EPYX™
COMPUTER SOFTWARE

Dragonriders of Pern™
Based on the novels by Anne McCaffrey

Instruction Manual
For the Commodore 64™ Computer System

PROLOGUE
by Anne McCaffrey

RUKBAT, in the Sagittarian Sector, was a golden G-type star. It had five planets, two asteroid belts, and a stray planet that it had attracted and held in recent millennia. When men first settled on Rukbat's third world and called it Pern, they had taken little notice of the strange planet swinging around its adopted primary in a wildly erratic orbit. For two generations, the colonists gave the bright Red Star little thought—until the path of the wanderer brought it close to its stepsister at perihelion.

When such aspects were harmonious and not distorted by conjunctions with other planets in the system, the indigenous life form of the wandering planet sought to bridge the space gap between its home and the more temperate and hospitable planet. At these times, silver Threads dropped through Pern's skies, destroying anything they touched.

The initial losses the colonists suffered were staggering. As a result, during the subsequent struggle to survive and combat this menace, Pern's tenuous contact with the mother planet was broken.

To control the incursions of the dreadful Threads—for the Pernese had cannibalized their transport ships early on and abandoned such technological sophistication as was irrelevant to this pastoral planet—the more resourceful men embarked on a long-term plan.

The first phase involved breeding a highly specialized variety of the fire lizards, a life form indigenous to their new world. Men and women with high empathy ratings and some innate telepathic ability were trained to use and preserve these unusual animals. These dragons—named for the mythical Terran beast they resembled—had two valuable characteristics: they could get from one place to another instantaneously and, after chewing a phosphine-bearing rock, they would emit a flaming gas. Because the dragons could fly, they were able to char the Thread in midair, and then escape from the ravages themselves.

It took generations to develop to the fullest the potential of these dragons. The second phase of the proposed defense against the deadly incursions would take even longer. For Thread, a space-traveling mycorrhizoid spore, with mindless voracity devoured all organic matter and, once grounded, burrowed and proliferated with terrifying speed.

So a symbiote of the same strain was developed to counter this parasite, and the resulting grub was introduced into the soil of the southern continent. The original plan was that the dragons would be a visible protection, charring Thread while it was still skyborne and protecting the dwellings and the livestock of the colonists. The grub-symbiote would protect vegetation by devouring any Thread that managed to evade the dragons' fire.

The originators of the two-stage defense did not allow for change or for hard geological fact. The southern continent, overtly more attractive than the harsher northern land, proved unstable and the entire colony was eventually forced to move north to seek refuge from the Threads on the continental shield rock of the north.

The original Fort, constructed on the eastern face of the Great West Mountain Range, soon grew too small to hold the colonists. Another settlement was started slightly to the north, alongside a great lake conveniently formed near a cave-filled cliff. But Ruatha Hold, as the settlement was called, became overcrowded within a few generations.

Since the Red Star rose in the east, the people of Pern decided to establish a holding in the eastern mountains, provided a suitable cavesite could be found. Only solid rock and metal, both of which were in distressingly short supply on Pern, were impervious to the burning score of Thread.

The winged, tailed, fire-breathing dragons had by then been bred to a size that required more spacious accommodations than the cliffside holds could provide. But ancient cave-pocked cones of extinct volcanoes, one high above the first Fort, the other in the Benden mountains, proved to be adequate and required only a few improvements to be made habitable. However, such projects took the last of the fuel for the great stone-cutters, which had been programmed only for regular mining operations, not for the wholesale cliff excavations. Subsequent holds and Weyrs had to be hand-hewn.

The dragons and their riders in their high places and the people in their cave holds went about their separate tasks, and each developed habits that became custom, which solidified into tradition as incontrovertible as law.

Then came an interval of two hundred Turns of the planet Pern around its primary—when the Red Star was at the other end of its erratic orbit, a frozen, lonely captive. No Thread fell on Pern. The inhabitants erased the depredations of Thread and grew crops, planted orchards from precious seeds brought with them, and thought of reforestry for the slopes denuded by Thread. They even managed to forget that they had once been in great danger of extinction. Then the Threads fell again when the wandering planet returned for another orbit around Pern, bringing fifty years of attack from the skies. The Pernese once again thanked their ancestors, now many generations removed, for providing the dragons who seared the dropping Thread midair with their fiery breath.

