DRAGONS OF FLAME

LOADING INSTRUCTIONS

CBM 64/128 Cassette
Type LOAD and press ENTER. Press PLAY on the cassette recorder. Follow screen prompts.

SPECTRUM 48/128K, +2 Cassette
Type LOAD and press ENTER. Press PLAY on the cassette recorder. Follow screen prompts.

AMSTRAD CPC Cassette
Type LOAD and press ENTER. Press PLAY on the cassette recorder. Follow screen prompts.

Please Note:
Due to machine limitations, the same character type remains on the screen, even if you choose a different character to lead.

CONTROLS

CBM
Joystick: Port 1 or 2.
Keyboard: ↑ - Up
↓ - Down
← - Left
→ - Right
= - Fire

SPECTRUM
Joystick: Sinclair/Kempston compatible
Keyboard: Cursor keys - Movement
or:
A - Up
Z - Down
V - Left
B - Right
N - Fire

AMSTRAD
Joystick compatible
Keyboard: Cursor keys - Movement
COPY - Fire

ATARI ST

BEFORE BEGINNING PLAY:
Make a back-up copy of your master disks with the FORMAT,DISCOPY, or DISKCOPY command on disk A. Put your master disks away and play off of your copies.
If you are playing off of floppy disks, use the GEM FORMAT option to format a saved game disk. Refer to your GEM manual for information on how to use GEM options.
To copy the game to hard disk (C): Place disk A in drive A. Type C: A; and press ENTER. Type MD DISK and press ENTER. Type CD DISK and press ENTER. Then type COPY A:*; C:DOF and press ENTER. If you are copying from 5 1/4" disks, place disk B in drive A, type COPY A:*; C:DOF and press ENTER.

GRAPHICS INSTALLATION:
The game will run in EGA. Tandy 16 colour, or CGA mode. As shipped, the game runs in EGA mode. The graphics must be installed to run in Tandy 16 colour or CGA mode.

WARNING:
Do all graphics installation using your copies of the disks; installation in Tandy 16 colour or CGA mode permanently changes the data on the disks. If after installation, you wish to play the game in another graphics mode, copy the master disks again, and run the graphics installation on the copies of the disks. Do not run INSTALL on a game disk that has already been installed. Running INSTALL a second time will corrupt the data and make that copy of the game unusable.

If you are playing from a floppy disk, place disk A in drive A, type A; and press ENTER. If you are playing from your hard disk (C); type C; and press ENTER, type CD DOF and press ENTER. Type INSTALL TANDY or INSTALL CGA and press ENTER, then follow all on-screen instructions.

JOYSTICK (OPTIONAL):
The game may be run from the keyboard or from a joystick.
The joystick must be plugged into game port A on an IBM Compatible computer or the left joystick port on a Tandy 1000 series computer. Any time the game displays the wilderness view or the combat view, press J to activate the joystick. Follow the instructions on-screen to calibrate the joystick.

In the game, the joystick emulates the 10 key pad. In combat, the joystick button has the same effect as the "+" key.

AMIGA 1000 USERS:
Because of the differences in the arrangement of the ten key pads between the different Amiga models, the function of the '0' key on the ten key pad is also activated by the '- ' key of the Amiga 1000 ten key pad. The function of the '-' key on the ten key pad is also activated by the ENTER key on the Amiga 1000 ten key pad.

HOW TO START THE GAME
Plug the joystick into the second joystick port. Place the disk in drive D0: and turn the computer on. The game will load and run automatically. Follow the instructions on the screen. Use the RETURN key to bypass the opening screens.

THE CHARACTERS

GOLDMOON, CHIEF

AD&G
Str 68
Int 88
Wis 60
Dex 70
Con 65
Char 75
Hit Par 90
Arm 90

Garr
Quarterstaff + 2; Medallion + 2
& quiver of 20 arrows (damage 1-10)

RAISTLIN MAJERE:

Str 69
Int 68
Wis 65
Dex 70
Con 65
Char 70
Hit Par 90
Arm 90

Equipped:
Staff;
Dagger;
Cage of Creation;
Close
Eyes

weapon: Ranged combat - see

CARAMON MAJERE:

Str 70
Int 70
Wis 60
Dex 70
Con 65
Char 70
Hit Par 90
Arm 90

Equipped:
Ring
(damage 2-6)

The lands before the invasion side is full of wanderers both brave elven and nomadic war forces of evil. Innocent victims and wealthy. Foul creatures of all kinds pillage the remains of your quest. If you must use it, brace yourself for the following items:

You may find important items in travel. Items may be freely off the flee the enemy, lying fiercely guarded by the forces and items wisely, they are the

CBM AMIGA

BEFORE BEGINNING PLAY:
Make a backup copy of your master disks using the Workbench DUPLICATE or the Command Line DISKCOPY commands.
Put your master disk away and play off your copy. Use the Workbench INITIALIZE or Command Line FORMAT Commands to format a saved game disk. Dragons of Flame may not be installed to a hard disk. Refer to your introduction to the Amiga manual for information on how to use Workbench or Command Line commands.

