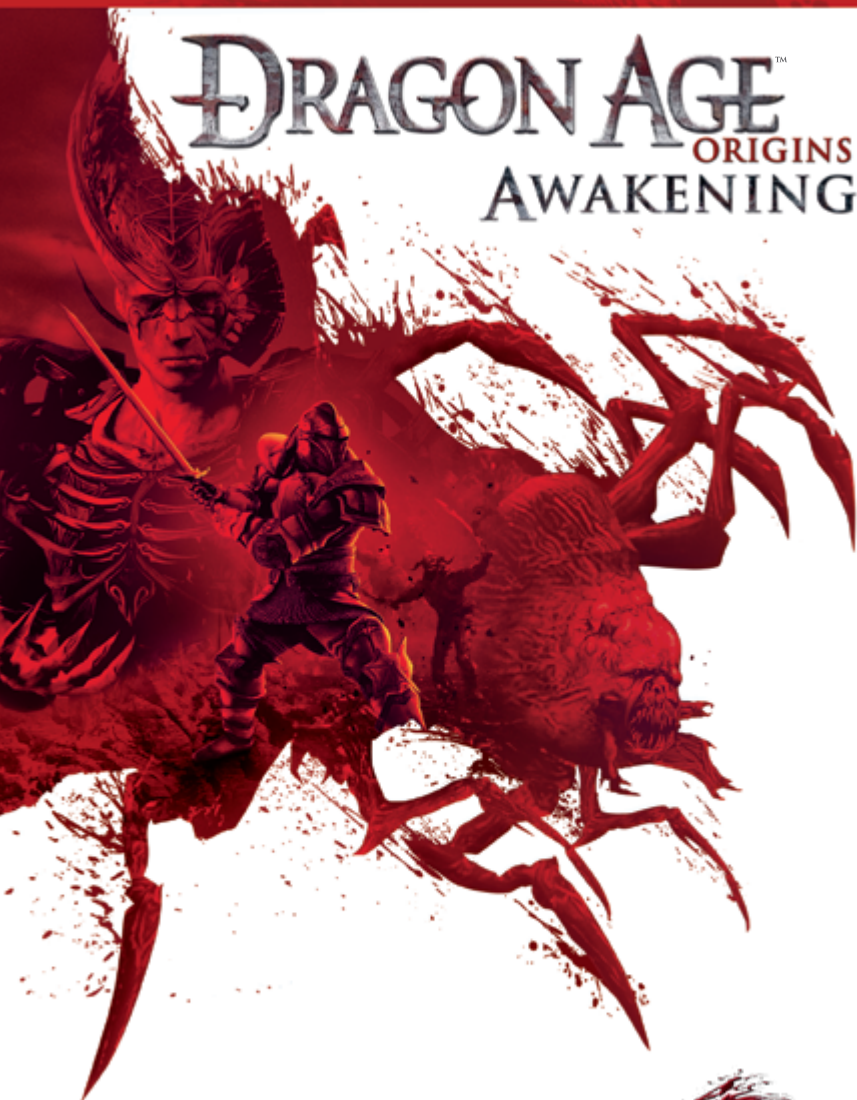


E X P A N S I O N P A C K

DRAGON AGETM

ORIGINS AWAKENING



BiOWARETM



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Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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INSTALLING THE GAME

Because *Dragon Age: Origins – Awakening* is an expansion pack, *Dragon Age: Origins* must already be installed before you install *Dragon Age: Origins – Awakening*.

DIGITAL RETAIL INSTALLATION

Dragon Age: Origins – Awakening is not available through the in-game downloadable content store in *Dragon Age: Origins*, only from third-party digital retailers or from physical retail stores. Please contact the digital retailer from whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy of the game.

NOTE: If you would like additional information about your game as well as tips and patches please visit www.ea.com or www.eastore.com.

DISC INSTALLATION

To install the disc version of *Dragon Age: Origins – Awakening*, insert the disc into your DVD-ROM drive. If the installer does not automatically launch when the disc is inserted, browse to the location of the *Dragon Age: Origins – Awakening* DVD-ROM using Windows Explorer, then double-click the “Setup.exe” application. Follow the instructions that appear.

STARTING THE GAME

To start the game:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.



INTRODUCTION

Dragon Age™: Origins – Awakening is an expansion that continues the epic story of *Dragon Age™: Origins*. Like *Dragon Age: Origins*, *Dragon Age: Origins – Awakening* is an epic party-based fantasy role-playing game that focuses on story and tactical party combat.

COMPLETE CONTROLS

Once you create a character using the Character Generation system described on p. 5, you will find yourself in control of the game's camera, which can zoom in for a wide third-person view of your characters (over the shoulder) or zoom out and up for a nearly top-down view of a whole area.

To zoom the camera, scroll with your mouse-wheel. When the camera is fully zoomed out, you can pan across the battlefield using the arrow keys by clicking the mouse wheel and dragging, or simply by nudging the edge of the screen. At any zoom level, clicking the right mouse button and dragging rotates the camera.

