



User's Guide

Darby

The Dragon

Adventures that Captivate, Entertain and Teach

Darby

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User's Guide



 Broderbund

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GETTING STARTED

Successful installation may require minor adjustments to the configuration of your Macintosh® or Windows® operating systems and/or updates to hardware component drivers.

Windows® Minimum System Requirements

- Windows 3.1 or Windows 95
- 33 MHz 486 processor or higher
- 8MB RAM
- Hard disk with approximately 1.2MB free space
- Double (2X) speed CD-ROM drive
- SVGA graphics card (640 X 480, 256 colors)
- Windows compatible sound card
- Mouse

Additional Requirements

Your monitor must be set to 256 colors. Monitor settings can be adjusted in Windows 95 by clicking the **Start** menu on the desktop and opening the Control Panel folder located in the Settings folder. Double-click on the Display icon and click on the Settings tab. Choose 256 Colors under the Color Palette. For Windows 3.1, please consult your computer's documentation for instruction on adjusting your monitor settings.



Starting the Game on Windows 95

When you insert the CD into your computer's CD-ROM drive, the Brøderbund Startup window will appear, giving you the option to play the game or electronically register the product with Brøderbund Software. To start the program, click **Play**. The first time the program is launched, a *Darby the Dragon* icon will be created in the Brøderbund Software folder in the **Start** menu. The program will also create a folder called "Dragon" on the C: drive to store any games you save.

If your system does not automatically display the Brøderbund Startup window, double-click on the My Computer icon on the desktop and then double-click on the Darby CD-ROM icon in the folder. The Brøderbund Startup window will appear. Click **Play** to launch the program.

It's a good idea to register the product with Brøderbund Software in order to assure free technical support and to receive notice of special offers. Click **Register** when the Brøderbund Startup window appears. It will guide you through the electronic registration process (your computer needs a modem to do this). Although the **Register** button will continue to be active on the Startup window each time the CD is inserted, you only need to complete the registration process once.

