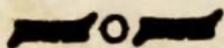


the
GREEDY
DWARF

Only the bravest of
the brave wear the King's
gold; join them if you dare!

Simon Ainsworth



GOLDSTAR

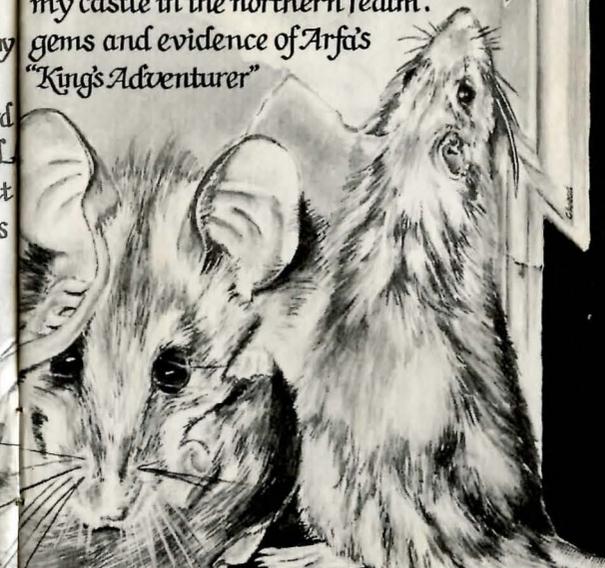


A PROCLAMATION

I, King Ardanga the
Kingdoms and
the Universe, seek
my loathsome and
the finest jewels from
He that returns with my
death shall be named
when the task is completed
and shall be given gold
without measure. But
he who cannot fulfill his
vow and fails the
attempt will be
rewarded with
DEATH



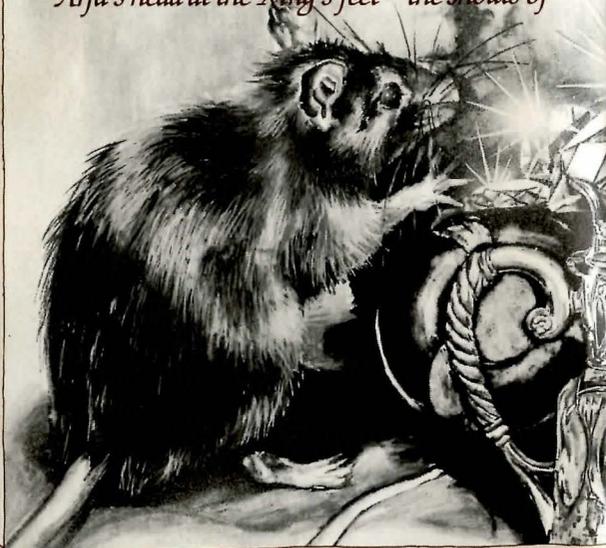
Indomitable, Lord of the Fiery
Master of the Ultimate Limits of
vengeance on the person of Arfa,
greedy dwarf who has stolen three of
my castle in the northern realm.
gems and evidence of Arfa's
"King's Adventurer"





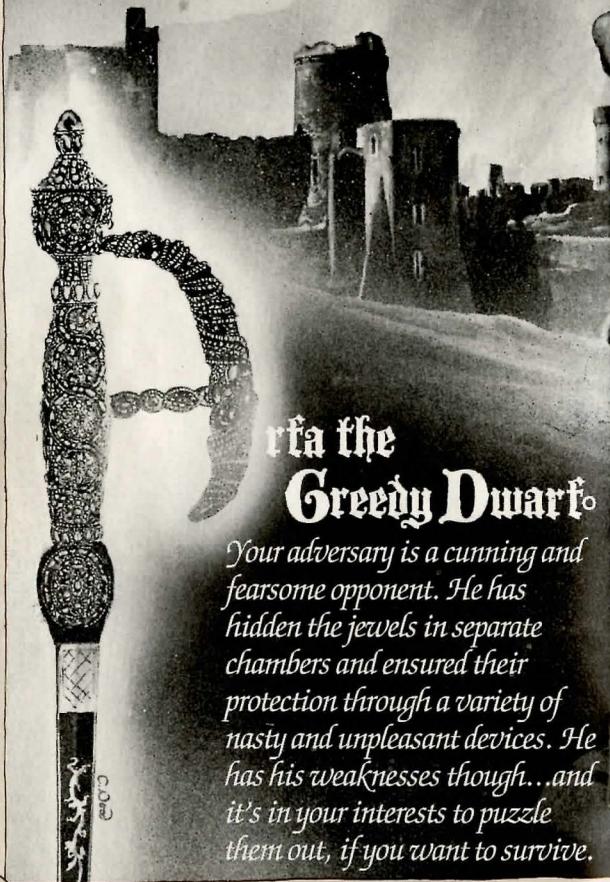
The Adventurer's Tale.

