

DRAGON AGE™ INQUISITION



BiOWARE™



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INTRODUCTION

Chaos threatens the land of Thedas. Nations clash, dragons conquer the skies, and a civil war is brewing between mages and the templars who have appointed themselves the mages' watchers.

As leader of the Inquisition, it's up to you to restore order. Recruit a party of skilled adventurers to battle at your side while you explore the vast continent of Thedas. As you take control of various strongholds and outposts, you'll be able to upgrade and assign duties to each—and every decision you make will have an extraordinary impact on the world around you.

Just remember that even the most beautiful places can be fiercely inhospitable, and danger hides where you least expect it...

CONTROLS

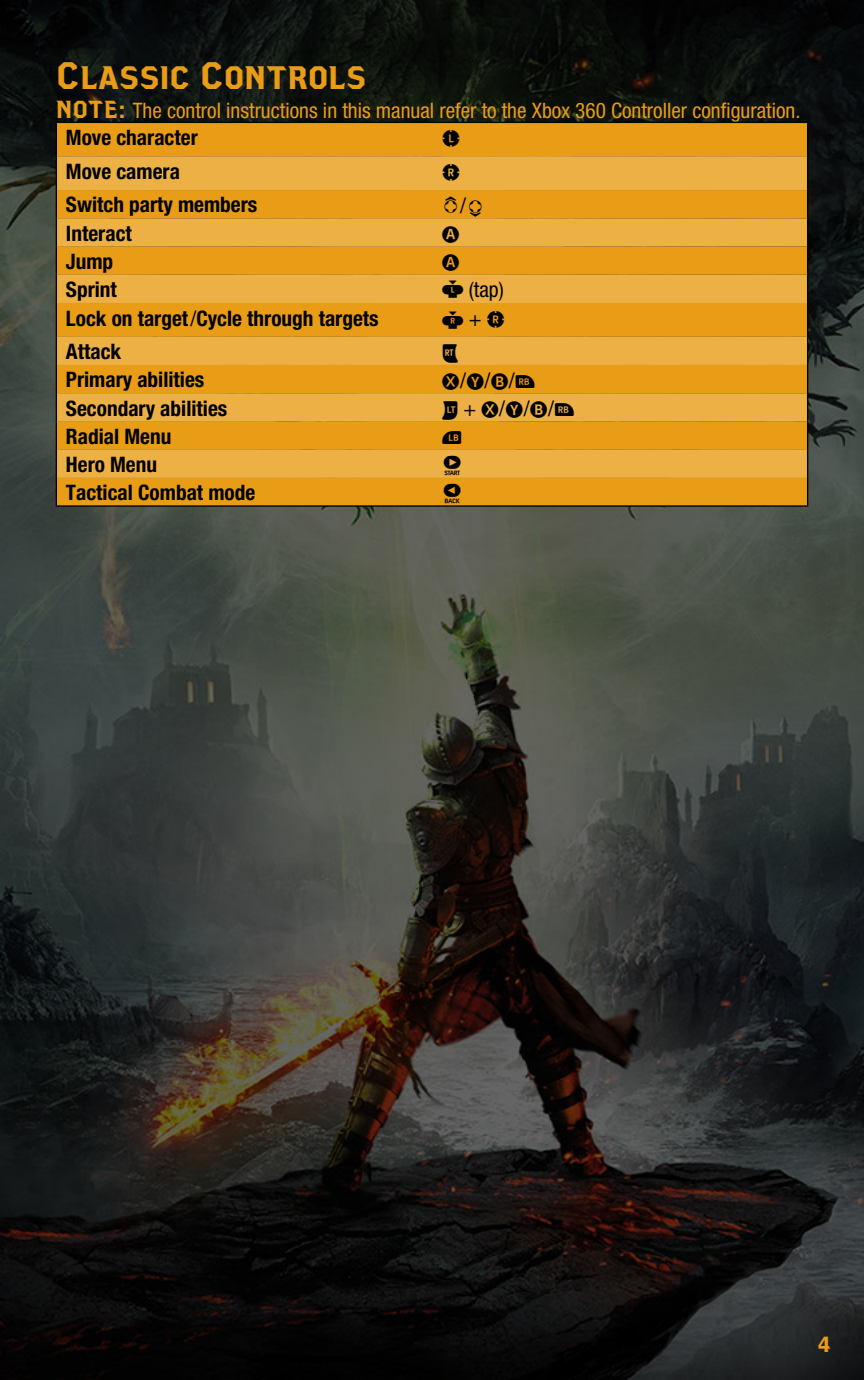
KEYBOARD + MOUSE CONTROLS

Move character	W/Q/S/E
Toggle Auto-run (except in Tactical Combat mode)	G
Position cursor	mouse
Rotate camera	right-click (hold) + mouse (drag)
Turn camera left/right	A/D
Zoom in/out	scroll wheel
Select party member (single-player only)	F1/F2/F3/F4
Interact	right-click
Jump	SPACEBAR
Sprint (on foot)/ Gallop (on horseback)	SHIFT
Tactical Combat mode	T
Attack	left-click/R
Primary abilities	1/2/3/4
Secondary abilities	5/6/7/8
Cycle targets (except in Tactical Combat mode)	TAB
Select potion	0/-
Party attack	Y
Party clear commands	K
Party disengage	L
Summon mount/Dismount	=
Quest Map	M
Journal	J
Inventory	I
Character Record	P
Quick save	F5
Quick load	F9
Screenshot	PrtScn
Hero Menu	ESC

CLASSIC CONTROLS

NOTE: The control instructions in this manual refer to the Xbox 360 Controller configuration.

Move character	
Move camera	
Switch party members	/
Interact	
Jump	
Sprint	(tap)
Lock on target/Cycle through targets	+
Attack	
Primary abilities	///
Secondary abilities	+ ///
Radial Menu	
Hero Menu	
Tactical Combat mode	



STARTING YOUR ADVENTURE

Shape the future of Thedas as the Inquisitor in a single-player game, or jump into *Dragon Age's* first multiplayer mode to aid the Inquisition.

MAIN MENU

Continue

Load your latest save to jump into the game where you last left off. This option will only appear if you have a previously saved game.

New Game