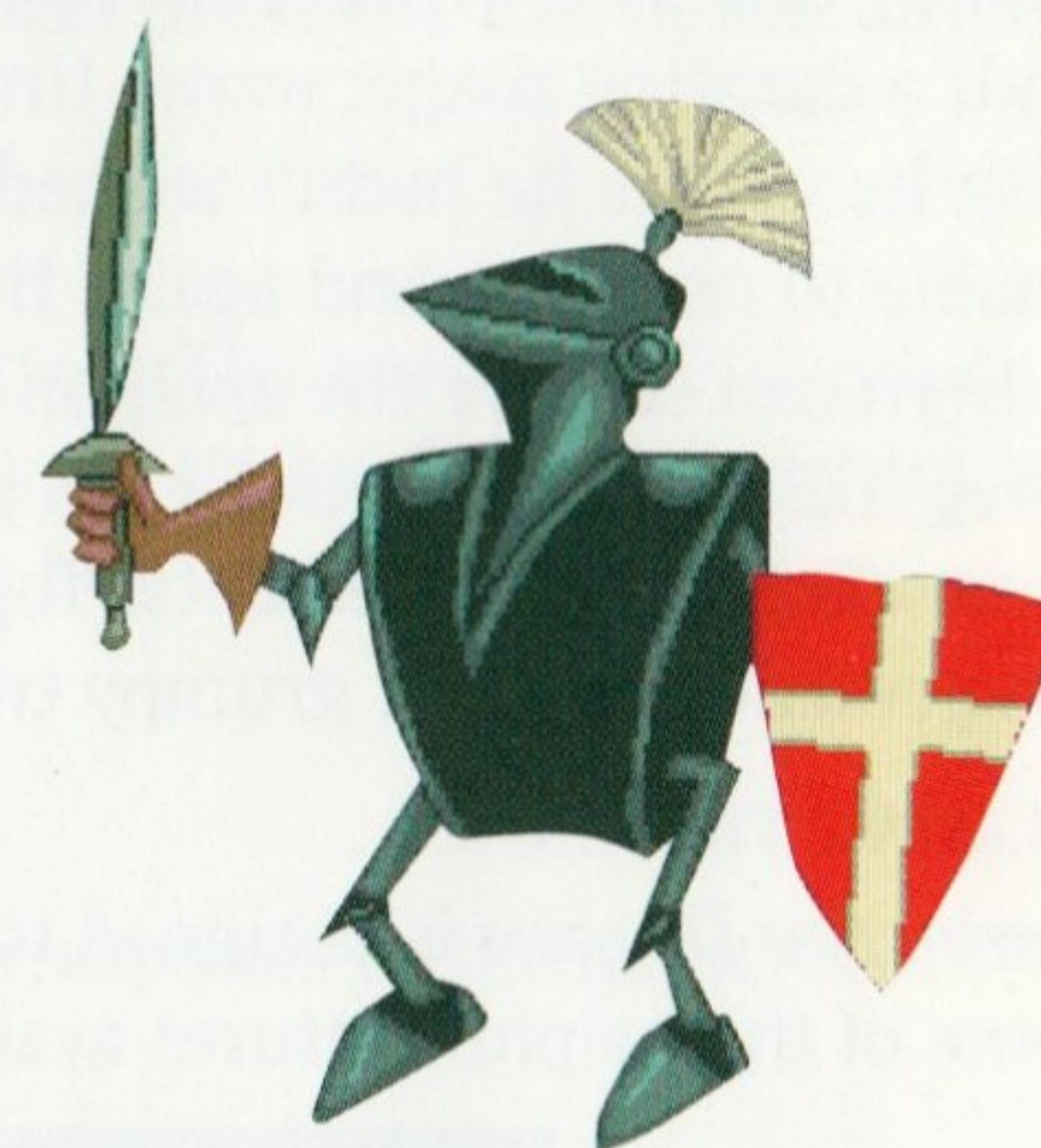
Starting the Game on Windows 3.1

Place the CD into your computer's CD-ROM drive. From the Program Manager select **Run** from the **File** menu. In the Command Line, type: **D:\setup** and click the **OK** button (if your CD-ROM drive is not drive D:, substitute the correct drive's letter). The first time the program is launched, a *Darby the Dragon* icon will be created within the Broderbund Software program group in the Program

Manager. The program will also create a folder called "Dragon" on the C: drive to store any games you save. To launch the game, open the Brøderbund Software program group. Double-click on the *Darby the Dragon* icon.

Macintosh Minimum System Requirements

- Macintosh and Power Macintosh
- System 7.1 or higher
- 33 MHz 68040 processor or higher
- 8MB RAM, 3MB free RAM
- Hard disk with approximately 1.2MB free space
- Double (2X) speed CD-ROM drive
- 256 color graphics, 13 inch monitor
- Mouse



Additional Requirements

Virtual Memory must be off in order to run *Darby the Dragon*. To do this, double-click Memory in your Control Panels and turn Virtual Memory off. Restart your computer.

Starting the Game on the Macintosh

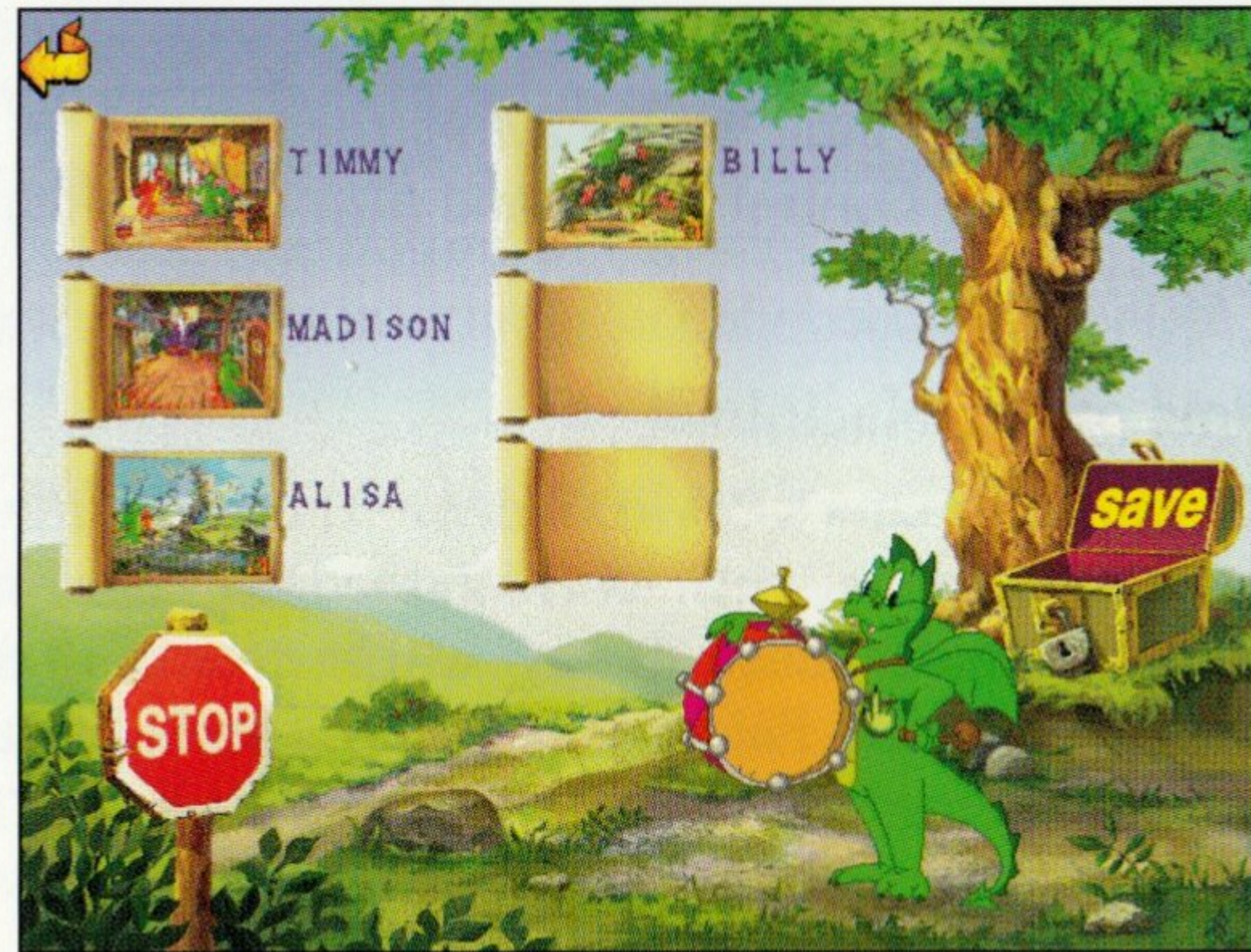
Insert the CD into your computer's CD-ROM drive. The *Darby the Dragon* CD window will automatically open. Double-click on the Darby icon in the window to launch the program. A folder called "Darby" will be created in the Preferences folder in your computer's System Folder to store any games you save.