"Riches without measure and a King's Adventurer...". Your mind reels at the thought. By this one deed all your troubles will be at an end – you'll be covered in gold and glory. You conjure up the audience chamber and the scene when you return to lay the jewels and Arfa's head at the King's feet – the shouts of



acclaim, the heaped treasure, yourself by Ardanga's side. The vision proves too much and forbodings of the dangers ahead, the dwarf's reputed treacheries, and fears of the unknown vanish like smoke. You take up King Ardanga's banner and launch yourself into the quest.





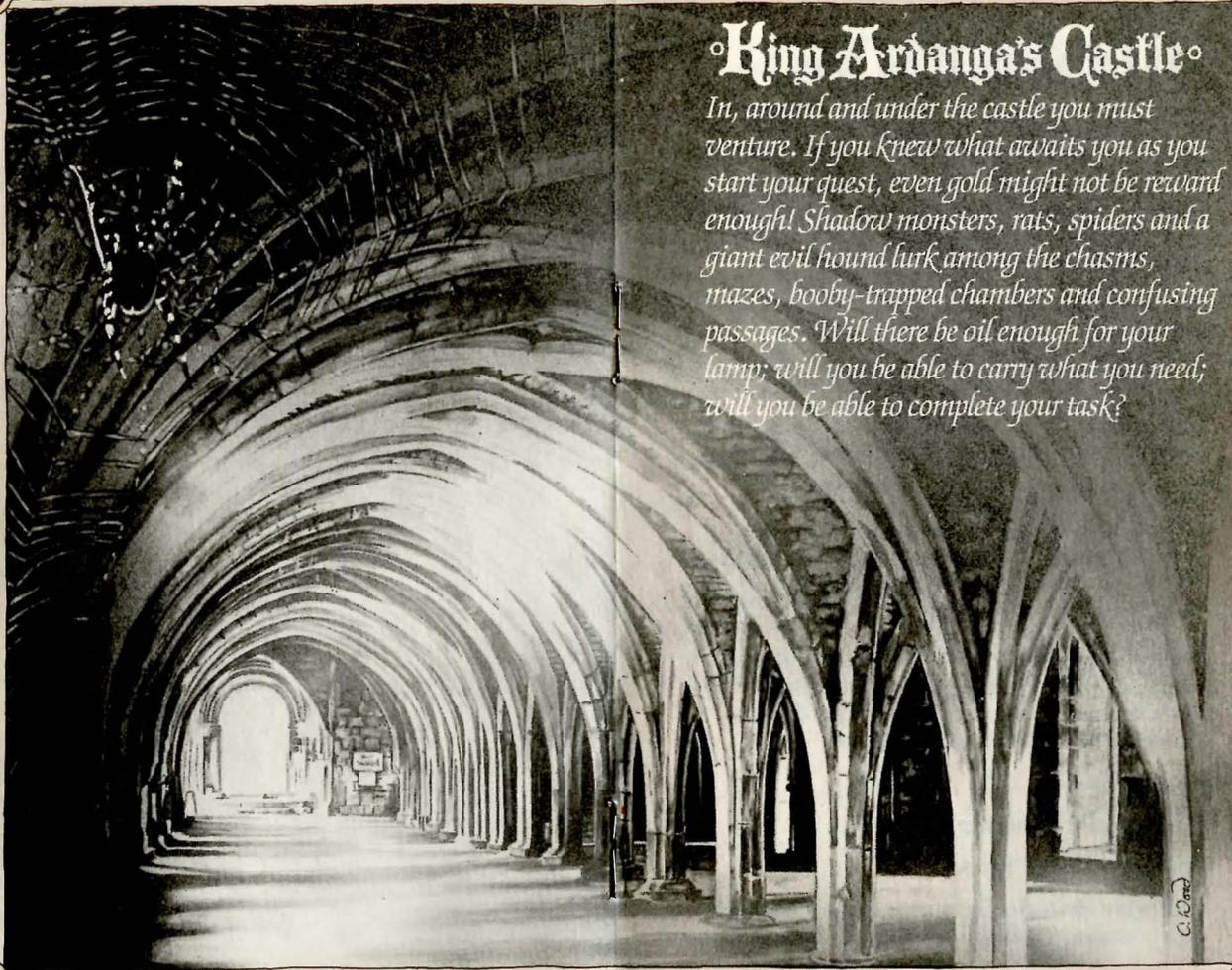
Erfa the Greedy Dwarf.

Your adversary is a cunning and fearsome opponent. He has hidden the jewels in separate chambers and ensured their protection through a variety of nasty and unpleasant devices. He has his weaknesses though...and it's in your interests to puzzle them out, if you want to survive.



King Ardanga's Castle

In, around and under the castle you must venture. If you knew what awaits you as you start your quest, even gold might not be reward enough! Shadow monsters, rats, spiders and a giant evil hound lurk among the chasms, mazes, booby-trapped chambers and confusing passages. Will there be oil enough for your lamp; will you be able to carry what you need; will you be able to complete your task?



Managing the Quest

CONVERSING WITH YOUR COMPUTER

To explore the world of "The Greedy Dwarf" all you need to do is to type simple sentences in plain English. Here are a few examples to give you an idea of the sort of instructions that your computer is capable of understanding:

Run west quickly

Take the lamp

Examine the scroll and the amulet

Carefully drop the flask of liquid, please

Shout "HELP"!!

