

DRAGONHOLD

THE ADVENTURE GAME

PLEASE READ THE FOLLOWING CAREFULLY:

MAKING A COPY

The game cannot be loaded and run from the original DRAGONHOLD cartridge. A copy should be made onto a blank cartridge as follows:

1. Format the blank cartridge 2 or 3 times first for extra reliability.
2. Remove the blank cartridge, press RESET, then F2.
3. Place the DRAGONHOLD cartridge in DRIVE 2 (The RIGHT hand side).
4. Place the BLANK cartridge in DRIVE 1 (The LEFT hand side).
5. Type LRUN MDV2_ COPY and press the ENTER key.
6. Press the SPACEBAR when you are ready to copy the master DRAGONHOLD cartridge in drive 2 to the blank cartridge in drive 1. The cartridge in drive 1 will be formatted again, so be certain that you have not placed anything important in this drive.
7. There are fourteen files to copy and you will be informed of each as the copying proceeds. The entire program occupies around 80K so the copying process may take up to 10 minutes.
8. Remove both cartridges.
9. Before proceeding to the next section and loading the game you should ensure that you have one or more FORMATTED blank cartridges available in case you wish to save the game once you have started playing. ONCE THE GAME IS LOADED AND RUNNING YOU WILL NOT BE ABLE TO FORMAT A SPARE CARTRIDGE. This is a safety precaution to ensure that you never accidentally erase the master cartridge which may be in drive 2.

LOADING THE GAME

1. Check there is no cartridge in drive 2, then press RESET.
2. Place your COPY OF DRAGONHOLD into DRIVE 1 (LEFT hand side).
3. Place the ORIGINAL DRAGONHOLD cartridge into DRIVE 2 (RIGHT hand side). (If you try to load the copy without the original in place you will simply be returned to BASIC.)
4. Press F2.
5. The game should load and run in under 2 minutes and a title screen should then appear.
6. Remove the original cartridge from DRIVE 2 and keep it safe. This drive may later be used for saving game data. NOTE, HOWEVER, THAT THE COPIED CARTRIDGE IN DRIVE 1 MUST BE LEFT IN PLACE, AS IT MAY BE ACCESSED DURING GAME PLAY.

INTRODUCTION TO DRAGONHOLD

Dragonhold is a true animated graphic AND text adventure game for the Sinclair QL. You are in control of a small man, whom you may move around the lands of the Hidden Kingdoms using either the cursor keys or a joystick. The graphics window in the centre shows a plan view of your surroundings. To the top of the screen is NORTH and to the bottom SOUTH, with WEST to the left and EAST to the right. When moving NORTH, the MAN has his back to you to indicate that he is moving AWAY from you. When moving SOUTH, the MAN is facing you, and thus moving towards you. When moving EAST or WEST, the right or left profile of the MAN is shown. As the MAN moves, the graphics window will SCROLL keeping the MAN more or less in its centre, except when impassable terrain (or a door) moves into the window. In this latter case the MAN will move up to the edge of the window until stopped.

During the journey of exploration you will come across several different types of creatures, some of whom may be friendly, others not so friendly. As well as moving and attacking these creatures, you can also communicate with them in certain ways.

The game consists of 6 different areas, the first of which is The Dark Caverns.

At the start of the game you enter The Dark Caverns. The exit directly NORTH of you takes you back to the outside world. If you go through it, you will leave the Caverns and end the game. Your total score will then be displayed out of a maximum of 99. The object of the game is to thoroughly search all areas to try and find the Elixir of Life. Having found it, you must return to the outside world with as large a score as possible.

THE ADVENTURE OF DRAGONHOLD

DRAGONHOLD has a concrete "plot line". This means that there are certain puzzles to solve. Solving the puzzles is essential if you wish to find the Elixir and obtain the maximum score. The puzzles will remain the same when a new game is generated (although the location of the clues may be different, and this particularly applies to a certain buried item!) but if you wish to obtain a maximum score you must still go through the process of solving them. It is, of course, possible to solve all the puzzles and leave the game to the outside world with less than maximum score. You are only allowed to carry a maximum of 8 objects. (And the more you carry, the more likely you are to drop something accidentally...) Different objects will have a different score value. Deciding which objects that you find are worth the most points is your problem. It must also be remembered that the actual points value of an object when you leave the Kingdoms does not necessarily relate directly to its usefulness within the Kingdoms.