DARBY THE DRAGON

Welcome to the kingdom of Dragondale, where dragons, fairies and elves live happily together. While playfully flying above the kingdom one day, Prince Darby finds a dazzling magic wand. Unaware of the wand's magical powers, he makes a wish he wishes he hadn't wished, and accidentally shrinks his big sister, Sparkle! Unable to use the wand again, they seek the help of Solwyn, the mystical wizard. Solwyn can remove the spell on Sparkle but needs the young dragons to find three magic ingredients for his potion. Darby and Sparkle need your help to find these enchanted ingredients. Together you will explore the extraordinary lands of Dragondale and meet grumpy trolls, playful fairies, and singing troubadors.

PLAYING THE GAME

Darby the Dragon is designed to let you explore the game with ease. Here are some of the helpful features available throughout the game:



Options Menu

Options Menu

The Options menu is where you can save a game, load a game, or exit the game.



Once you have launched the game, you can press the **Esc** key at any time to go to the Options menu.

Saving a Game

To save your place in the game, click the **Save** button. The cursor will turn into a miniature picture of the location where you are in the game. Drag the picture to one of the blank boxes on the screen. Click on the box to release the picture. Then type your name and press **Return**.

Loading a Game

To load a saved game, click on the picture that corresponds to the game you want to play.

Exiting the Game

Clicking on the red **Stop** sign will quit the program. (Note: You can also quit the program at any time during the game by using key commands. Windows users can quit by pressing the **Alt-F4** keys. Mac users can quit by pressing the **⌘-Q** keys.)

To leave the Options menu and return to the current game, click on the arrow in the upper left hand corner of the screen.

Interrupting the Game

Some animations can be bypassed by pressing the Space bar. To skip the opening titles and the closing credits, press the Space bar when the animation begins.

Standard Cursors and Buttons

There are a variety of cursors which appear throughout the game:



The standard cursor is a green hand.



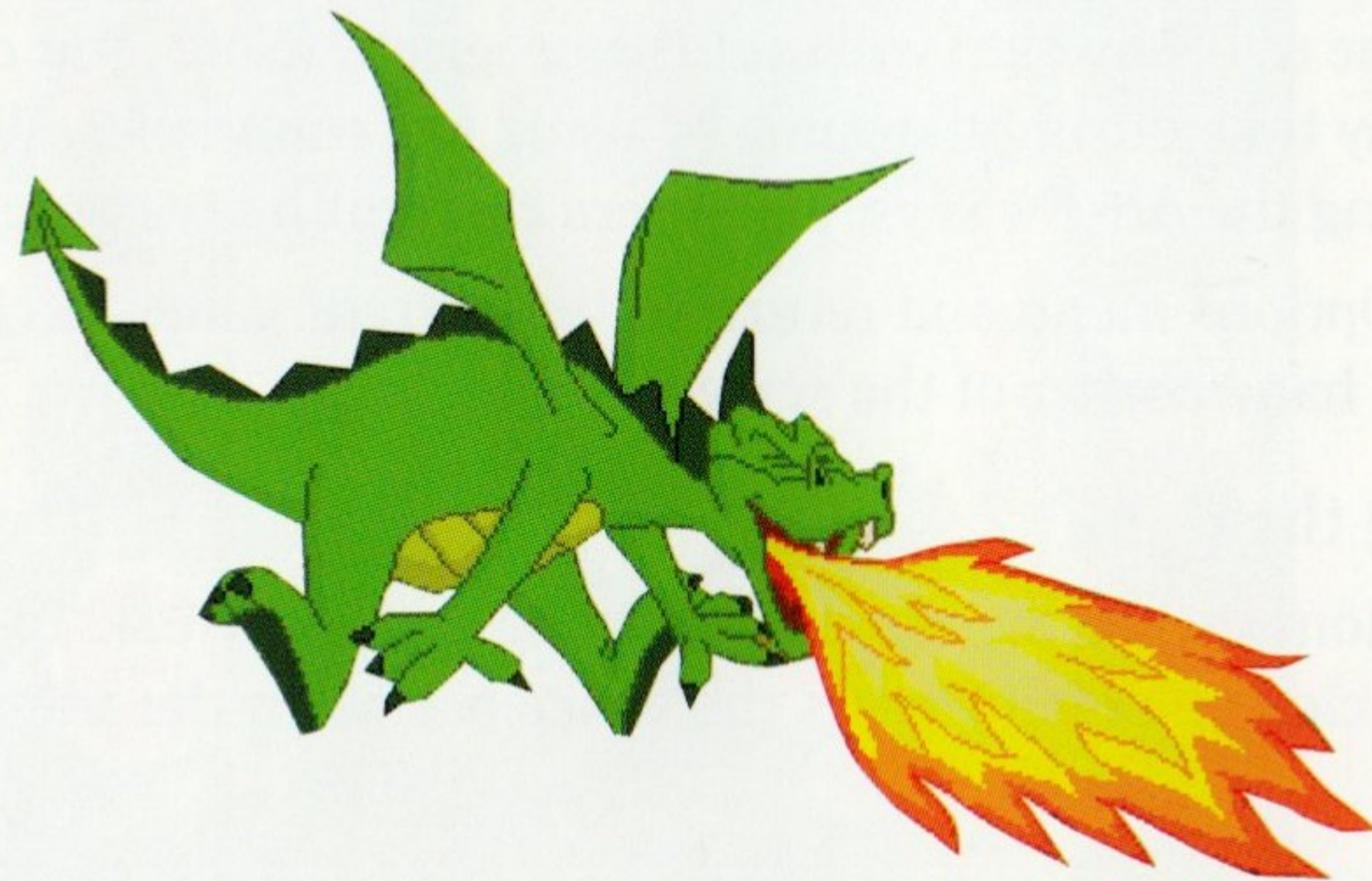
If the cursor changes to a green hand with a pointing finger, this indicates a hot spot – an area that, when clicked, will animate in some way.