To execute most actions, right-click the mouse. Right-clicking on an object makes your currently selected character take appropriate action—attack an enemy, talk to a friendly character, loot a corpse, open a door, pull a lever, and so forth. You can also right-click on the ground to direct your character to move to that location if you don't feel like using the keyboard to move.

However, once you have selected a spell or talent that requires a target—either by clicking on your quickbar or pressing the appropriate number key for that quickbar ability—you must left-click on the target. Right-clicking cancels the spell or talent. Left-click also selects a character in your party to control. Drag a box around multiple characters while left-clicking to select them all.

GENERAL CONTROLS

Quick save	F5
Quick load	F9
Highlight objects	TAB
Hide main interface	V
Take screenshot	PRT SCN
Character record	C
Journal	J
Inventory	I
Skills	K
Spells/Talents	P
Area map	M
World map	N
Tactics	\
Main menu	ESC

MOVEMENT/CAMERA

Run forward	W
Rotate camera left	A
Run backward	S
Rotate camera right	D
Run left	Q
Run right	E
Rotate camera up	Home
Rotate camera down	End
Zoom in	Pg Dn
Zoom out	Pg Up
Pan (zoomed out)	Arrow keys
Toggle run/walk	/ (num pad)

COMBAT

Pause	Spacebar
Use quickbar ability	1-0
Swap weapon sets	/
Party move/hold	H
Select full party	=
Select one character	F1-F4
Select many characters	SHIFT + F1-F4

GETTING STARTED

When you are playing *Dragon Age: Origins – Awakening*, you must keep the *Dragon Age: Origins – Awakening* disc in your DVD-ROM drive. If you wish to play *Dragon Age: Origins* again, insert the *Dragon Age: Origins* disc instead. Once *Dragon Age: Origins – Awakening* has been installed, starting the game takes you to the *Dragon Age: Origins* main menu. To begin playing *Dragon Age: Origins – Awakening*, select NEW GAME, and then click on the logo for the expansion.

CHARACTER GENERATION/IMPORT

You can play *Dragon Age: Origins – Awakening* using either your character from *Dragon Age: Origins* or a new, high-level character that you create.

To import a character, select IMPORT FROM ANOTHER MODULE. At the next screen, select the character you wish to play as, then click IMPORT. If you choose a character that died during the climax of *Dragon Age: Origins*, you play *Dragon Age: Origins – Awakening* as if the character had lived. If the character had not yet reached level 18, you jump to that threshold instantly.

If you select CREATE NEW CHARACTER instead, you begin the game as a Grey Warden from Orlais. All new characters begin at level 18, and you can spend your wealth of specialization, attribute, skill and talent points as you see fit. For more details on the character generation process, refer to the manual from *Dragon Age: Origins*.

BACKGROUND

Any new character assumes the role of a Grey Warden from Orlais, sent to rebuild the Grey Wardens in Ferelden. Imported characters retain their backgrounds from *Dragon Age: Origins*.

GREY WARDEN



The Grey Wardens were once exiled from Ferelden for conspiring to overthrow the king. They were permitted to return 20 years ago by King Maric. The Grey Wardens are dedicated to destroying the darkspawn, and fighting the Blight. Because nearly every Grey Warden in Ferelden was killed during the last Blight, the First Warden at Weisshaupt has dispatched a senior Warden, previously stationed in Orlais, to assume control of the order in Ferelden.

SKILLS

Dragon Age: Origins – Awakening includes three new skill chains that become available when a new or imported character reaches level 20.

RUNECRAFTING



Runecrafters study iconography and lyrium inscription, allowing them to craft runes which may be used to upgrade weapons and armor. Higher ranks of Runecrafting let a character craft more powerful runes.

VITALITY



Characters with this skill are in peak physical condition, increasing their hardiness and resilience. Each rank of Vitality adds a bonus to health.

CLARITY



Characters who have learned this skill show amazing mental discipline. They are able to shut out distractions to focus their attention on the task at hand. Each rank of Clarity adds a bonus to mana or stamina.

TALENTS/SPELLS

Dragon Age: Origins – Awakening includes 56 new talents and spells, greatly expanding your tactical options. Some of the new abilities become available at level 20, whereas others are associated with the six new specializations described below.

SPECIALIZATIONS

Dragon Age: Origins – Awakening includes two new specializations for each class, and adds a third specialization point at level 22. As a bonus, as soon as you begin playing, two points are available to spend on specializations unlocked from *Dragon Age: Origins*.

WARRIOR

Spirit Warrior



Although spirit warriors employ magical abilities, they are not mages; instead, they flirt with inhabitants of the Fade who agree to augment mortal abilities in exchange for a glimpse of the physical world. Naturally, the Chantry's templars rarely acknowledge that distinction.

Guardian



Many warriors foolishly believe that they can control the tide of a battle on their own, but a guardian realizes that an ally's survival is as important as an enemy's death. Guardians prefer to protect party members directly, but if necessary, they are prepared to make personal sacrifices to ensure that their companions live.