Solving the puzzles and riddles of DRAGONHOLD for the first time, of course, is a pleasure (or a frustration!) that cannot be repeated, but the WAY in which the puzzles have to be solved can vary with each new game, as will the locations of certain rooms in some of the areas. In other words, there is always pleasure to be found in playing a new game of DRAGONHOLD, plus the challenge of improving your score to the maximum. It is recommended, therefore, that at the start of each NEW game, the starting position be immediately saved on cartridge. This game should then be played to its conclusion over whatever period is necessary (this can be weeks or longer, since the game can be saved at any stage), before a new game is generated. Alternatively, a player can save different variations of the game, each at various stages, on different microdrive cartridges. In this way a player will gain maximum enjoyment (and maximum value for money!) from DRAGONHOLD.

As can be seen, each word bears a simple relationship with the keyboard, and all will be easily remembered after a short time of play. As an example, suppose you are carrying the strength potion and you wish to drink it. First you would press T for take (since the letter D is used for drop, we use T for take instead) and the phrase "Take the" will appear in the text window. Next you would press P for strength potion, and the phrase will be extended to "Take the potion". If you typed T for take and then changed your mind, simply press one of the cursor keys or use the joystick. Three of the verbs have nouns associated with them automatically. These are GET, OPEN and DIG. If you are standing over the sword and you press G, then "Get the Sword" will appear in the text window and the sword will appear amongst the list of your possessions. O gives "Open the door" and S gives "Dig ('S' for scoop) a hole". Any combination of verb-noun can be used. The only thing to remember is that if there is no verb showing in the text window, then pressing the appropriate key letter will give one. If a verb is already showing in the text window, then pressing a key letter will follow it by a noun (unless one has already been provided) to produce a phrase. This makes for very simple game play. Of course, most of the verb-noun combinations possible will not make much sense (such as "Wave the opal") In all cases, however, the computer will respond in some way, although not necessarily politely!

If a particular verb-noun combination has an effect, then this will usually become apparent. Either a message will appear, or your characteristics (listed in the top right hand window) will be affected. In some cases what you have done will affect other creatures and how they react to you.

d). THE FUNCTION KEYS F1 - F5. These keys have the following special functions:

- F1 - CONVERSE.** This produces a "You speak" in the text window. If any creatures are visible in the graphics window, one of them MAY offer something in reply. This can be a simple sentence or expression (which may or may not be of use to you) or it may be a riddle or puzzle in rhyme form. It is worth taking note of such clues, as they may not readily reappear.
- F2 - BARTER.** This produces "You offer to barter" in the text window. If a creature responds positively by offering to exchange an object and you wish to accept the offer, then you should press F3 (see below). If you decide you do not want to barter after all, then any other key will continue the game.
- F3 - ACCEPT AN OFFER.** Pressing this key gives you the opportunity of exchanging one of the objects that you are carrying with the object offered for exchange by the creature you are dealing with. The text window will display "You offer the" and you can complete the sentence by pressing the key letter corresponding to the object you are carrying that you wish to exchange. If the creature agrees then the exchange will automatically take place (even though the MAN and creature may not be physically adjacent).
- F4 - MAGIC POWER.** When this key is pressed, your MAGIC POWER is exerted against the PSI POWER of all creatures visible in the graphics window.
- F5 - FREEZE GAME.** Pressing this key will freeze the game (which is also frozen during the barter process F3). When the game is frozen, a list of creatures visible is shown and an arithmetic total of their attributes is given. Any key except F5 will start the game again.

SCORE

You can display your score at any time by pressing the + key.