When the cursor changes to a spear tip, this indicates an exit. Clicking when the cursor is in this shape will take you to another location.



This exit button can be found in each activity. Clicking this button will end the activity and allow you to continue exploring Dragondale.



The Scroll

Throughout the adventure, you will be collecting and using various items. The scroll, which is always seen at the bottom of the screen, shows you what items Darby and Sparkle have in their possession.

To add an item to the scroll, click on the item. If the item will be useful during the game, it will disappear from the scene and reappear in the scroll. Some situations require Darby to use an item in the scroll to accomplish a task. To retrieve an item from the scroll, click on the desired item. If the item can be used in that situation, the cursor will turn into that item. Click on an object in the scene to prompt Darby or Sparkle to use the selected item. If the item cannot be used, it will remain in the scroll.

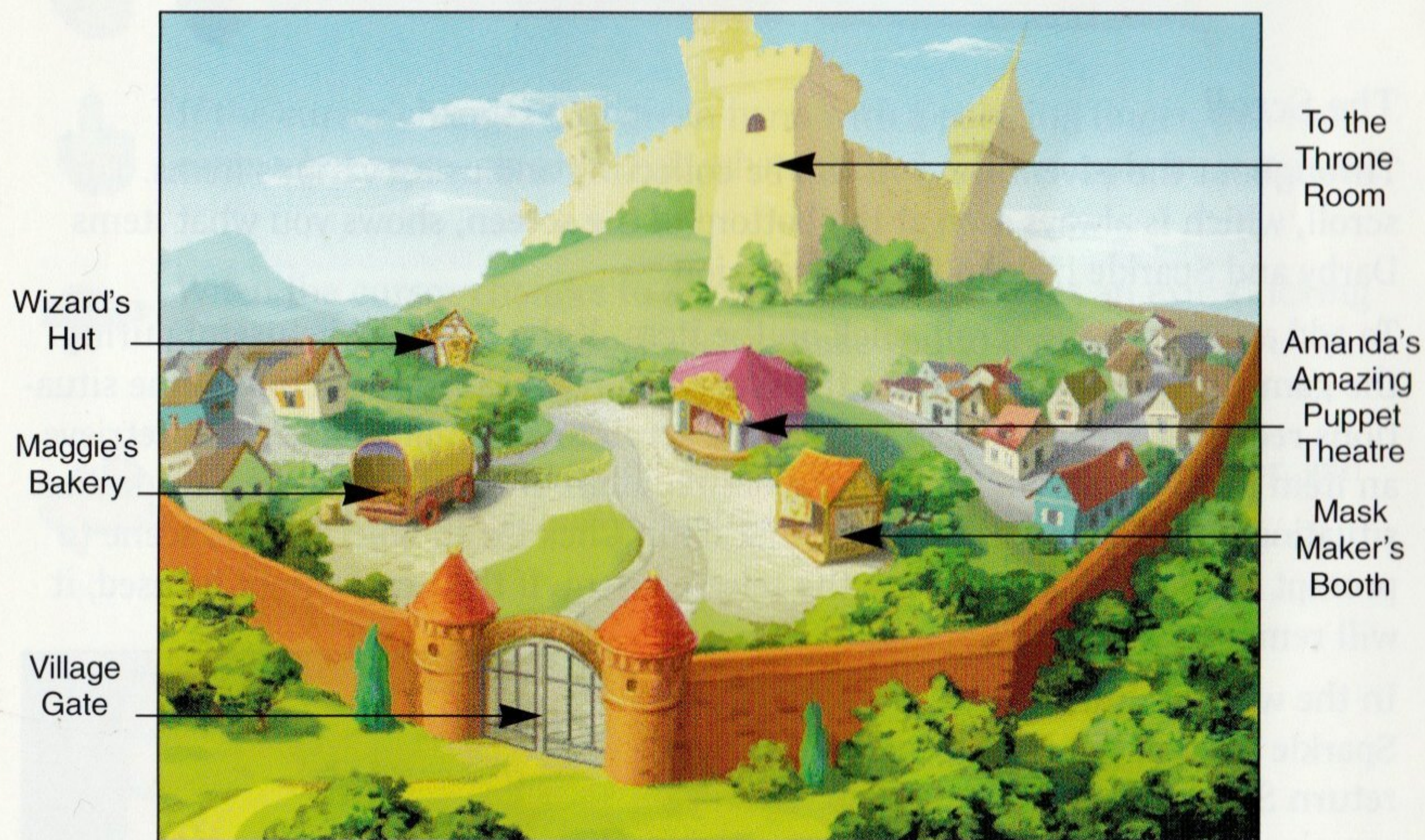
In the wizard's hut, Solwyn gives Darby and Sparkle a list of the ingredients he needs to return Sparkle to her normal size. This list remains in the scroll. Click on the list and Darby will remind you what items still need to be collected.