Create a new character and start playing *Dragon Age™: Inquisition* from the beginning.

Multiplayer

Take on a mission from the Inquisitor with up to three other friends online in this cooperative mode.

Load

Choose a save file to load a previous *Dragon Age: Inquisition* adventure.

Options

Adjust settings for Gameplay, Interface, Controls, Key Bindings, Audio, Display, Graphics, and Account.

Extras

View the Terms of Service, Privacy Policy, the *Dragon Age: Inquisition* credits, and the game manual.

Quit

Exit the game.

DRAGON AGE KEEP

The Dragon Age Keep (www.dragonagekeep.com) is a companion website for players of *Dragon Age™* games, dedicated to connecting all products in the *Dragon Age* franchise together.

Access the Keep to sync your record of accomplishments, heroes, and rewards from all games. Set story choices from previous games and import them into *Dragon Age: Inquisition*. Share your choices and heroes with friends, discover lore from the *Dragon Age* world, and more.

IMPORTING CHOICES FROM PREVIOUS GAMES

NOTE: Dragon Age Keep is optional. A default starting world history is available for you when you play *Dragon Age: Inquisition*.

The world of *Dragon Age: Inquisition* should reflect the choices you make—and that includes decisions from previous games in the series. Use the Dragon Age Keep website (www.dragonagekeep.com) to customize hundreds of choices from the previous *Dragon Age* games. Whether you're new to *Dragon Age* or a long-time player, the Keep lets you recreate your unique world history, explore alternate scenarios, or learn context on past story as you craft a personalized game world through your decisions.

To get started, go to the Dragon Age Keep website (www.dragonagekeep.com) and log in with the same Origin account that you use in *Inquisition*. Follow the directions on the site to create and shape your world, and then import your choices into a new game of *Dragon Age: Inquisition*!

NOTE: *Dragon Age: Inquisition* does not use a save file import system that reads saves from previous games. This means you must create a world to your specifications from the Dragon Age Keep and import that at the start of a new game, or use the default starting world history.