Dragonkind, too, had prospered during that interval and had settled in four other locations, following the master plan of interim defense.

Recollections of Earth receded further from Pernese history with each successive generation until memory of their origins degenerated into a myth muddled by the memory of the movement from the southern continent to the point where people argued over whether there had been one Crossing or two.

By the seventh Pass of the Red Star, a complicated socio-political-economic structure had been developed to deal with this recurrent evil. The six Weyrs, as the old volcanic habitations of the dragonfolk were called, pledged themselves to protect Pern, each Weyr having a geographical section of the northern continent literally under its wing. The rest of the population agreed to tithe support to the Weyrs since these fighters, these dragonmen, did not have arable land in their volcanic homes. They could not afford to take time away from nurturing their dragons to learn other trades during peacetime nor could they take time away from protecting the planet during Passes.

Settlements, called Holds, developed wherever natural caves were found—some, of course, more extensive or strategically placed than others. It took a strong man to hold frantic, terrified people in control during Thread attacks; it took wise administration to conserve victuals when nothing could be safely grown, and it took extraordinary measures to control population and keep it productive and healthy until such time as the menace passed.

Men with special skills in metalworking, weaving, animal husbandry, farming, fishing, and mining formed Craft-halls in each large Hold and looked to one Mastercrafthall where the precepts of their craft were taught and craft skills were preserved and guarded from one generation to another. One Lord Holder could not deny the products of the Crafthall situated in his Hold to others, since the Crafts were deemed independent of a Hold affiliation. Each Craftmaster of a hall owed allegiance to the Master of that particular craft—an elected office based on the proficiency in that craft and administrative ability. The Mastercraftsman was responsible for the output of his halls and the distribution, fair and unprejudiced, of all craft products on a planetary rather than parochial basis.
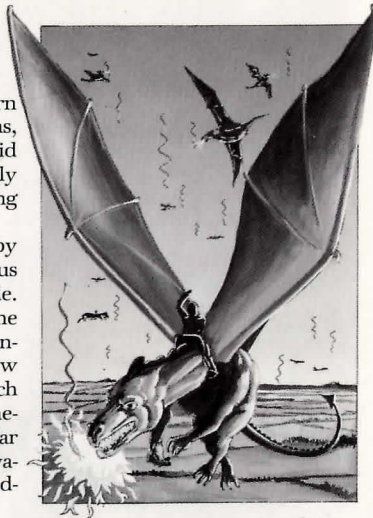
Certain rights and privileges accrued to different leaders of Holds and Masters of Crafts and, naturally, to the dragonriders whom all Pern looked to for protection during the Threadfalls.

Mankind has a history of forgetting the unpleasant, the undesirable. The Red Star did not pass close enough to Pern to drop its Threads. The people prospered and multiplied, spreading out across the rich land, carving more Holds out of solid rock, and so busy with their pursuits, that they did not realize that there were only a few dragons in the skies and only one Weyr of the dragonriders left on Pern. The Red Star wasn't due back for a long, long while. Why worry about such distant possibilities? In five generations or so, the descendants of the heroic dragonmen fell into disfavor. The legends of past braveries and the very reason for their existence fell into disrepute.

When, in the course of natural forces, the Red Star began to spin closer to Pern, winking with a baleful red eye on its intended, ancient victim, one man, F'lar, rider of the bronze dragon, Mnementh, believed that the ancient tales had truth in them.

His half-brother, F'nor, rider of brown Canth, listened to his arguments and found belief in them more exciting than the dull ways of the lone Weyr of Pern. When the last golden egg of a dying queen lay hardening on the Benden Weyr Hatching Ground, F'lar and F'nor seized this opportunity to gain control of the Weyr.