Gold Coins



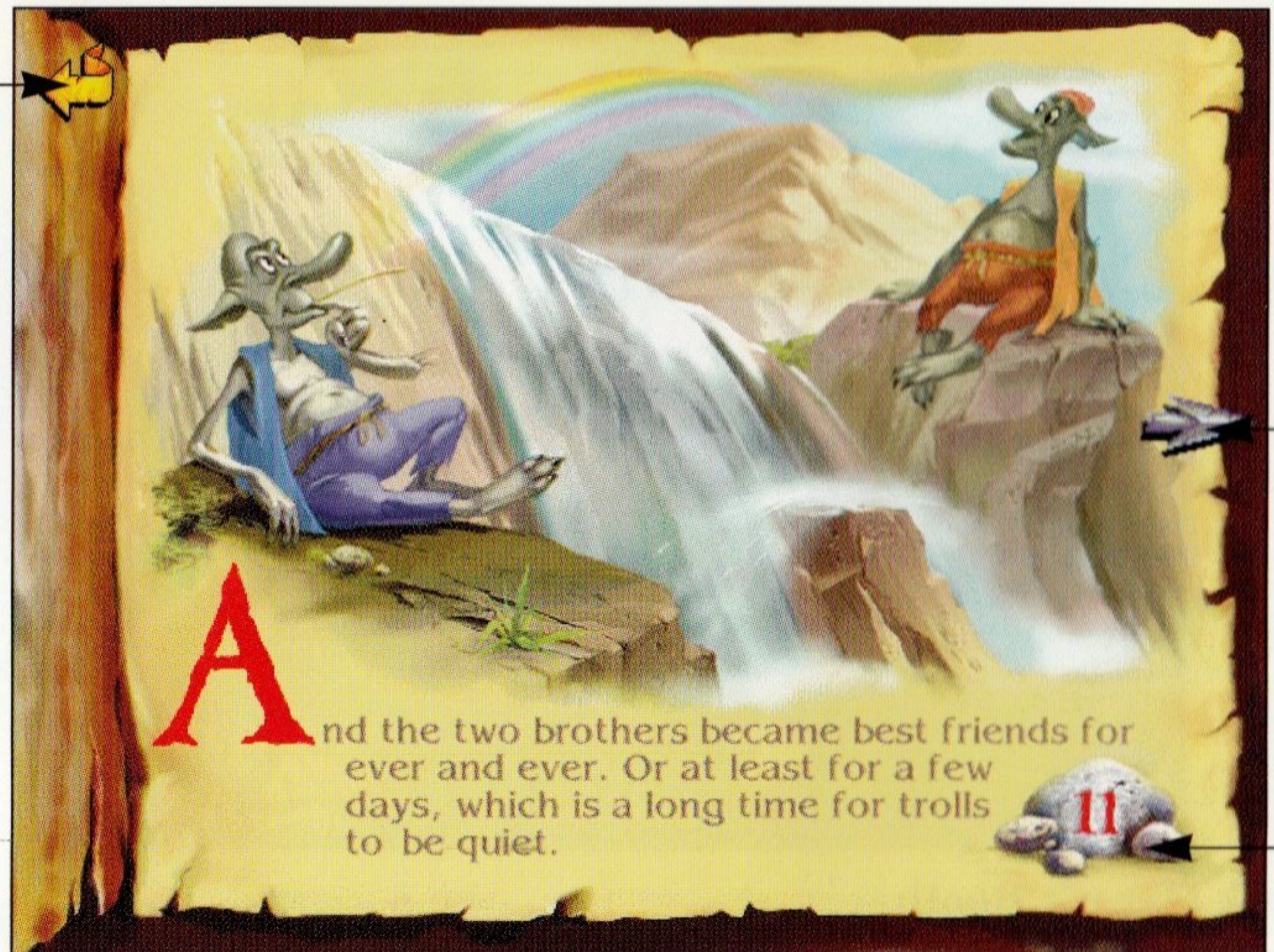
Throughout the game, keep an eye out for gold coins. They may be found in hidden treasure chests, or by completing an activity. It is a good idea to collect the coins whenever you find them – they will come in handy!



INSIDE THE KINGDOM

The kingdom of Dragondale is always bustling with activity. Darby and Sparkle are never bored with so many fun things to do. You can lead Darby and Sparkle to any or all of the entertaining games and activities in the Dragondale Kingdom.

