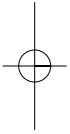
Tips and Hints

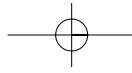
- To succeed in certain situations, you will need to utilize the unique abilities of a particular character (fighter, rogue or sorcerer).
- The death of a single member of your party can be costly – you will have to restart the current section of the game.
- Some attacks and spells will fill the Hero Meter faster than others.
- There are hidden platforms, accessible by the rogue, that contain secret items.
- Press the **E key** 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.



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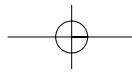
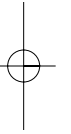
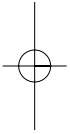
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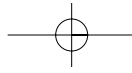




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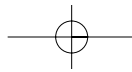
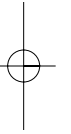
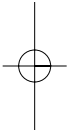
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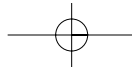




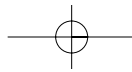
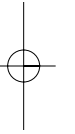
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Credits

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
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Jean Raymond
Mike Webster

Brand Manager
Serene Chan

Brand Manager
Jeff Sehring

Senior PR Manager
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 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 Schragar
 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 Pike
Publishing Support
 Director of Publishing Support
 Michael Gilmartin
 Q.A. Manager
 Ezequiel "Chuck" Nunez
 Manager, Engineering Services and
 Compatibility Lab
 Dave Strang
 Lead Tester
 Kenny Yan
 Assistant Lead Testers
 Enrico Granados
 Harrison Correa

Testers
 Michael Topoll
 Harrison Correa
 Kevin Dixson
 Robert Boone
 Shannon Lewis
 Nessie Rilveria
 Bryce Ericson
 Chris Clark
 Dae Kim
 Eric Pacho
 Provin Singh
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 Euegene Lai
 Senior Compatibility Analyst
 Chris McQuinn
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 Cuong Vu
Additional Support
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 Joy Schnee
 Sr. Manager, Strategic Relations
 Cecelia Hernandez
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 I.T. Manager / Western Region
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 Director of Manufacturing
 Eddie Pritchard
 Lead Senior Buyer
 Lisa Leon
 Senior Buyer
 Gardner 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
 Jacquie 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 Colenius
 Marta Daglow
 Genevieve Gamba
 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 Doglow
Riley Gabriel-Lee
Geoff Getten
Sean Stephens
Sean Walashek
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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...
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NMRK.
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Hai-Yuen
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My new Mom and Dad, thanks
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Andrew Lieberman
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Bajwa, Harinder Bajwa, Gujinder
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brilliant renditions - my
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tough and delivering.

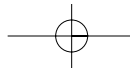
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Peter Archer
Mary Elizabeth Allen

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Bill Johnson
Jeff Fort
Mike Arkin



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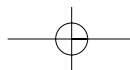
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