Searching through Ruatha Hold for a strong woman to ride the soon-to-be hatched young queen, F'lar and F'nor discovered Lessa, the only surviving member of the proud Bloodline of Ruatha Hold. She impressed young Ramoth, the new queen, and became Weyr-woman of Benden Weyr. When F'lar's bronze Mnementh flew the young queen in her first mating, F'lar became Weyrleader of Pern's remaining dragonmen.

The three riders, F'lar, Lessa, and F'nor forced the Lord Holders and Craftsmen to recognize their imminent danger and prepare the almost defenseless planet against Thread. But it was distressingly obvious that the scant two hundred dragons of Benden Weyr could not defend the sprawling settlements. Six full Weyrs had been needed in the olden days when the settled land had been much smaller.

In learning to direct her queen dragon *between* one place and another, Lessa discovered that dragons could teleport *between* times as well. Risking her life as well as Pern's only queen dragon, Lessa and Ramoth went back in time, four hundred Turns, before the mysterious disappearance of the other five Weyrs, just after the Last Pass of the Red Star had been completed.

The five Weyrs, seeing only the decline of their prestige and bored with inactivity after a lifetime of exciting combat, agreed to help Lessa's Weyr and came forward to her Turn.

Seven Turns have now passed since that triumphant journey forward, and the initial gratitude of the Holds and Crafts to the rescuing Oldtime Weyrs has faded and soured. The Oldtimers themselves do not like the Pern in which they are now living. Four hundred Turns brought too many subtle changes.

Will the counsel of F'lar, Benden's Weyrleader, prevail? Or will T'ron, leader of the oldest Weyr on Pern, Fort Weyr, have his sway and revert the present to the more staid and sedate pace of his times four hundred Turns ago?

Perhaps the calmer, more cautious D'ram of Ista Weyr will strive for leadership of all the Weyrs and Pern. Or maybe young G'narish, youngest of the Oldtimers and the leader of Igen Weyr, become the man to whom all Pern listens? Or R'mart, Telgar's Weyrleader, or even the dour T'kul, Weyrleader of the lonely but vital High Reaches Weyr will rule the land.

Yet again, maybe none of these will prevail and the Masterharper of Pern, Robinton, will force an uneasy truce that ensures Pern's continued survival in the face of Thread.

Never forget, though, while the Weyrleaders contend for the allegiance of the Lord Holders of Pern, Thread falls . . . and all dragonriders are sworn, above all else, to *protect* Pern!

OBJECTIVE

The deadly silver Thread is back and Pern needs you desperately! The Red Star is very close to Pern's orbit and the Threadfall is extremely heavy. Many people are panicked. Your objective as a Weyrleader is to assure them that you can effectively battle the Thread. Negotiate with the 16 major Lord Holders and Craftmasters. Invite prospective allies to a wedding or dragon hatching to win their support. And, most importantly, mount your dragon and lead the defense Wings in the attack against the Thread. The more alliances you make and the less Thread you let get by, the stronger you will become.

GETTING READY TO PLAY

Disk:

1. Remove any cartridges from the computer, remove any disks from the disk drive.
2. Turn the computer off, turn disk drive on.
3. Plug your joystick into **PORT #2**. If more than one person is playing, and you are not using the keyboard, use other Ports for additional joysticks or paddles.
4. Insert disk into drive with label facing up, slotted section pointed toward the back.
5. Turn on your computer.
6. Type LOAD "*", 8 and press the RETURN key. When "Ready" appears, type RUN and press the RETURN key.

Cassette:

1. Turn computer off, remove any cartridges.
2. Place cassette in recorder with label facing up, make sure tape is rewound.
3. Press the **PLAY** Button on the recorder.
4. Turn computer on.
5. Type LOAD "*", 1 and press the RETURN key. When "Ready" appears, type RUN and press the RETURN key.

STARTING PLAY

After the program has loaded (about 4 minutes) you will see the Introduction Screen. Then make the following choices regarding play:

Players:

There are 6 Weyrleaders in the game. At least 2 Weyrs are always controlled by the computer. You can choose 1 to 4 manually controlled Weyrs (players). To make your selection, press the **F1** key.