*Riddle: alertijo
Freeze: congelar*

DRAGONHOLD INFORMATION

Seven windows are displayed on the screen. Their functions are as follows:

- | | |
|---------------|--|
| Top left | A list of creatures (except yourself) visible in the graphics window will appear here if the F5 key is pressed. The names of any creatures involved in MAGIC or PSI power may also be shown here. |
| Bottom left | Objects in your possession are both listed and displayed in this window. |
| Top centre | The name of the area you are at present in (e.g. The Dark Caverns.) |
| Centre | This is the graphics window upon which all the visual animated display appears. |
| Bottom centre | The text window for all text messages and creature conversations. |
| Top right | A list of your own "attributes", the most important of which is ENDURANCE. Once this reaches zero YOU ARE DEAD! (No extra lives!) For explanation of some of the other attributes see CREATURE ATTRIBUTES. |
| Bottom right | An arithmetic total of all creature attributes (except your own) whose names are listed under CREATURES |

KEYBOARD/JOYSTICK CONTROLS

If a joystick is to be used, it should be plugged into the CTL1 port at the rear of your QL. ONLY A JOYSTICK WHICH REPLACES THE CURSOR KEYS/SPACEBAR FUNCTIONS ON THE KEYBOARD AS SPECIFIED IN THE QL USER GUIDE WILL OPERATE WITH THIS SOFTWARE. If your joystick has an auto-fire button, beware that this is not accidentally left on, as it will freeze the keyboard for functions c) and d) below.

a). THE CURSOR KEYS/JOYSTICK. These control the actual movement of your animated character, the MAN.

- | | |
|-----------------------------|-------------------|
| Up cursor/Joystick forward | - MAN moves NORTH |
| Down cursor/Joystick back | - MAN moves SOUTH |
| Left cursor/Joystick left | - MAN moves WEST |
| Right cursor/Joystick right | - MAN moves EAST |

The left and right cursor keys take precedence over the up and down ones. With a joystick, the diagonal positions produce left and right motion.

b). THE SPACEBAR / FIREBUTTON. This "forces" a physical attack on an adjacent creature. It is necessary when attacking weaker creatures who may not wish to attack you, and whom you may wish to kill.

c). THE ALPHABETIC KEYBOARD. The normal keys A to X on the keyboard allow a VERB / NOUN style text input. There are 11 verbs and 24 nouns, as below. Each noun corresponds to an object in the game which can be collected and carried by yourself and also by other creatures.

LETTER	VERB	NOUN
A	-	Magic Axe <i>Hacha Mágica</i>
B	Break	Ball <i>Bola</i>
C	-	Charm <i>Encantamiento</i>
D	Drop	Dagger <i>Daga</i>
E	Eat	Elixir <i>Elixir</i>
F	-	Food <i>Comida</i>
G	Get	Gold Coin <i>Monedas de Oro</i>
H	-	Healing Balm <i>Balsamo Curativo</i>
I	-	Ingot <i>lingote</i>
J	-	Jewel <i>diamante</i>
K	-	Key <i>llave</i>
L	Light	Lamp <i>lampara</i>
M	-	Map <i>Mapa</i>
N	-	Nectar <i>Nectar</i>
O	Open	Opal <i>Opalo</i>
P	<i>Pulir</i> Polish	Strength Potion <i>Potion Fortalecedora</i>
Q	-	Quarter Staff
R	Read	Ring <i>anillo</i>
S	<i>Cavar</i> Dig (scoop)	Sword <i>Espada</i>
T	Take (drink)	Talisman
U	-	Urn <i>urna</i>
V	-	Vessel <i>Navaja, Vaso</i>
W	<i>Agitar</i> Wave	Wand <i>Varita mágica</i>
X	-	Cros. <i>Clav</i>

SAVING A GAME

At any stage during game play, a game can be saved by pressing % (SHIFT 5). You will then be given a chance to place a blank PREVIOUSLY FORMATTED cartridge in drive 2 (RIGHT hand side) upon which to save the game. Any previous DRAGONHOLD data already on the cartridge will be overwritten. If you wish to save data from different games at different stages, therefore, it is necessary to use a different cartridge for each game.

HINTS ON PLAY

To learn the secret of DRAGONHOLD you must talk to the creatures, and keep your eyes open. If you have never played an adventure game before, then you may find things difficult at first. (Your first problem will be to find a way to stop doors slamming in your face!) If you are an experienced player, however, you should find the game reasonably straightforward. There is nothing really devious, and most objects do what you would expect of them! This of course, does not mean that the game will still not be a challenge.

Always watch the effects of certain actions upon your own attributes, and upon other creatures. Learn how to use all the objects - some have more than one use, as well as a score value at the end of the game. Remember that objects may be carried by other creatures.