Your computer has been provided with a vocabulary of over two hundred words, including:

VERBS: fling, move, look, examine;

ADVERBS: quickly, carefully, quietly;

NOUNS: diamond, cobweb, tree, ruby;

ADJECTIVES: yellow, elven, pink.

Despite the large size of the vocabulary, you may soon find yourself wanting to use a command containing words which the computer does not recognise. For example you might try

Remove the lantern

to which your computer will reply

I don't know the word "remove".

Don't give up! A simple change in the phrasing of your command is usually all that is required to make

yourself understood. In the example above you would find that

Take the lantern

has the desired effect, as does

Pick up the lamp.

SOME SPECIAL COMMANDS

Here are five special commands which you will soon find useful when you begin your quest:

Look	Describes your current location
List or Inventory	Tells you which objects you are holding
Save	Creates a cassette file containing a record of the state of the game, so that at a later date you may resume the game where you are now.
Load	Loads a game saved previously using the "Save" command.
Quit or Stop	Ends the adventure.

The actions invoked by these commands all take place outside "game time", so for instance you can request an Inventory as many times as you like without losing any valuable time.

TYPING AIDS

Whilst running "The Greedy Dwarf" adventure you will discover that the keyboard auto-repeat has been disabled. It is re-enabled when the program is stopped.

To save wear and tear on your fingers the red function keys have been defined as follows:

- f0 LOOK <cr>
- f1 INVENTORY <cr>
- f2 SAVE <cr>
- f3 LOAD <cr>
- f4 TAKE THE
- f5 DROP THE
- f6 GO
- f7 EXAMINE THE
- f8 THANK YOU! <cr>
- f9 QUIT <cr>

If your machine is fitted with a 1.0 or later version of the Operating System then the cursor editing keys will be temporarily disabled and redefined as follows:

- ↑ NORTH <cr>
- EAST <cr>
- ↓ SOUTH <cr>
- ← WEST <cr>
- COPY <Beep>

You can save yourself even more time by abbreviating words to just the first six letters, so for instance you can type "Cupboa" instead of "Cupboard". You may also omit punctuation and words such as "the", "a", "an" and so on. In addition, some of the most frequently used words can be

abbreviated even further. A list of such words and their abbreviations is given below:

Down	D
East	E
Inventory	I, Inv or Invent
Look	L
North	N
Quit	Q
South	S
Take	T
Up	U
West	W

Finally, note that directions such as north-east, south-west, etc. should not be written in full. Instead you must abbreviate them to NE, SW and so on.

PRESERVING YOUR CHARACTER

As the game is both very long and very complex it is most unlikely that you will solve it in a single attempt, or even several dozen come to that! To prevent frustration at having to replay sections again and again there is a facility to store and recall your character's current position and status from tape.

To save the character type SAVE as a command (alternatively, press f2). The computer will now request a filename of no more than 7 letters. Type this in and press *Return*. If you are using a cassette system make sure you have a fresh tape in the cassette recorder. **DO NOT USE THE PROGRAM TAPE!!!** Instructions will be displayed on the screen just as for any normal SAVE or LOAD operation.

To load a saved character back into the memory simply enter LOAD as a command (or press f3) and then enter the filename when the computer requests the information. The character will now be loaded back into the game and all the necessary location and object information will be updated.

If you are new to adventuring it is worth saving your character at regular intervals. Although it uses a lot of tape it does help in solving the harder problems.

THE ADVENTURER'S VOCABULARY

As you will already have realised from the above the game possesses a very large vocabulary, some 230 words in all. As well as containing standard nouns and verbs the list includes adverbs, adjectives and incidental connecting words. Many words are included as synonyms, TAKE and GET, for example, have the same meaning as far as the game is concerned. Several examples from the vocabulary have been given on p.10, whether they work or not is for you to discover!

As far as is possible every word used within the game to describe an object has been included: For example, an "elven long sword" could be acquired by taking the "elven sword" or the "long sword" or just the "sword."

It is worth bearing this in mind while playing the game as parts of the description of a location may well be more important than they first appear. Although it takes time to EXAMINE objects, and time is very strictly limited, you can learn a lot if you take the trouble.

HINTS FOR BEGINNERS

Plenty of paper is necessary, or a supply of Goldstar Maze Masters, as building an accurate and comprehensive map is essential.

Dying is educational! Unlike many adventure games *The Greedy Dwarf* is always informative about how you died. Solving the riddles is just part of the game.

Use logic. *The Greedy Dwarf* is always logical, except when you're stuck in a maze, so a clear head for direction is an absolute must.

Try it! If you can think of a command that sounds sensible, *The Greedy Dwarf* will always try to give you a sensible answer.

AIDS TO ADVENTURERS

Goldstar offers a comprehensive range of material to help you in your quest. Maps, Maze Masters and Hint Sheets are all available for a small fee upon request to Dorling Kindersley Software, 1-2 Henrietta Street, London WC2E 8PS.

ISBN 0-86318-064-7

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