Game Selection:

Choose from:

STANDARD GAME: A game involving both negotiation and Thread fighting. (Joystick required for Thread fighting.)

NO THREAD FIGHTING: A game with only negotiation. The computer will randomly determine the results of any Thread fighting. (No joystick required.)

THREAD FIGHTING PRACTICE: Use this sequence to master your skills for the STANDARD GAME. (Joystick required.)

RESTORE GAME FROM DISK: This will return you to a game saved earlier. Press the **F3** key to make your selection.

Speed:

Using the **F7** key, choose from SLOW, AVERAGE or FAST, depending on your skill level. This affects the speed of your dragon, the fall of Thread, and passing of days, and the read times on the text.

To enter all the options you've selected thus far, press the **F7** key.

Now choose your controls. If you are using a joystick or paddle, press your fire button. If using the keyboard alone, press the **F7** key. (Only 1 person can use the keyboard. If more than 1 person is playing, the others must use joysticks or paddles.)

NOTE: A joystick in Port #2 is required for the Thread fighting portion of the game. If playing with more than 1 player, all players will use the joystick in **Port #2,** one after the other, for the Thread fighting sequence.

DEPTH OF PLAY IN THREAD FIGHTING

For added difficulty for experienced players there are 3 degrees of depth. Depth is indicated by 3 dimensions within the screen, meaning that there are three layers of Threadfall, one behind the other. You must choose the Thread fighting depth for each player. Each player may choose a different depth. Press the **F5** key to specify 1, 2, or 3 depths. 1 is the easiest (foreground); 2 (midground) and 3 (background) are more difficult because Thread falls in multiple dimensions on your screen. You must maneuver your dragon back and forth through the dimensions in order to disintegrate—or escape from—Thread. Press the **F3** key to allow the next player to make a selection. Press the **F7** key to enter choices.

LENGTH OF PLAY

Time is determined by Turns. One Turn (year) equals 240 days and takes about 10 to 15 minutes. The command "Enter length of game—1 to 99 Turns" will appear on your screen. Press the numbered keys on your keyboard to indicate your selection. Press the **F7** key to enter this information.

TO START THE GAME

If you wish to change any of the options previously selected, press the **F5** key and make your changes. To begin DRAGONRIDERS OF PERN™, press the **F7** key.

GAME PLAY

DRAGONRIDERS OF PERN™ consists of two major phases:
  I. Negotiation/Intrigue
  II. Thread Fighting

I. NEGOTIATION/INTRIGUE

Negotiation and Intrigue comprise the first part of the STANDARD GAME, as well as the entire NO THREAD FIGHTING GAME.

During Negotiation and Intrigue, you must make allies in your fight against the Thread. Although your Weyr is confident, there are Lord Holders and Craftmasters who are fearful. Many doubt your effectiveness. Because Thread did not fall for a Long Interval, they have stopped depending on your Weyr for protection . . . and they fear they will lose their political power to you.

Now, you must learn the strategies of negotiation and diplomacy as well as Thread Fighting. To win the confidence of a Lord Holder who fancies dragons, invite him to a Hatching. A Hatching is a dramatic event—dragonets break through their shells and choose their human rider. The young dragon and rider experience Impression, the joining of their minds. Lord Holders are apt to be amazed by this event . . . and respect the mystery and power of the Dragonriders. (Note: Those who do not like dragons will not be as impressed. Always check personality characteristics before taking action.) Weddings also provide opportunities to score diplomatic points. They are political as well as social events, well attended by influential leaders.

When diplomatic maneuvers fail you, you may be forced to resort to a duel. But be careful—you may jeopardize your status with peaceful leaders.

Pern

HIGH REACHES WEYR

High Reaches

Crom

TELGAR WEYR

BENDEN WEYR

Nabol

Far Cry

Bitra

Ruatha

Telgar

Lemos

Benden

Tillek

Fort

FORT WEYR

Keroon

IGEN WEYR

Igen

ISTA WEYR

Boll

Ista

Nerat

Healer   Smith   Harper   Miner

Farmer   Weaver   Herder   Forester

CONTROLS:

Used During Negotiation And Intrigue

To move the cursor:

□ Joystick: Push forward to move up, pull towards you to move down the column. To jump to another column, move your joystick to the right or left. Press your fire button to enter your choice.

