

Dragon's Eye

Table 1: Movement Commands

Use these commands when you are travelling across the map of the Seven Provinces.

What You Enter	What It Means
B	Boldly moving
C	Cautiously moving
E	Examine
M	Move (change locations)
P	Points
Q	Quit
R	Rest
S	Spells
V	Vials

Table 2: Battle Commands

Use these commands when you are battling monsters and other beasts.

What You Enter	What It Means
B	Battle Berserkly
C	Chop
D	Duck
E	Escape
F	Fire Arrow
L	Leap
M	Mobilize Magic Bolt
P	Parry
R	Ready
S	Smash
T	Thrust
>	Move to the right
<	Move to the left
#0 to 9	Move 0 to 9 feet



SUMMARY OF PLAY

The Seven Provinces, united through the rule of the enlightened Good Magician, is threatened by the Evil Necromancer. He can control time itself, through the power of the fabled Dragon's Eye, and will turn the Seven Provinces into the Deserted Lands. The Eye's potent magic, the Good Magician cannot confront. Your mission, as the Good Mage's champion, is to find the Dragon's Eye and return it to Fel City within 21 days.

With this overland adventure through the Seven Provinces, you step into a complexly detailed world of fantasy involvement. The game is relatively easy to learn, but the subtle interplay among the magic effects, monsters, weapons, and treasures makes it a challenge to experienced players. You can get started right away with the basics on this card.

First, locate the special instructions on How To Load your particular computer version, and follow the directions. If *after* reading the instruction sheet, you have problems loading the game, our Customer Service Department will be glad to help you.

When the game is loaded, you will be given the choice of a title and the sword you want to carry. The code for sword choice is as follows: G = Great Sword, T = Thrusting Sword, SS = Short Sword, and SC = Scimitar. Next, you will be placed on the map of the Seven Provinces. When in the map mode, the movement commands, found in Table 1 on the other side of this card, are operative. The **M** command will be followed by the prompt, MOVE TO, and you must enter one of the locations which lies along the road next to your present location. The code for the location has two letters and a number: The letters represent the province (LM = Lofty Mountains, DC = Deep Chasm, LL = Ley Land, WP = West Plains, EP = East Plains, DF = Dark Forest, and FC = Fel City), and the number refers to the point within a province. FC5, then, is where the 5 appears in Fel City.

When battling a monster, the battle scene will replace the map. The monster and a facsimile of you, the warrior, appear, and you can watch yourself fight the monster in fully animated detail. The commands for battle can be found in Table 2 on the reverse side of this card.

There is a chance you will be killed during your travails, but do not despair. The Good Magician will appear and attempt a resurrection. Just follow the directions presented. Note, though, that resurrections cannot fully restore you to your previous condition; that takes time and, perhaps, the healing help of appropriate vials.

If you are able to find the Dragon's Eye and make it back to Fel City within 21 days, you will not only have the adventure of battling untold monsters and gathering priceless treasures, you will also vanquish the curse of the Evil Necromancer and save the Seven Provinces from certain doom. Until the next time