MAGE

Keeper



Every Dalish clan has a keeper, a wise mentor dedicated to preserving the elves' ancient lore. It is exceptionally uncommon for a keeper to teach anyone other than a fellow clan member about the unique Dalish understanding of nature magic, which focuses on control of the roots beneath the earth.

Battlemage



Some mages specialize in spells that permit them to engage in combat from afar. Battlemages, by contrast, prefer to wade into the fray alongside their blade-wielding companions, close enough to read the fear in their opponents' eyes. Their spells are primarily concerned with personal preservation as well as control of the elements in their immediate surroundings.

ROGUE

Legionnaire Scout



Most tales of the dwarven Legion of the Dead are likely minstrels' fabrications, but the trail of darkspawn corpses that the Legion leaves behind proves the efficacy of their training. Legionnaire scouts often travel ahead of their companions, and have consequently become renowned for unusual hardiness, able to survive battles that would kill any other rogue.

Shadow



There is no order or organization of shadows—they are self-taught elite rogues, masters of concealment and ambush. They strike from darkness, employing personal decoys and hallucinogenic poisons to distract enemies before sliding a dagger between their ribs.

SPECIALIZATION BONUSES

	SPIRIT WARRIOR	GUARDIAN	KEEPER
Attribute Bonus	+1 constitution	+1 constitution	+2 magic
Secondary Bonus	+5 physical resistance	+5 nature resistance	+3 mental resistance

	BATTELMAGE	LEGIONNAIRE SCOUT	SHADOW
Attribute Bonus	+2 magic	+2 dexterity	+1 dexterity
Secondary Bonus	Minor combat health regeneration	+1 damage/hit	+5 attack

ITEMS

Dragon Age: Origins – Awakening offers more than 500 new items, including some extremely powerful weapons and armor of legend.

MATERIALS

Wood, metal, and leather weapons and armor are now available in nine tiers of quality—two tiers more powerful than the best equipment from *Dragon Age: Origins*.

RUNES

Dragon Age: Origins – Awakening adds several new types of runes, including defensive runes that can be applied to armor, and expands their range of power from five tiers to seven. The Runecrafting skill also allows you to create and upgrade runes—provided that you have the necessary supplies and have found a tracing that shows you how to inscribe the rune. Since the new runes are rarely found in stores or throughout the world, you would be wise to ensure that at least one of your party members has learned Runecrafting.

QUICK-USE ITEMS

There are several new types of quick-use items in *Dragon Age: Origins – Awakening*, including powerful new Superb, Master, and Ethereal formulations of the same types of consumable items found in *Dragon Age: Origins*.

Stamina Draughts

Stamina draughts instantly restore some amount of a warrior or rogue's stamina. Mages cannot use stamina draughts.

Dispel Coatings, Grenades, and Traps

Dragon Age: Origins – Awakening adds new weapon coatings, grenades, and traps that can dispel hostile magical effects.

Elemental Coatings, Grenades, and Traps

Dragon Age: Origins – Awakening also adds weapon coatings, grenades, and traps that can deal damage from each of the five elemental types simultaneously.

Other Quick-Use Items

You may discover many other new miscellaneous consumable items—but be aware that they are often more useful when mixed together to make more powerful items, following the directions of a crafting recipe.

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Chief Technical Officer: David O'Connor
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EXTERNAL PARTNERS

Art and Animation

Motion Capture: EA Worldwide Motion Capture Studio

Audio and Localization

Dialogue Editing / Post-Production: Wave Generation
Geopolitical Evaluation: Englobe, Inc.
Original Score: Inon Zur
Translation: Albion (Poland), Exequo (France), András Gáspár, Fontoló Stúdió Ltd. (Hungary), Vadim Poguliev, IT Ltd. (Russia), PRESTO - PŘEKLADATELSKÉ CENTRUM s.r.o. (Czech Republic), Synthesis Iberia (Spain), Synthesis International (Italy), Florian Vanino (Germany)
Voice-Over Direction (Los Angeles): Ginny McSwain
Voice-Over Production Services: Tikiman Productions, Inc.
Voice-Over Recording: Side UK (London), Technicolor Interactive Services (Burbank), Wolf Willow Sound (Edmonton), Igor Cherenkov, ArcTV Ltd. (Russia), Exequo (France), Start International Polska (Poland), toneworx GmbH (Germany)

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PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed: For NVIDIA video cards, visit www.nvidia.com to locate and download them. For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP Ports: 80, 8000

UDP Ports: 80, 8001

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

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TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (If the My Computer icon is not visible on your desktop, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select **OPEN**.
4. Open the **Support > EA Help > Electronic Arts Technical Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://support.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: <http://support.ea.com>

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
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Online: <http://warrantyinfo.ea.com>

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US 1 (650) 628-1001

EA Warranty Mailing Address

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Austin, TX 78753

Notice

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support
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