CHARACTER CREATION

Creating your character is the first step on your journey to becoming a hero in *Dragon Age: Inquisition*. When you launch a new game from the main menu, you'll encounter several levels of customization to fine-tune your character's look and combat style, as well as your overall *Inquisition* experience.

CHOOSE YOUR RACE

When you first start customizing your character, select your gender and then navigate through the available races. You can read a description of each race below its card; pay attention to the unique bonus each race receives!

CHOOSE YOUR DIFFICULTY LEVEL

Select EASY if you're new to *Dragon Age* combat and prefer a breezy, story-based experience; NORMAL for a balance between challenge and survivability; HARD if you're experienced with the series and crave a more strategic experience; or NIGHTMARE for an intense combat challenge that requires careful tactical deployment.

NOTE: You can change your difficulty setting at any time via **OPTIONS** from the Hero Menu (O).

CUSTOMIZE YOUR LOOK

To start customizing your character's appearance, choose a preset as a base. Next, sort through options for facial features and hair to create an entirely unique character.

CHOOSE YOUR CHARACTER CLASS

Your character class defines your Inquisitor's combat style. Flip through cards to view the available classes; descriptions appear underneath to help you decide.

Rogue – Dual Wield

Wields two one-handed weapons.

Rogue – Archer

Shoots with a bow and arrows.

Warrior – Two-Handed

Delivers blows with a two-handed weapon, such as a maul or battleaxe.

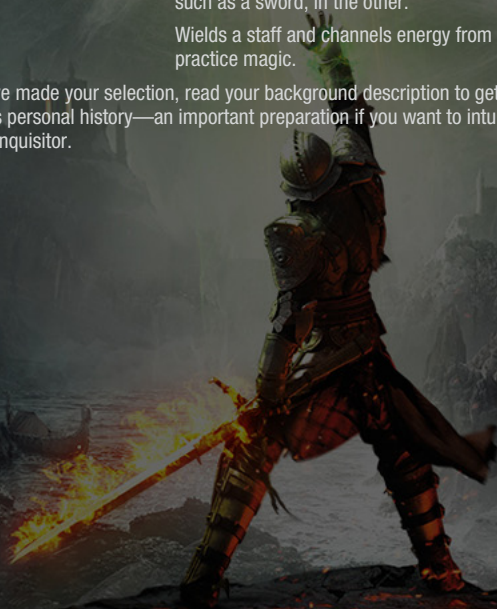
Warrior – Weapon & Shield

Holds a shield in one hand and a one-handed weapon, such as a sword, in the other.

Mage

Wields a staff and channels energy from the Fade to practice magic.

Once you've made your selection, read your background description to get to know your character's personal history—an important preparation if you want to intuit how the world will treat your Inquisitor.



MASTERING COMBAT

GAME SCREEN (KEYBOARD)



GAME SCREEN (XBOX 360 CONTROLLER)



PARTY MEMBERS

You can view all of your current party members on the left side of the screen—and you can choose to control any of them. Press or to switch between party members. This comes in handy if one of your party members has a skill that you need to use in battle or requires quick healing to stay in the fight. You can also view the current action of each of your party members beside his or her profile image, which can help you keep track of everyone's tactics in the midst of battle.

COMPASS

Use the compass to locate points of interest and keep an eye on your current destination. Open the Quest Map via the Hero Menu to set a waypoint for yourself.

BATTLE MENU

While controlling the Inquisitor or any of your other party members, you can view a number of the selected character's abilities in the lower right corner of the screen when using an Xbox 360 Controller. This Battle Menu lets you map up to eight abilities to four icons for quick access during combat. If you're using a keyboard configuration, the Battle Menu will appear as a hotbar at the bottom of your screen.

To assign abilities, access the Character Record from the Hero Menu and navigate to the Abilities tab or Tactics tab to view your character's current abilities. When you're ready to map an ability to the Battle Menu, press **A** to open the menu on the right side of the screen, then select an available icon to assign the ability to it.