At the start of the quest, Draconian armies sweep down from the north toward the elven lands of Qualinost. They already hold the ancient southern fortress of Pax Tharkas. The Draconians seek to crush the Qualinesti between their armies and the mountain fortress.
are in chaos. The country-friendly and unfriendly. 

Tain’s Daughter: &D®

TANIS HALF ELVEN:
Strength: 16
(Damage +1)
Intelligence: 12
Wisdom: 13
Dexterity: 16
Constitution: 12
Charisma: 15
Alignment - Neutral Good
Hit Points: 45
Armour Class 4

Equipment: Leather Armour +2; Longsword +2 (damage 1-8); Bow & quiver of 20 arrows (damage 1-6).

STURM BLIGHTBRAVE:
Strength: 17
(Damage +1)
Intelligence: 14
Wisdom: 11
Dexterity: 12
Constitution: 16
Charisma: 12
Alignment - Lawful Good
Hit Points: 40
Armour Class 5

Equipment: Chainmail armour; Two Hand ed sword +3 (damage 1-10); No ranged weapon.

TASSLEHOF BURRFOOT:
Strength: 13
Intelligence: 9
Wisdom: 12
Dexterity: 16
Constitution: 14
Charisma: 11
Alignment - Neutral Good
Hit Points: 36
Armour Class 6

Equipment: Studded leather armour and shield; Battleaxe +1 (damage 1-8); Throwing axe (damage 1-6).

FLINT FIREFORGE:
Strength: 16
(Damage +1)
Intelligence: 7
Wisdom: 12
Dexterity: 10
Constitution: 18
Charisma: 13
Alignment - Neutral Good
Hit Points: 52
Armour Class 6

Equipment: Studded leather armour & shield; Battleaxe +1 (damage 1-8); Throwing axes (damage 1-6).

NON-PLAYER CHARACTERS

EBEN SHATTERSTONE:
As a mercenary, Eben is totally self-serving and looks out for his own interests above all others.

GILTHANAS:
Gilthanas is an experienced elven fighter/magic user whose knowledge may prove of great value to the party. He is second in line for the Qualiness throne and knows many of the secret places of the ancients.

LAURANA:
Laurana is a Princess of the Qualiness. She has been captured by the Draconians and is being held prisoner in Pax Tharkas.

MEN:
The various townsfolk you meet may be refugees from the Draconians or the Draconian’s allies

NOMADS:
There are groups of nomads who inhabit the plains and wander the southern areas of Qualinesti.

MONSTERS
Here are the monsters and creatures you may encounter in your quest.

AGHAR (GULLY DWARVES):
The lowest class of dwarves, the Aghar, are denied kin status by other dwarves and are regarded as comical nuisances by humans.

BAAZ DRACONIANS:
These Draconians are the smallest and most common type. They are quite fond of humans as a favoured addition to their diet, so they are eager to close and fight.

BOZAK DRACONIANS:
These Draconians are larger and less plentiful than the BaaZ. They are magic users and are dedicated to the purposes of Takhisis.

DIRE WOLVES:
These large wolves tend to hunt in packs. They will attack if they are hungry.

DRAGONS:
These are two old, experienced and deadly dragons in Pax Tharkas: Flamestrike and Ember. Flamestrike guards the ensalved children held in the fortress. She is somewhat insane and cares for the children as her own. Flamestrike will not use her breath weapon if the children are in range. On the other hand, Ember will happily use his flaming breath, his spells and claws on any foe he comes near.

GIANT WASPS:
These unintelligent monsters are large enough to pose problems to you and the party since Giant Wasps are tough, taking a lot of damage before dying.

GOBLINS:
These four-tall humanoids are evil by nature and love to indulge in nasty pastimes such as torture and slavery.

GRIFFONS:
With the front half of an eagle and the rear of a lion.

HOBGOBLINS:
These large humanoids are born evil and love to bully their smaller brethren.

KAPAK DRACONIANS:
These draconians are larger than BaaZ and love to bully their smaller brethren.

MEN:
Hostile humans are normally in the employ of the Draconians or are common bandits taking advantage of the current chaos.

STIRGES:
These nasty little flying bloodsuckers love nothing more than fresh, warm blood. They continue to attack until killed or full.

TROLLS:
These large shambling humanoids are not highly intelligent. They make very tough opponents, difficult to injure and when finally wounded, their injuries start healing automatically.

WAR DOGS:
These large attack trained dogs usually have light leather armour and spiked collars. They tend to attack on sight with a terrible bite.