□ Paddle: Turn the dial to move the cursor through the list. Press your fire button to enter your choice.

□ Keyboard: Enter the number corresponding to your selections. Press **F1** to change columns, **F3** to move cursor up, **F5** to move cursor down, and **F7** to enter your choice.

NEGOTIATION SCREENS

There are five display screens in the Negotiation phase of Dragonriders. They show all events, negotiations, choices, and player status during this part of the game.

The following is a description of the Negotiation and Intrigue screens:

EVENT SCREEN

When you enter the Negotiation and Intrigue phase of Dragonriders of Pern,™ the Event Screen outlines the events currently under way in Pern.

Personality characteristics of person listed (shown only when requested)

Events taking place

List of players (Weyrs)

Random occurrences during play

Result of current events

The Holds Weyrs are negotiating with

Day events will occur

Number of available Wings for each Weyr

Current day

LORD LEMOS dreads threadfall and respects dragons. He displays a healthy mistrust of power. LORD LEMOS is predisposed toward violence, but is an honorable, trustworthy fellow. He despises you and the dragon you rode in on.

Weyr	Event	Hold/Craft	When	Wings
BENDEN				6
FORT	negot	FORT	236	6
HIGH R	wddng	NABOL	29	9
IGEN	negot	WEAVER	235	0
ISTA				0
TELGAR	ally	HERDER	15	9

ISTA WEYR attempts alliance with BENDEN HOLD
Also Present: MASTERHARPER
ALLIANCE FORMED —   DAY 233

For an explanation of most random occurrences, check the glossary for descriptions. The **P** key will pause the game whenever the Event Screen is being displayed. The **Q** key will cancel selections made on any other screen and return you to the Event Screen.

When you wish to negotiate and your Weyr is not currently involved in any other activities, press your fire button or the **F7** key. The computer will acknowledge this with a beep and bring up the next screen when the read time has elapsed or when another player currently making selections has finished. Players can take turns in any order.

ACTION MENU/STATUS SCREEN

The top of the screen will show 8 different action choices. Selecting one of these will give you a personality description of a certain Craftmaster or Lord Holder, allow you to negotiate individually and then attempt an alliance or whatever else you think will win the Holds and Craft Halls over to your side! Choose one with the cursor and press the fire button or **F7** key to enter. NOTE: Descriptions of personality are very important to the game. This is what lets you know whom to invite to Hatchings and Weddings, give Lizard Clutches to and negotiate with. Your actions can change their opinion of you! If a random event (shown on Event Screen) involves you (i.e., finding a tapestry) **be sure not to cancel** out that event by involving yourself in another event, such as negotiating, on the same day. Action 4 can only be chosen when such an event has been declared on the Event Screen. Actions 6 and 7 can only be chosen under certain conditions. See your glossary for further information.

The bottom of the screen displays player status:

Name of Weyr now playing

Number of dragons available

Three strongest supporters (recommended for negotiations)

Current day

Number of dragons sick or wounded

Holds eligible for Weddings

1   Description
2   Negotiate individually
3   Attempt alliance
4   Invite to hatching
5   Invite to wedding
6   Dragonrider conclave
7   Lordholder conclave
8   Duel

BENDEN WEYR STATUS — DAY 234
Dragons: 300   Wounded: 0
3 strongest supporters:
IGEN, SMITH, RUATHA
Holds eligible for weddings:

LIST OF MAJOR HOLDS, CRAFT HALLS and WEYRS.

Once you've selected your course of action, you'll move to the list of Major Holds, Craft Halls, and Weyrs to determine whom you'll be dealing with or getting a description of. At the left of the screen is a list of the Major Holds you may want to do business with. In the center is a list of Craft Halls that may also be able to assist you in your business. At the right is the name of each Weyr and their colored shields. (Weyrs can only be chosen for duels.) The potential action you requested is prompted at the bottom of the screen. Choose a Hold or Craft Hall and press the fire button or **F7** key to enter your choice. Then choose up to 3 names or **no selection** to continue game.