Return to
Castle
Library

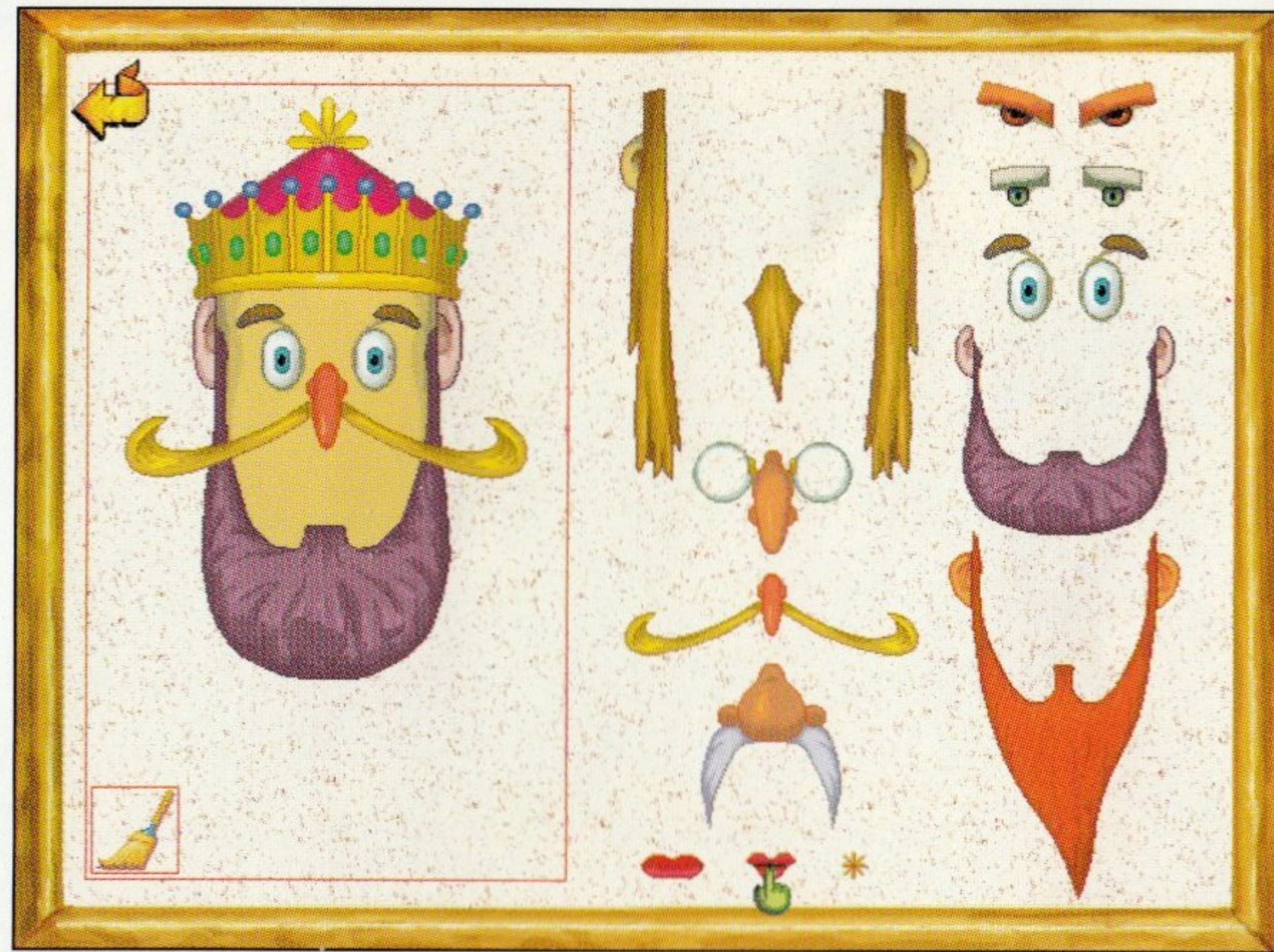


Go to
Next Page

Repeat
Narration

Storybooks

Inside the castle library there are three storybooks to enjoy. Choose one of the books and Queen Madra will read each page of the story to you. Additionally, you can click on individual phrases to have them read again. To have the whole page repeated, click on the page number in the lower right corner of the page. To turn the page, move the cursor to the right edge of the page and click when the cursor becomes a spear tip. To close the book, move the cursor to the top left corner of the page and click when the cursor turns into an arrow.



The Mask Maker's Booth

Here at the Mask Maker's booth, you can create an original mask. Choose from one of the three templates to begin, then select a variety of facial features from the right side of the screen. To place the feature on the mask, click on the desired feature to grab it. Drag the feature onto the mask and click again to release it. The feature can only be released on the area of the face where it belongs. For instance, a nose must be placed approximately in the center of the face. To remove a feature from the mask, click on it, drag it back to the inventory or onto the broom, then click again to release it. Erase all of the features at once by clicking on the broom. To exit the activity, click the arrow in the upper left corner of the screen.

