

# DRAGON SLAYER

Requires 32K Machine Language  
 DISK \$29.95

## THE STORY BEHIND DRAGON-SLAYER

In the majestic mountains of Pendor lies a string of comfortable villages. In a cave on one of the mountains lives a blood-thirsty dragon which the villagers greatly fear. They live in dread each day wondering if the dragon will swoop down to devour them.

The Dragon lives in a lair full of blistering and bubbling lava. The lakes surrounding his lair ripple red as fire beneath the terrible beating of his wings. His eyes glare like two green emeralds and his nostrils belch forth venomous flames. The ferocious serpent lives in his bloody lair filled with an insatiable hunger.

Hearing of this blood-thirsty dragon Icarus, a strong man scarred with many fights and carrying a blade of magical strength and sharpness comes to the village. He has come to conquer this terrible dragon knowing that the magical nature of the dragon's blood will spread good health and prosperity throughout the villages of Pendor.

Now... proceed onward to the dragon's dungeons and conquer...

## INSTRUCTIONS

### MOVEMENT

- up = up arrow                      left = left arrow
- down = down arrow                right = right arrow
- pick up and put down objects = spacebar
- stop walking = enter              abort game = enter and <Q>
- fast speed = 1,                      normal speed = 2,                      slow speed = 3

Joystick control — as in the keyboard control you move the direction intended and then return the joystick to the middle (or let go of the keyboard arrow) and the man will continue walking. If you wish to stop hit the <enter> key.

## OBJECT OF THE GAME

The object of the game is to kill the evil dragon. To reach him you must complete 10 levels of play with each level containing 16 rooms (see Fig. 1). Each level has, among other things, an archway leading to the next level. You must overcome a number of obstructions (outlined in the following pages) to reach this door.

## LEVEL LAYOUT

room 1	room 2	room 3	room 4
room 5	room 6	room 7	room 8
room 9	room 10	room 11	room 12
room 13	room 14	room 15	room 16

(Fig. 1)

## LOADING INSTRUCTIONS

To load game type LOADM "DRAGON" and the program will auto-execute. You will then see a red or blue screen. Press reset until the screen becomes blue. Then hit any key to continue with the game.

## CLIMBING

Up and down climbing is achieved by climbing ladders, ropes and vines. Ladders are always pre-set but ropes and vines need not be so.

## MAKING A ROPE

A rope coil must be picked up and taken to a rope hook. The rope will automatically unravel so you may continue onward.

## MAKING A VINE

A bucket must be obtained and filled with water. This is done by going to some water, while carrying the bucket, and once you reach the edge your bucket will fill up. Then place yourself over a seed (a small white object on the sidewalk) and hit the spacebar, the seed will then grow into a vine.

NOTE: A seed cannot be picked up and moved.

## WALKING OBSTRUCTIONS

There are a number of walking obstructions, they are: bridge-out, water, tall grass, locked door, and one way doors.

## BRIDGE-OUT

A bridge-out is represented by a termination of the sidewalk, in this case, a plank or number of planks must be obtained. Move your man to the bridge-out with a plank in hand and the plank will automatically be laid down for you and you will come to a stop.

## WATER

If you try to walk on water without the appropriate equipment, you will no doubt, drown. A lifesaving ring will grant you passage over the water. One ring may be used an indefinite number of times.

## TALL GRASS

Tall grass is similar to water except that you will not die if you try and cross it. The remedy for the grass is the pair of boots.

## LOCKED DOORS

On your journey you will come across many locked doors. To proceed, as might be expected, you will need a key. Move to the locked door with the key and the door and key will vanish.

## ONE WAY DOORS

One way doors are represented by a blue block with a black arrow pointing either left or right. You are granted movement in the direction of the arrow but ONLY in that direction, you cannot go back.

## DARKNESS

Some rooms have had a dark spell cast upon them. You cannot enter these rooms unless you are carrying an x-ray flashlight. In this case you will see a beam of light in the direction you are moving.

## ENEMIES

The easiest of all enemies to kill is the spider. He can only move up and down a thread, but he is fatal to the touch. If you are carrying a can of Raid he will die.

All other enemies (skeleton, skull, ghost, etc.) can only be killed by you carrying a sword. The enemies are, however, limited to their individual rooms, that is, they cannot follow you from one room to the next.

## CASHBAGS AND GEMS

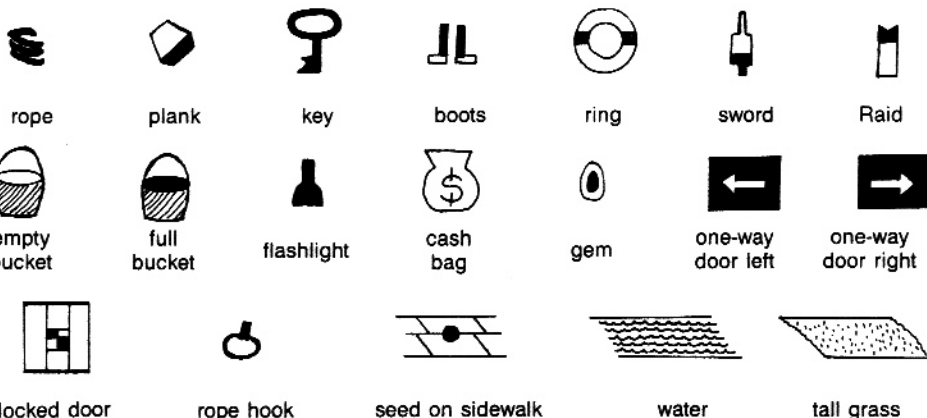
Cashbags and gems are situated throughout the dungeon, you gain 100 points for each one picked up.

Flickering Flames — you must find a bucket and fill it with water, then you may walk into the fire and one of the flames (there are usually two or three in a row) will be put out and your bucket will then become empty.

Save game feature — if you wish to stop the game and resume it at a later time (i.e., next day). In the intermission between levels you may hit the <s> key and the computer will then save your position on the disk and the game will return you to the title page. At this time you may turn off your computer. The next time you load in the game it will automatically resume your save position (after you select keyboard or joystick).

To abort the game press the <break> key. This was previously the <Q> key.

## OBJECTS



## A BRIEF SOLUTION TO LEVEL ONE

- Make a bridge in room 16, using planks from rooms 9, 10, and 13.
- Make a bridge in room 12 using planks from room 8.
- Get key from room 3, and with key get bucket from room 7; fill bucket.
- Find your way to room 14.
- Water the seed in this room with the full bucket.
- Get flashlight from room 15. (note Tom Mix initials).
- Climb the newly-created vine in room 14 up to room 2.
- From the bottom of room 2 go left, climb up, then go right.
- The archway can then be seen; walk into the archway.

You have now completed Level 1.

Only 144 more rooms to go!

Note: Always keep the "Dragon Slayer" diskette in the disk drive.