If the number next to your choice is missing then that hold or Craft Hall is already with another Weyr and you must make another choice or wait. If there is a colored symbol next to the Hold or Craft Hall, then they are allied with the Weyr whose color they show, but you may still attempt to sway them to your side. If you've asked for a description of one of the Major Holds or Craft Halls, the computer will take you back to the Event Screen for a complete character description of the Lord Holder or Craftmaster and what his opinion is of you.

MAJOR HOLDS		CRAFT HALLS		WEYRS	
1	LEMOS	17	HARPER	◊	BENDEN
2	BENDEN	18	HEALER	◊	FORT
3	BITRA	19	HERDER	◊	HIGH RCH
	FORT	20	WEAVER	◊	IGEN
5	BOLL	21	MINER	◊	ISTA
	RUATHA	22	FARMER	◊	TELGAR
	HIGH RCHS	23	FORESTER		
	NABOL	24	SMITH		
9	TILLEK				
10	KEROON				
11	FAR CRY	26	NO SELECTION		
12	IGEN				
13	ISTA				
14	NERAT				
	TELGAR				
16	CROM				

BENDEN WEYR, whom do you wish a description of?

ATTITUDE SCREEN

This screen shows the five attitudes you may select when trying to negotiate or make an alliance:

```
1 Pleading
2 Conciliatory
3 Amiable
4 Forceful
5 Threatening

  Choose a negotiating
  attitude
```

Choose one that will suit the personality of the Lord Holder or Craftmaster that you are dealing with. Press the fire button or **F7** key to enter your choice. (The result of your negotiation or alliance will appear on the Event Screen.)

MAP SCREEN

A vivid map of Pern is displayed randomly throughout the Negotiation/Intrigue phase, whenever Threadfall occurs. The information on the bottom of the map notes the location of Threadfall (major or minor Hold), to whom the Hold is bound (the Weyr responsible to protect the Hold), and asks who will respond. The first player to press his fire button or the **F7** key will take on the responsibility. (Always be sure to protect those bound to you or those you are allied with.) If no one responds, one of the computer controlled Weyrs may take responsibility.

The computer will then list the number of available wings for that Weyr, the average number of dragons per wing, and then ask how many wings you wish to send. The computer will suggest a number of wings, but you may change it with your input device (joystick, paddle, or keyboard). Then press the fire button or **F7** key to enter the number. NOTE: The more dragons you lose or have wounded after each Thread fighting session, the greater number of wings you must send.

VICTORY STATUS SCREEN

At the end of the Negotiation/Intrigue phase of the game, Victory points for each Weyrleader will be displayed on the screen. Points are awarded for alliances formed: 2 points for each Hold you've allied with and 1 point for each Craft Hall. (Although Craft Halls are worth less, they aid you in negotiations with the Holds—especially Master Harper.) Also listed are the number of Thread-infested Holds. The game will end once there are 20 Thread-infested Holds or when a Weyrleader has 20 Victory points.
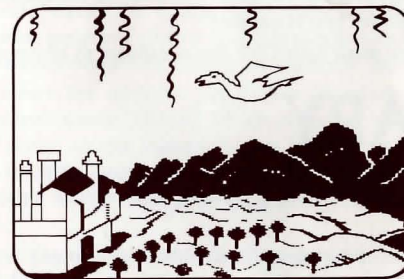
TO MOVE INTO THREAD FIGHTING

After the Negotiation/Intrigue sequence (in the STANDARD GAME) a prompt will appear on the screen indicating which player (Weyrleader) will fight the dreaded Thread (starting with Player #1—Benden Weyr). Press the fire button when ready. NOTE: All players will use the joystick in **Port #2** to battle Thread.