WILD DOGS:
These medium sized domestic dogs have gone wild in the chaos of the invasion. They attack only if they are very hungry.

RIGHTS:
These undead humans are often found in catacombs where they try to destroy any living thing that crosses their path. Rights inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic or silver weapons.

WRATHS:
Spirits of evil beings, condemned or determined to stay in our world, these undead are amongst the party’s most deadly opponents. Wraths inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic weapons.

ZOMBIES:
These magically animated corpses are often used as tireless guardians that fight until destroyed.
ITEMS

ARMOUR AND SHIELDS:
The usefulness of armour or a shield depends on the character actually using the item. There is no use in Tanis (who starts with leather +2) using leather armour +1 but Goldmoon would get some benefit.

MONEY:
In the world of Krynn, money comes in the form of steel coins.

RINGS:
These items come in different forms. Although any character can get experience for finding a ring, some rings need certain character types to actually use them.

POOTIONS:
There are many different types of potions. To find out the effect of a particular potion, try it.

SCROLLS:
Scrolls hold either magic or clerical spells. After a scroll is used the next spell thrown, comes from the scroll and not from the character's memory. Scrolls may only be used by characters of the appropriate type.

WEAPONS:
The party may find weapons of all types, including the ancient sword Wyrmslayer (essential for game completion).

MISCELLANEOUS:
The party can find other items, including: Ammunition for ranged weapons, and jewels and gems. All items are of worth experience points, but it may be necessary to dispose of some items if the characters become overloaded.

COMBAT ADVICE
Some characters are better than others for combat purposes so keep them at the front of the party. Don't forget to move characters to the back of the party if they've taken a lot of damage. It is easier to heal characters than to raise them from the dead (which can only be done a limited number of times - look at Raistlin's Constitution).

Make sure you attack properly, some monsters can only be hit with a high attack, others only with a low attack. Note that magic users don't have to be in the lead to use their ranged spell abilities as long as they're one of the first four characters.

HOW TO WIN
To win the game, the companions must enter caves of Sia-Mori, find the ancient sword Wyrmslayer, rescue Prince Laurana and free the captured women and children of Pax Tharkas.

WILDERNESS VIEW
In the wilderness, the characters are represented by a single icon in the centre of the screen. Any items in the wilderness are represented by nomad icons. Monsters are represented by monster icons. When in the wilderness view, if you encounter another icon or press COMMAND/DIRECT KEY (CBM)/O' on the key pad (ATARI ST, AMIGA & PC) you will switch into combat view.

MISCELLANEOUS:
The company must enter the hidden caves of Sia-Mori, find the ancient sword Wyrmslayer, sneak into the fortress of Pax Tharkas, and rescue Prince Laurana and free the captured women and children of Pax Tharkas.

CLIMBING
To climb in Sla-Mori, jump up onto the chain by pressing FIRE (+). Move UP or DOWN to climb the chain.

MAIN MENU
Access the functions of the main menu by pressing the SPACE BAR or by pressing the first letter of any command.

To select any menu item, highlight that menu item by moving and then pressing FIRE (ENTER). To exit a menu choose the EXIT MENU option.

CLERIC SPOOLS
Coldmoon has three types of abilities: memorised spells (marked with a &), her ability to turn undead (marked with a +2) and spells powered by the Disks of Mishalkal (marked with a O). Memorised spells are used up when cast and are regenerated by resting. Turn undead is an ability and is not used up. Spells powered by the Disks of Mishalkal use the number of charges listed in parenthesis after the spell name. The disk of Mishalkal cannot be recharged.

# CURR LIGHT WOUNDS: healing card.
# PROTECTION FROM EVIL: combat card.
# FIND TRAPS: releases any trapped items.
# HOLD PERSON: stops humans or humanoids in place.
# SPIRITUAL HAMMER: casts holy word.
# PRAYER: even more powerful.
# BLESS: the most powerful prayer.
# DISPEL MAGIC: eliminates illusions.
# TURN UNDEAD: can free the dead.

O CURE CRITICAL WOUNDS: a character.
O RAISE DEAD (10): raises dead but at a cost.
O HEAL (5): returns characters.

MAGIC USER SPOOLS
Cast spells from Raistlin's Staff. Charges and each spell is listed in parentheses after the spell name. When the party leader, the staff will add. Each absorbed spell adds 1 to the staff. If the staff is occupied, spell

CHARM PERSON (1): stops by SLEEP (1): stops all level monsters.
MAGIC MISSLE (1): throw a ball of energy.
WEB (2): entangles an opponent.
DETECT MAGIC (1): highlight.
DETECT INVISIBLE (2): displays monsters.
Invisible treasures may be hidden.
BURNING HANDS (1): throws a fireball.
WEB (2): entangles an opponent.
GIVE (5): trade an item.
INSPECT: checks directly in the secret doors.
DROP: drops unused items (5).
PUT: places an item into chest.
SHUT: closes doors, chests, etc.
QUEST MAP: shows overall quest and the advance of the party.
EXP: lists the party total experience.
Number of each kind of monsters do not contribute their experience to the party's total.