Assign abilities to **Y**, **X**, **B**, or **RB**, or hold **TB** to access a secondary menu of shortcuts where you can assign a second set of abilities to the same buttons (accessible in combat while holding **TB**). To cancel out of mapping abilities, just press **BACK**.

Once you're back in action, press the button corresponding to the ability you want to unleash!

CURRENT QUEST

View your current quest in the upper right corner of the screen. The next time you get sidetracked by a fresh piece of loot or an intriguing conversation, simply glance at the current objective beneath the quest name when you're ready to get back to business.

COMBAT VIEWS

Being a leader in the midst of a civil war requires a balance between quick thinking and careful planning—especially when it comes to combat. For the first time in *Dragon Age*, you can easily switch between two combat styles with a press of **BACK**.


Action





This mode brings back fast-paced action similar to that featured in *Dragon Age™ II*. Slash, shoot, or spellcast your way through battles as they happen in real-time.




Tactical Combat

Switch to an overhead view of the battlefield with the action paused so you can carefully plan your next move.


TACTICAL COMBAT

The overhead view and automatic pausing in Tactical Combat mode is a natural fit for strategic battling. Whenever you want to access Tactical Combat mode, just press .

With the action paused, move  to choose a new position and then press  to mark the spot for your currently selected party member. You may also position the target over an enemy to prepare an attack. Press  or  to switch party members and select their next moves in the same fell swoop.


When you're ready to put your plans in motion, hold  to resume live action. If you spot trouble, just release  to pause the action again and start strategizing. You can also press  at any time to leave Tactical Combat mode and return to live-action combat.

RADIAL MENU

During combat or as you explore, press  to open the Radial Menu. This automatically pauses the action so you can perform actions or set instructions such as healing, having your party member hold position, or preparing to attack a target.

LEVELING

Your Inquisitor can be one of three unique classes: a warrior who relies primarily on strength to deal heavy damage, a rogue with the speed and wits to plan devastating attacks, or a mage who wields magic as a weapon. As you progress, you'll also unlock specializations that give your Inquisitor new skills.

You will receive an on-screen notification whenever your Inquisitor or another party member levels up. This increases the character's health and stats and gives one Ability Point to learn a new ability with. Open the Character Record from the Hero Menu () to start choosing new skills for the character.

ATTRIBUTES

Attributes are core traits that characters can build over time. Each character class does best with a unique balance of attributes. For instance, warriors require Strength to deal heavy blows, while rogues prefer Dexterity and Cunning to sneak up on enemies and land critical hits. Your abilities, items, and consumables will affect your stats here.

View your attributes in the Attributes tab of the Character Record. You can also keep an eye on your character's Core Stats and Defenses at the bottom of the screen, as well as your current level and XP.

ABILITIES

Your Inquisitor and other party members also have abilities that aid them in battle, which you learn with Ability Points when a character levels up. There are three main types of abilities or upgrades:

Active

Special actions a character can perform. These actions instantly use an amount of stamina or mana and have a cooldown period before you can use them again. Assign these to the Battle Menu to select them quickly in battle.

Upgrades

Enhance an existing ability.

Passive

Permanent bonuses that do not require activation.

In the Abilities tab, browse the Ability Trees to see available abilities you can learn with points. Press **A** to select a skill tree and move **Left** to see the abilities there. When you spot one you'd like to learn, press **A** to unlock it and **Y** to confirm your decision.

NOTE: A good Inquisitor must build on the skills they have already learned. This means that some abilities in skill trees will remain locked until you acquire a more basic related ability. When you learn a new ability, you'll see others near it become highlighted, which means they are now available for you to learn.

BEHAVIORS

From the Character Record's Behaviors screen, toggle AI Tactics ON or OFF for each party member. Turning on AI Tactics allows you to set the behavior of the character in combat, so you don't have to control their every action during each battle. Press **Left** or **Right** to switch party members. When AI Tactics are turned on for a character, you may select categories to adjust them according to that character's combat style:

Mana/Stamina % Reserve

Choose how much stamina you will reserve for the selected party member. When the character reaches that threshold, abilities that require mana or stamina will give way to the character's base attack, which does not use up mana or stamina.