II. THREAD FIGHTING

Thread fighting occurs at the end of each Turn during the STANDARD GAME or when you select THREAD FIGHTING PRACTICE. Thread fighting is a vital part of DRAGON-RIDERS OF PERN™—you must prove yourself to be a powerful Weyrleader. During this phase of the game you must pursue the falling Thread and char it in midair with the dragon's fiery breath before it lands. Miss a Thread and it may destroy you . . . or hit the ground and turn the land to dust. Be diligent in THREAD FIGHTING PRACTICE—when the real Thread falls, you must demonstrate good fighting skills to win the trust of Pern's leaders. NOTE: Thread fighting becomes more difficult as the game progresses, also adjusting its difficulty to each player's skill level.

THREAD FIGHTING SCREEN

When you enter the Thread Fighting phase, you'll see a typical section of Pern's countryside above which Thread is falling. A dragon appears in the screen which symbolizes your Wings of dragons.

DRAGON FLYING

Use the joystick in **Port #2** to maneuver your dragon during Thread Fighting. Push forward on the joystick to climb into the sky, pull back on the joystick to dive. To rotate your dragon, tap the joystick to left or right. Your dragon rotates in ¼ turns. To make a full turn (180°) briefly hold your joystick left or right. When fighting Thread in 2 or more depths, face your dragon away from you to fly from depth to depth (into the screen). To return, face your dragon toward you (out from the screen). Depth is indicated by the size of both the dragon and Thread.

Master your techniques during THREAD FIGHTING PRACTICE so that you'll know all the strategies needed to destroy the Thread during the STANDARD GAME. When you've positioned your dragon, press the fire button to destroy thread and turn it into "Black Dust." Try to direct the dragon's flames up or down—by moving the joystick forward or back while pressing the fire button at the same time. If you're about to be hit by falling Thread, press the space bar on the keyboard **quickly** and go "Between." When you go between, the dragon will disappear off the screen for a few seconds. If you are hit by Thread your dragon is wounded and changes color from green to red-orange. You must go "Between" after being hit to cool your burns or else your dragon will die. The screen will flash red when each dragon dies and deplete your Dragons per Wing. Another dragon will appear to finish the Thread Fighting session.

RESULTS OF THREAD FIGHTING SCREEN

After each Thread Fighting session, The Results of the Thread Fighting Screen will list each Weyrleader, the number of dragons killed and wounded, and the number of Thread that successfully reached the ground . . . and are now attacking each Hold in Pern.

At the bottom of the screen, the computer will ask the next player to respond when ready. The joystick in **Port #2** must be passed over to the new player to fight Thread. The next player should press the fire button when ready to start his turn at Thread Fighting. Each player will have his or her turn at Thread Fighting before the next Turn (and Negotiation/Intrigue session) begins.

TO CONTINUE PRESENT GAME: After each person has fought Thread, all players must press the fire button on their joysticks or paddles, or press the Space Bar to begin the next Turn.

TO SAVE THE GAME: Press the S key to save the game on disk to finish later.

GAME ENDS:
□ When 20 or more Holds are Thread-infested.
□ When a player (Weyr) has received 20 victory points.
□ When your time (Turns) is up. NOTE: Your game will not end exactly on the Turn requested at the beginning of the game. To assure that the strategy of the players is not affected by the knowledge of when the game will end, the computer may end the game + / − 2 Turns from the number you requested.

TO START AGAIN: You must turn OFF the computer to begin again.

SUMMARY

Weyrleader, the people of Pern encourage you to return and battle the next attack of Thread. As long as the Pass continues (1–99 Turns!), Weyrleaders will be needed to defend and unite Pern.

*See the glossary for a brief description on the terms commonly used in Pern. For those interested in this exciting saga, read the fine novels in Anne McCaffrey's DRAGON-RIDERS OF PERN™ series, as well as other fine books by the same author.

Volume 1:	Dragonflight
Volume 2.	Dragonquest
Volume 3.	The White Dragon
ALSO:	Dragonsong
	Dragonsinger
	Dragondrums
AND	Moreta, Dragonlady of Pern

GLOSSARY

ALLIANCE: A pledge of support between a Weyr and a Major Hold and/or Craft Hall for the purpose of strengthening your Weyr. Alliances are influenced by the attitudes and opinions of others. An alliance can be stolen from you by others or lost if you do not defend a Hold against the Threadfall or keep up their favor. You may invite 1 to 3 Craftmasters to attend an attempted alliance.