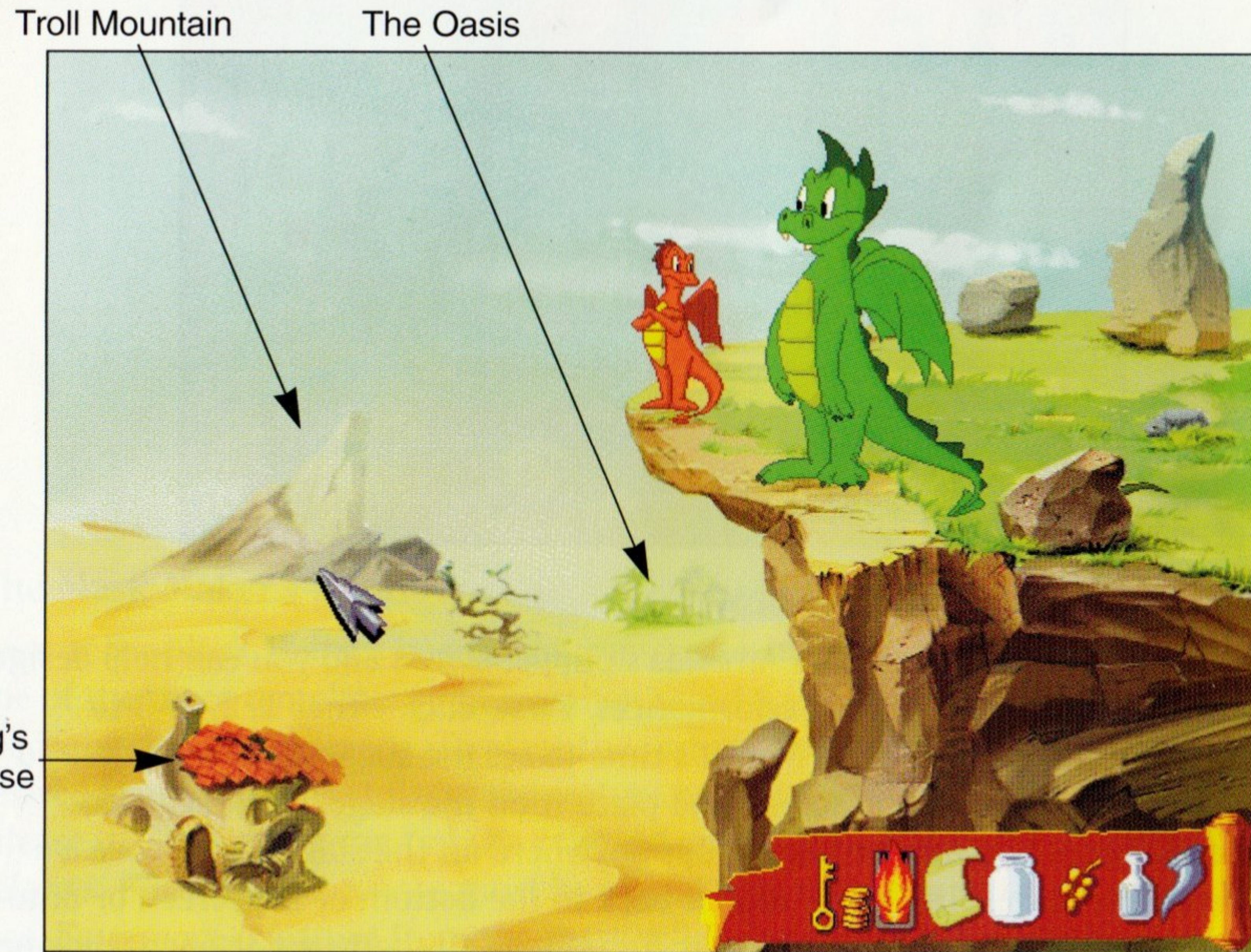


Amanda's Amazing Puppet Theatre

Darby and Sparkle love to watch Amanda's puppet shows and you can help design the stage for each of the three performances. First, click either 1, 2, or 3 to choose the setting for the play. Now it's time to set the stage. Click on a desired prop from the bottom of the screen and place it on the stage. Click again to release the prop. You may arrange props anywhere on the stage. To remove a prop from the stage, click on it, drag it back to the bottom of the screen or onto the broom, and click again to release it. To remove all the props at once, click on the broom. When the stage is ready, click the mask in the lower right corner of the screen. Now sit back and enjoy the show! To exit the activity, click the arrow in the upper left corner of the screen.