Targeting Behavior

Set the party member's targeting behavior to Defend or Follow any other party member of your choice.

Health Potion Reserve

Choose your health potion reserve. When your inventory has reached that number, the selected party member will stop drinking health potions.

Health Potion HP% Threshold

Choose the percentage of health the selected character should have left before drinking a health potion. For instance, you might select 10% to give someone a health potion at the last minute, or 50% if you prefer to be more careful.

YOUR INQUISITOR'S JOURNEY

One of the most important tasks in your journey through *Dragon Age: Inquisition* is the shaping of your Inquisitor's personality and values. Many of the decisions your Inquisitor makes will impact the politics of Thedas and the opinions of party members.

DIALOGUE WHEEL

Dragon Age II's dialogue wheel makes a comeback to help you advance the storyline and define your Inquisitor in the process. When presented with dialogue wheel options—some of them lines of dialogue, others actions or silence—highlight one to view its type.



General

Branch the conversation and open up additional dialogue options.



Yes

Agree or accept an offer. Say yes.



No

Reject something proposed by another character. Say no.



Stoic

Remain matter-of-fact about the subject at hand. Speak with self-control.



Pleased

Express agreement with or happiness about the current conversation point.



Sad

Express sadness over the current conversation point.



Mad

Express your anger about what's being discussed.



Confused

Indicate confusion about the current line of conversation.



Surprised

Has the conversation astounded you in some way? Express your surprise.



Attack

Enough conversation. It's time to get aggressive.



Special

This option is rare. It may only appear for certain types of characters—or it may be based on past circumstances.



Investigate

Make inquiries to learn more about the current conversation.



Payment

Inquire about a coin reward—or bribe someone.



Romance

If you're feeling amorous, flirt or say something romantic.



End Romance

Say or do something to permanently end a romance with the other character.



Underworld

Showcase your knowledge of the criminal world with this special dialogue option, only available when the necessary perk is acquired.



Politics

Display your understanding of how the political system works. Requires a perk.



History

Put your knowledge of history and ancient lore to use. Requires a perk.











Arcane

If you understand magic and magical theory, use this information to your advantage. Requires a perk.

If you choose a similar tone for your Inquisitor most of the time, you may start noticing more unique expressions or outcomes that are only available to your chosen personality type.


There are also several dialogue options only available to specific characters. These are based on your character's race and class.

	Warrior		Human Mage
	Rogue		Elf
	Mage		Dwarf
	Human		Qunari


NOTE: Press  at any time during a cutscene or a line of dialogue to skip it.



HERO MENU

Press  to pause the game and access the Hero Menu. Here, you can save your game, view the Quest Map, review your Character Record, and more.

Quest Map

View the map for your current quest or location. Press  to set a waypoint.

Character Record

View or level up your party members' Abilities, Attributes, Tactics, and Behaviors.


Save

Save your game. You cannot save during combat.

Load

Load a previous save.

Journal

View your current Quests, Collections, and Completed Quests. When viewing a quest, press  to set it as your active quest, which brings up a destination marker on your map to lead the way.

Inventory

View your Weapons, Armor, Accessories, Upgrades, Crafting Materials, Valuables, Weapon Schematics, Armor Schematics, and Recipes. Choose to examine, destroy, or compare items, or mark them to be sold at a store later.

Options

Adjust settings for Gameplay, Interface, Controls, Key Bindings, Audio, Display, Graphics, and Account.

Codex

Scroll through categories of codex entries to read about the world of Thedas.

Exit to Menu

Leave the game and return to the main menu. You will lose any unsaved progress.

MULTIPLAYER

For the first time in the *Dragon Age* series, you can explore more of the world and story in an online cooperative multiplayer mode. Take on a mission from the Inquisitor with up to three of your friends online, and see if you have what it takes to shape the future of Thedas.

INQUISITION HQ

The Inquisition HQ website (hq.dragonage.com) and mobile apps are the perfect companions for players of *Dragon Age: Inquisition* multiplayer! Here, you can track your multiplayer challenge progress, review your characters, read up on the character classes and talent trees, and continue your item crafting on the go.