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**DRAGONS OF FLAME**

**ISTRUZIONI DI CARICAMENTO**

**CBM 64/128 Cassetta**

Digita LOAD e premi INVIO. Premi PLAY sul registratore. Segui le indicazioni sullo schermo.

**SPECTRUM 48/128K, +2 Cassetta**

Digita LOAD e premi INVIO. Premi PLAY sul registratore. Segui le indicazioni sullo schermo.

**AMSTRAD CPC Cassetta**

Digita LOAD" e premi PLAY sul registratore. Segui le indicazioni sullo schermo.

**Nota:** A causa delle limitazioni della macchina, sullo schermo rimane lo stesso personeggio, anche se ne scegli uno diverso per fare da capo.

**COMANDI**

**CBM**

Joystick: Porta 1 o 2

Tastiera: - Su

'/': Giù

'=': Sinistra

'>': Destra

'-': Fuoco

**SPECTRUM**

Joystick: Sinclair/Kempston compatibile

Tastiera: Tasti corsore - Attiva movimento

A - Su

Z - Giù

V - Sinistra

B - Destra

N - Fuoco

**AMSTRAD**

Joystick compatibile

Tastiera: Tasti corsore - Movimento

COPY - Fuoco

**ATARI ST**

**PRIMA DI INIZIARE A GIOCARE**

Fai una copia di riserva dei dischetti originali mediante il comando DOS DISCOPY. Poi riponi i dischetti originali ed esegui dalle copie. Se esegui da dischetti, usa il comando DISCOPY per formattare un dischetto di giochi salvat.

**NON INSTALLARE O ESEGUIRE DAI DISCHETTI ORIGINALI!!**

Per copiare il programma sul disco rigido (C), metti il dischetto A nell' unità disco A, batti CA e premi INVIO. Diga MD DOF e premi INVIO. Diga CD DOF e premi INVIO. Poi digita COPY A, C:\DOF e premi INVIO. Se copi da dischetti 5,25, metti il dischetto B nell' unità A, digita COPY A, C:\DOF e premi INVIO.

**INSTALLAZIONE GRAFICA**

Il gioco gira in modalità EGA, Tandy 16 colori, o CGA. Così come distribuito, il gioco gira in modalità EGA. La grafica deve essere installata per girare in modalità Tandy 16 colori o CGA.

**ATTENZIONE:**

Esegui tutta l'installazione della grafica usando le copie dei dischetti; l'installazione su Tandy 16 colori o CGA cambia permanentemente i dati sui dischetti. Se dopo l'installazione desideri eseguire il gioco in un' altra modalità grafica, copia di nuovo i dischetti originali ed esegui l'installazione della grafica di nuovo dalle copie. Non eseguire INSTALL su un dischetto di gioco che è stato già installato. Esegui INSTALL una seconda volta corrompe i dati e rende la copia inutilizzabile. Se esegui da dischetti, metti il dischetto A nell' unità disco A, batti CA e premi INVIO. Se esegui da dischette, batti A, c:C e premi INVIO. Diga MD DOF e premi INVIO. Diga CD DOF e premi INVIO. Diga INSTALL TANDY o INSTALL CGA e premi INVIO, poi segui le istruzioni sullo schermo.

**JOYSTICK (FACOLTATIVO)**

Il gioco si può eseguire dalla tastiera o dal joystick. Il joystick deve essere inserito nella porta di gioco A su un computer IBM compatibile o sulla porta joystick di sinistra su un Tandy della serie 1000. Ogni volta che il gioco presenta la veduta del deserto o del combattimento, premi 1 per attivare il joystick. Segui le istruzioni sullo schermo per far funzionare il joystick.

**COME INIZIARE**

Nel gioco, il joystick emula il tastierino a 10 tasti. In combattimento, il bottone del joystick ha lo stesso effetto del tasto "4". Su un menu, il bottone del joystick ha lo stesso effetto del tasto INVIO.

**CBM AMIGA**

**PRIMA DI INIZIARE A GIOCARE**

Fai una copia di riserva dei dischetti originali mediante i comandi DUPLICATE del Workbench o la riga Comando DISCOPY. Poi riponi i dischetti originali ed esegui dalle copie. Usa i comandi INITIALIZE del Workbench o la riga Comando FORMAT per formattare un dischetto di giochi salvati. Dragons of Flame non può essere installato su disco rigido. Per informazioni su come usare Workbench o le righe Comando, consulta l'introduzione al manuale Amiga.