GAME DESIGN

DRAGONHOLD consists of around 80K of program and data in 68008 machine code. Many actions in the program are generated at random and it is impossible to foresee all possible outcomes of the game. Even after extensive testing, therefore, we still cannot guarantee that it is completely error free. If you find, during the course of play, any serious "bug" we would be very grateful to hear from you so that future versions of the game can be corrected. We would also like to hear any comments or criticism you may have about the game.

We hope you enjoy DRAGONHOLD! Good Luck!

slamming = go! pe, portu 20

... = tortu 50; rebus 20

USE OF A MONITOR OR TELEVISION

DRAGONHOLD uses mode 4 hi-res graphics. Although every care has been taken to ensure that the game is playable on a normal television set, for full appreciation of the detail available, a suitable monitor should be used.

GUARANTEE

We guarantee to replace the game on microdrive cartridge free of charge should it fail to load and run in the manner described if you return the faulty cartridge to us in it's original packing within 14 days of purchase.

If you have problems with the cartridge after this period of time, please enclose £2.50 for a replacement cartridge, p. & p. etc., together with the original cartridge and packing. Please add £1.00 if outside the U.K. Please state in either of the above cases the nature of the fault, the date and place of purchase, and the ROM version of your QL (type PRINT VERS to find this).

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PLAYING DRAGONHOLD

Below the title screen, in the text window, you are offered the choice of starting a completely fresh game, or of continuing with a previously saved game. To start a fresh game, simply press G and wait a few seconds. To continue with a previously saved game, insert the appropriate cartridge in drive 2 and press L.

At the start of a new game you will be immediately positioned just south of the exit to the outside world. If you are playing the game for the first time, it is a good idea to immediately press F5 to FREEZE the game whilst you inspect the window information displayed. If you so wish, you can save the game at this starting stage (see SAVING A GAME) since it will be one of many possible variations.

Until you get used to the game, it is useful to practice locating any objects there may be in the Dark Caverns, picking them up (using GET) and dropping them again (using DROP). You can also try out the effects of different verb-noun combinations.

KILLED IN ACTION

If your endurance drops to zero, you will die! At this stage you have three options:

- (i) You can simply quit the game by pressing CTRL ESC (This QUIT command is always available at anytime during play.) If you wish to continue using the computer after QUITTING you should remove all cartridges and then press RESET.
- (ii) You can restart the game by pressing S. After reloading has taken place from drive 1, you will then be given the initial start option of a new game or of loading a previously saved game.
- (iii) You can be REINCARNATED by pressing R. This is a special option which effectively enables you to cheat a bit. You should NOT use it

unless you are totally hopeless at the game and need all the help you can get! If you choose this option you will be immediately returned to the original entrance in the Dark Caverns, alive and well, with full endurance, and possessing any objects which you had with you when you were killed. This can be very helpful indeed! The only disadvantage is that any other creatures you may have so far killed will also be reincarnated. The use of this option is not recommended for serious play.

CREATURE ATTRIBUTES

The 10 attributes listed are generally self explanatory. The following specific information, however, should be of use.

When physical combat occurs, the following factors are in opposition:

MAN	vs.	CREATURE
Strength + Weapons	vs.	Strength + Weapons
Magic Power	vs.	Psi Power

The greater the difference between these factors, then the greater the chance that the creature with the weaker set of factors will lose. Each round of fighting is signified by 4 beeps. In each such round, it is possible for a creature to lose 1 from it's endurance factor because of a weaker strength + weapons factor, and 1 from it's endurance factor because of a weaker magic/psi power factor. In any one round therefore, a creature may lose a maximum of 2 from it's endurance.

When magic power alone is in use (F4) then the MAGIC POWER of the MAN opposes the TOTAL PSI POWER of all other creatures visible in the graphics window. The endurance of a creature cannot be reduced below unity by the use of magic power alone. In order to actually kill a creature, physical combat must be used.

dwarf ~ enano

goblin ~ duende

bold ~ estúpido

treasure ~ tesoro

Hold

beware: guardarse de

priest: sacerdote

treacherous: traidor

shiny = brillante

cacale: cacaleo

troll ~ gnomo

curse - maldición

lay

bold ~ valiente, audaz

wizard ~ brujo, hechicero

thief ~ ladrón, ratón