

BBC

Dragon Quest

Quest



BUG-BYTE
SOFTWARE



INSTRUCTIONS

The program "DRAGON QUEST" its documentation and artwork are strictly the copyright of BUG-BYTE. It is illegal to make a copy of "DRAGON QUEST" without authorisation from BUG-BYTE and anyone found doing so will be liable to court action by BUG-BYTE.

DRAGON QUEST WILL WORK ON THE STANDARD MODEL B. B.B.C. MICRO.

HOW TO LOAD DRAGON QUEST

To load the program simply type the following exactly as shown:-

CHAIN "DRAGON" RETURN or
CHAIN "" RETURN

Where RETURN means to press the key marked RETURN on the far right of the keyboard. This is explained more fully on page 111 of the PROVISIONAL USER GUIDE and page 292 of the USER GUIDE.

The illustration of the three Dragons will appear but allow your tape to continue to play. When the message "RETURN ON DATA FILE" appears, type the RETURN key. After a short while the program will execute automatically, now the game begins.

CHOICE OF CHARACTER AND WEAPONS

You are now presented with the choice of being a WARRIOR or MAGICIAN with a specific set of characteristics. Type W to choose the WARRIOR or M to choose the MAGICIAN, RETURN allows a new set of characteristics to be chosen at random. You will now be presented with a list of items to buy using the GOLD COINS which you have been given. Choose those which you think will be the most useful in your attempts to play the adventure. You are only allowed to carry seven items and buy specific objects, eg: MAGICIANS are not allowed to buy a DAGGER. When you have spent all of your money or chosen everything you require, the adventure will begin.

P.T.O

HOW TO PLAY THE GAME

The object of the quest is to succeed in staying alive until level 2. You need 1000 points and to have killed a Dragon.

The following commands are available to assist passage through the dungeons and to survive the trials and monsters that will confront you en route.

KEY WORDS

- M MOVE (N, S, E, W). MN is permissible.
T TAKE items may be collected.
G GET items may be collected.
DROP Items may be dropped if necessary.
DRINK DRINK potions as and when available, but be careful.
EAT EAT rations that may be purchased to increase strength.
E EXITS are displayed in this room only.
SEE EXITS are displayed in this room only.
L LOOK exits are displayed and description of this room only.
O Lights on in this room only.
ON Lights stay on until used up.
OFF Saves light for future use.
LIS LISTEN (N, S, E, W) LN is permissible, as with move.
SAY Magician command for spells.
READ Command for scrolls.
RUN Escape to another room.
I INVENTORY shows items being held.
F FIGHT (S) or (R) for strike or run.
FLY If the broom of flying is held.
FIR FIRE if oil or flaming sword is held.
Q QUIT allows the current stage of the quest to be stored on a tape for restarting at a later date.
J JUMP (N, S, E, W) to cross streams.
Some commands are only available to one character or the other, depending on their type or use.
Upon completing this adventure a congratulations message and the ability to move onto level 2 will appear. Level 2 of DRAGON QUEST is available from any good software retailers or direct from BUG-BYTE.

BUG-BYTE
SOFTWARE

DRAGON QUEST

FOR THE
MODEL B
BBC MICRO

© BUG-BYTE 1982.

98-100 The Albany, Old Hall Street,
Liverpool L3 9EP.