BETWEEN: A timeless zone that is black and bitter cold. Dragons and riders who are scorched by Thread can escape between and cool their burns. Be sure to go Between when your dragon is wounded.

CRAFT HALLS: The Crafts are organizations of men who possess the skills that help Pern survive and prosper. Each craft, such as farming, herding and mining, is headed by a Craftmaster. The Craftmaster governs the Craft Hold and negotiates with the Dragonriders.

CRAFT HALL BENEFITS: Discoveries by Weyrs of special objects such as tapestries, grubs, papers, etc., due to an alliance with a specific Craft Hall. Such discoveries will appear on your Event Screen and may be used in your negotiations with others.

CONCLAVE: A meeting called by an influential figure to discuss critical issues or emergencies. Conclaves can be held for Dragonriders or Lord Holders. Conclaves can only be called after certain events (i.e., an alliance, discovery, duel, death, etc.). A Dragonrider conclave will cancel all ongoing events for all Weyrs. A Lord Holder conclave will only cancel events involving Lord Holders and the Master Harper.

DRAGON: A huge, intelligent creature bred to protect Pern from Threadfall. A dragon can communicate telepathically, teleport through time and space (between), and breathe fire.

DRAGONRIDERS: Men and women of a fellowship sworn to protect Pern. Each has a dragon to whom they are bonded for life. Riders and dragons alike are always prepared to battle Thread and help unite Pern.

DUELS: Fighting between a Weyrleader and a Lord Holder, Craftmaster, or another Weyrleader. Either person may be wounded or killed. If wounded, the Weyr cannot participate in any events until the Weyrleader has healed. If killed, a conclave will be called to choose another Weyrleader (same title).

FIRE LIZARD CLUTCH: A nest of eggs given as presents to gain favor. Fire lizards are small dragonlike creatures used as pets.

HATCHINGS: The event where the young "dragonets" emerge from their shells and choose riders-to-be. Inviting proposed allies to a hatching will increase their opinion of you. 1 to 4 people may be invited once you know a hatching will occur (shown on the Event Screen).

HOLD: A settlement where the common people live. Normally, the Holds are built in caverns or under cliffs, impervious to Thread. Holds are minor or major depending on their size and power. Lord Holders are the leaders of each Hold.

IMPRESSION: The bonding that takes place between a newly hatched dragon and a young dragonrider-to-be. Once the bond is complete, dragon and rider remain friends and battle mates as long as they live.

INFECTED HOLD: A Hold where Thread has fallen and burrowed into the ground.

INTERVAL: The period, approximately 200 years, when the Red Star is far from Pern and there is no Threadfall. (A Long Interval is 400 years long.)

NEGOTIATION: Primary method of gaining favor and changing opinions before attempting an alliance. You may invite 1 to 3 Craftmasters to attend a negotiation.

PASS: The period, approximately 50 years long, when the Red Star is close enough to pass Thread to Pern.

QUEENS: Female dragons which lay eggs. If they lay heavy, the number of young dragons per Wing increases, if they lay light then the number decreases.

RED STAR: The planet that showers the dreaded Thread on the people and land of Pern.

SEARCH: The journey Dragonriders make through different Holds, trying to find strong, quick-witted youths who will make good dragonriders—Going on a search will increase the number of dragons per Wing you have, however, it also takes up your time.

THREAD: Long, silver spores which devour organic matter. Thread originates from the Red Star and scorch whatever they touch, flesh or land.

TURN: A period of time equivalent to Earth's year, but 240 days.

WEDDING: A social event which will gain favor of those invited. Only invite those with similar personalities or the potential for an alliance will be lost. You may call a wedding for anyone allied to you and invite others to attend.

WEYR: The large and cavernous home of the dragons and their riders. Each of the six Weyrs protect neighboring land Holds. The Weyrleader is the head of the Dragonriders and leads the battle against the Thread.

WINGS: A squadron of Dragonriders.