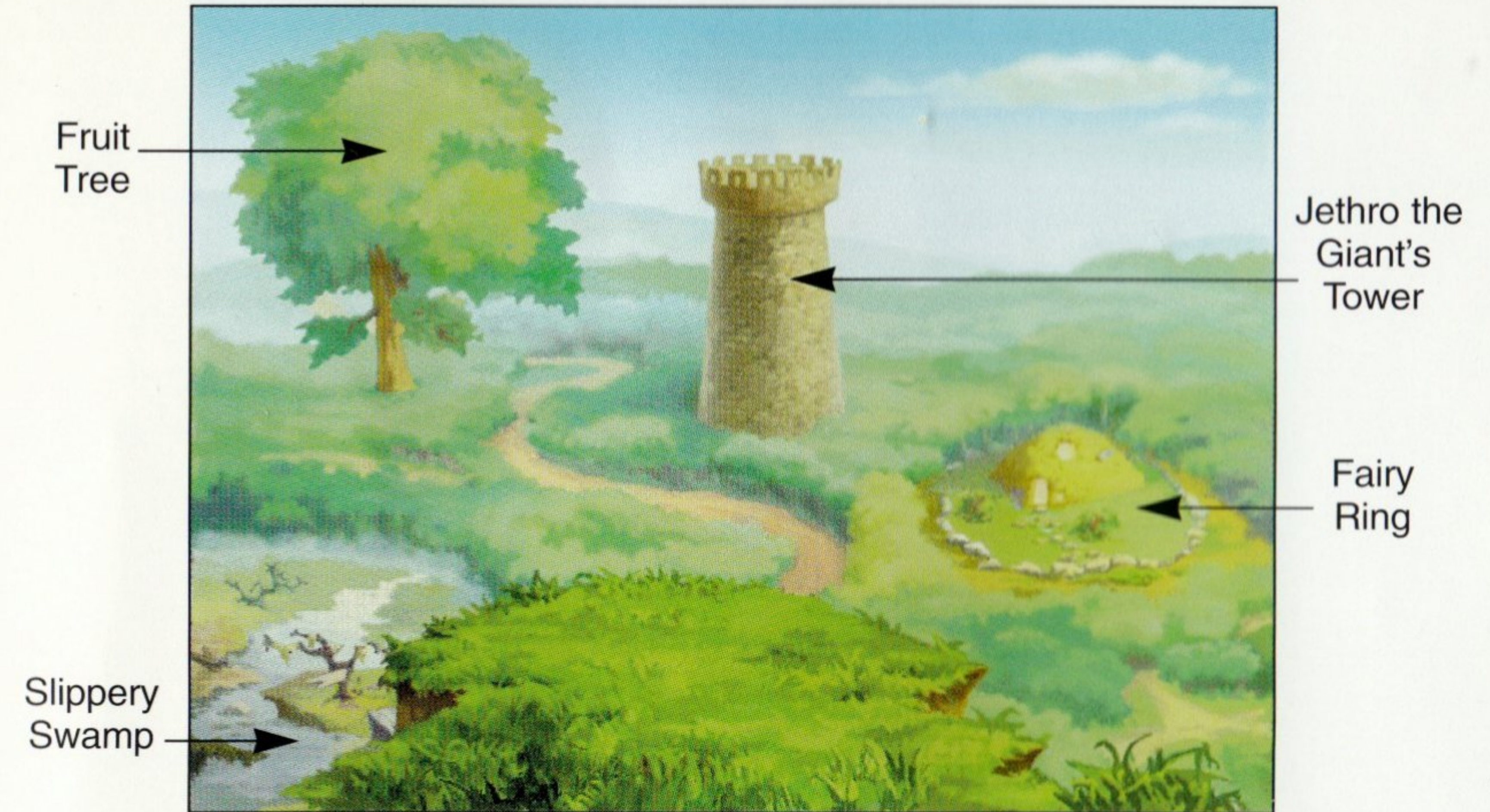
THE QUEST

After Darby and Sparkle get instructions from the wizard, their search begins. You will travel with them as they explore wondrous lands far and wide.



Dag's Desert

Dag's Desert holds many surprises, including disappearing flowers and charming oasis creatures.



Fernwood Forest

You will also lead Darby and Sparkle to Fernwood Forest, where they will meet a friendly, bee-loving giant and hunt the waters of Slippery Swamp.





Picking Desert Flowers

Meet Dag, the 803 year old desert elf. He needs your help to pick the colorful flowers that bloom nearby. Dag will tell you what color flower he needs and you must click on the correct color flower when it blooms. But hurry, these special flowers appear and disappear quickly! Collect twelve flowers to fill Dag's basket and you will be rewarded. During the activity, you can press the **1** thru **5** number keys on the keyboard to adjust how quickly the flowers bloom and disappear. Selecting **1** will cause the flowers to disappear quickly; selecting **5** will give you the longest delay.



The Seeing Crystal and the Magic Picture Activity

The desert is a strange place to find a magic pond surrounded by green plants. Within this lush oasis is the Seeing Crystal and the Magic Picture Activity. Here you can practice letter recognition while making a unique picture. Choose one of the backgrounds to begin. Click on a letter and an object representing that letter will appear. If you want to add this object to the picture, click on the object and drag it onto the picture. Click again to release the object. To remove an object from the picture, click on the object and drag it to the bottom of the screen, or onto the broom, and click again to release it. Click on the broom to remove all the objects from the picture at once. To exit the activity, click the arrow in the upper left corner of the screen.



Swamp Oyster Hunt

The elusive swamp oyster resides in Slippery Swamp. In order to collect this magic ingredient, Darby and Sparkle need you to navigate their raft and find the swamp oyster. Move the cursor around the swamp and watch for the cursor to change to a pointing finger. When it does, click, and Darby will steer the raft to that spot. Click on the raft, or on Darby, to prompt him to lower the fishing net into the water. If he doesn't find the swamp oyster on the first try, move the raft to a different spot and try again. When the oyster has been found, click on the pier to return the raft.

TROUBLESHOOTING

Below are some technical support hints for *Darby the Dragon*. For additional help, please refer to the Troubleshooting Guide included in the box before contacting our Technical Support representatives.

Windows 95

If you are having problems saving or loading games from the Options menu: Check to see that there is a folder called "Dragon" on your C: drive. Renaming, moving or deleting this folder can result in the loss of previously saved games. A new "Dragon" folder will be created the next time the program is launched.

Windows 3.1

If you are having problems saving or loading games from the Options menu: Check to see that there is a folder called "Dragon" on your C: drive. Renaming, moving or deleting this folder can result in the loss of previously saved games. A new "Dragon" folder will be created the next time the program is launched.

If there is no Darby icon in the Brøderbund Software program group:

Follow the instructions for running the setup (see "Starting the game on Windows 3.1" on page 4). When you run the installation, a Darby icon will be created in the Brøderbund Software program group.

Macintosh

If you are having problems saving or loading games from the Options Menu: Open the System Folder on the computer and check to see that there is a folder called "Darby" in the Preferences folder. Renaming, moving or deleting this folder can result in the loss of previously saved games. A new "Darby" folder will be created the next time the program is launched.

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