

DRAGONWORLD™

Loading on COMMODORE 64™

Note: This game uses one disk drive.

1. Arrange your computer with one disk drive and a monitor or television. Do not connect a printer.
2. Turn on the disk drive and the computer. Make certain that the SHIFT LOCK key is up.
3. Insert game Disk A into the disk drive and enter:
LOAD "DISK", 8
4. When the computer responds with READY, enter:
RUN
5. The program will load. After the title screen appears, a demonstration will load automatically. Type **G** if you wish to move immediately to the start of the game.

Loading on the COMMODORE 128™

1. Turn on the disk drive and the monitor or television.
2. Depress the COMMODORE KEY (lower left) on the keyboard and turn on the computer.
3. The screen will display the words "*****COMMODORE 64*****"
4. Insert the game disk into the drive and follow the instructions above beginning with the LOAD command.

Additional Instructions

Selecting The Means of Undertaking The Quest

Enter **JOYSTICK** if you wish to use one during your quest. You may enter **KEYBOARD** or **JOYSTICK** at any point to change from one means to another.

(over)

The Command "ACTION"

This command should be used to practice any of the three action games that will be encountered during DRAGONWORLD (see below). The consequences of your practice will not affect the quest.

Use the following keys for keyboard controls:

← = up

1 = down

control = right

2 = left

Press the **space bar** to fire shots when using keyboard controls and the **target button** when using the joystick.

Enter ACTION for these action games:

Bogs and Bats—Shoot all the bats and coldrakes, whether large or small ones, that attack in the swamp. Beware that the coldrakes will shoot fireballs at the quester, while the bats will simply swoop from above and hit. But don't shoot the single coldrake at the end: it will carry one to safety.

Maze of Madness—Successfully traverse the labyrinth of pitfalls and corridors. Avoid falling over cliffs, or the maze game must be started again. The ladders slant in one of two different directions; either group of ladders might disappear at any moment, causing the quester to fall and lose the way.

Dragonstones—A popular diversion in Simbala, it is played to win money: talmas may be collected by choosing stones of the right color. To gamble, first pay fifteen talmas, or obtain credit for that amount from the proprietor. At each level of play (there are four), there will be two colors of stones, one the winning color and the other the losing color. If you choose the winning color, and successfully catch just those stones, you will win talmas. If you successfully catch only the stones of the losing color, a consolation will be offered—if you can catch the stone of the small dragon flying across the screen, you will be able to take home several more talmas than you began with.

Press the **spacebar** or the **joystick button** in the maze of madness or dragonstones to stop the action game and return you to your place in the quest.

Please Note: You will automatically be returned to the quest after playing any of these games.
