
DRAGONS BREATH
EmuMovies

DRAGONS BREATH

– A Fantasy Strategy Game –

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From an original idea by Andrew Bailey

Special thanks to Gary Thomson, Paul Saunders, Tony Burt

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Contents

OBJECT OF THE GAME 7

DISKS AND LOADING 7

- Disks, disk drives, mouse and joystick 7
- Loading the game 8
- Playing a saved game 10
- Function keys 10

PLAYERS 11

- The Characters in the game 11
- Starting a new game 11
- Demo mode 12
- Restoring a saved game 12

THE MAIN GAME SCREEN 12

- Proceeding into the game 12
- Moving the game to the next month 12
- Saving a game 15
- Aborting a game 15

THE CASTLE SCREENS 15

THE LIBRARY 16
The Accounts Book 16
The Current Affairs Book 17
The Stock Book 18
DRAGONS 18
EGG INCUBATION 19
TRADERS 21
CASTING SPELLS 22
MAPS AND DRAGON ASSIGNMENTS 23
Maps 23
Taxes 25
Attacking or conquering villages 25
Training missions 28
Rewards and hostage missions 29
Searching the countryside 30
Recalling dragons 31
Finding the parts of the Talisman 32
End of the Turn 32
THE END OF THE GAME 33

Far, far away lies the land of Anrea, a place governed by the Great Lords. Within the land of Anrea stands Dwarf Mountain and since the beginning of time the mountain has been the source of evil forces. While the more distant parts of Anrea have developed and prospered, the countryside surrounding the mountain has always been beset by war and famine.

Legend has it that in the Throne Room of the Great Castle at the top of Dwarf Mountain lies the secret of immortality. Three people crave this secret and the Great Lords permit them to fight to win entry to the Great castle.

THE OBJECT OF THE GAME

The object of Dragons Breath is for a player to find (and keep) the parts of a talisman that allows entry to the Throne Room.

These three parts of the Talisman are scattered throughout the land surrounding the mountain and may only be found by dragons. The parts cannot be moved until all three are guarded by one player's dragons, all at the same time. Therefore a play must have at least three dragons to win. The first objective of the game, therefore, is to breed dragons and to create an income to do this.

DISKS AND LOADING

Disks, disk drives, mouse and joystick

Dragons Breath comes on a number of disks (two for the Amiga, three for the ST). The program will work on both single and multiple disk drive systems and will automatically detect how many drives are connected. If your configuration requires that you need to swap disks during gameplay it is important to only do this when directed and not at other times.

If the screen should start to flash red and black, then you have either removed a disk at the wrong time which must be replaced or the disk may have an error.

You may use either a mouse or a joystick to play most of the game but only a joystick can be used for the optional arcade section. We recommend having both plugged in and using mainly the mouse.

Loading the game
(Amiga version)

Switch off machine for at least thirty seconds. Plug in a joystick, a mouse – or preferably both – into the relevant ports. Insert disk one into drive DFO: and switch on. If you have a second drive put disk two into it. After a few seconds the title page music and credits will begin and continue until you press your joystick fire button or left mouse button. If you don't start the game it will eventually go into demo mode.

On the following screen you will be asked to type in a Password Entry.

The screen also confirms your system configuration. If any problems with the disks are

detected you will be informed at this point. If this happens check your disks and drives or reboot.

Press the fire or left mouse button to continue.

Loading the game
(Atari ST version)

Switch off machine for at least thirty seconds. Plug in a joystick, a mouse – or preferably both – into the relevant ports. Insert disk one into Drive A and switch on. If you have a second drive put disk two into it.

After a few seconds the title page music and credits will begin and continue until you press your joystick fire button or left mouse button. From then follow the on-screen prompts.

From the title sequence, if you don't start the game it will eventually go into demo mode.

Playing a Saved Game

Dragons Breath can take a very long time to play and, unfortunately there may be other things that you have to do in life. It is therefore possible to save the game at certain points to resume at a later time.

Game saves should be made onto a blank, formatted disk – so don't forget to format another disk before starting to play. If you are uncertain how to do this, refer to your computer's user manual.

To resume a previously saved game you should click on the disk icon on the Player Choice screen.

Function Keys

The following function keys may be used:

F1 – toggles sound on/off

F9 – toggles picture fade between normal and fast

PLAYERS

There are three characters in Dragons Breath, each of which can be played by either a human player or by the computer.

The three characters are Bachim the Alchemist, Oureod the She-Vampire and Ametrin the Green Beast. Throughout the game, wherever one of the characters is indicated (such as ownership of a village by one of them) this is done by a colour: blue for Bachim, green for Oureod and red for Ametrin.

THE PLAYER CHOICE SCREEN

Starting a New Game

The three Dragonmasters are displayed, showing their name and colour. Each has a small human-figure icon: if you click on this you can toggle between the human and computer symbols. If less than three human players are participating the remaining characters should be set to computer control.

Demo Mode

If you stay on the Player Choice Screen without continuing, the game will automatically go into demo mode. To escape from demo mode press the ESC key of your computer and the demo will abort shortly afterwards at the end of the next month.

Restoring a Saved Game

Do not set the characters (as detailed above) but click on the disk icon at the bottom of the Player Choice screen and follow the instructions to restore your previous position.

THE MAIN GAME SCREEN

The game is divided into months, with nine months making an Ora (or game year). During each month the three characters must take a turn (which will happen automatically for any computer-controlled characters) to make decisions and carry out tasks. Once each player has taken their turn the computer will make all the necessary calculations and proceed to the next month.

If more than one human player participates you may wish to agree before starting not to look at the screen while certain strategic decisions such as setting up dragon missions or casting spells are being made by opponents.

At the start of the game and at the beginning of each month you will find yourself at the Main Game Screen. This shows a general map of the area of Anrea surrounding Dwarf Mountain, the current month and Ora, and six icons at the bottom of the screen.





The three character icons, with human-controlled characters shown lit up, are on the left.

Click on your character and you will proceed to a screen showing your castle and a new row of icons (see Castle Screens). When you have finished your tasks you will return to the Main Game screen on quitting the Castle Screen. Then the next human player can take their turn by clicking on their character icon.



Once each of the human players has taken their turn, click on this icon and the computer will move the game on a month. The castles of the computer-controlled characters will each appear as their turns are completed. You will not be able to proceed unless each human character has taken a turn.

The results of the month's activities are reported at the bottom of the screen and graphic sequences depict dragons (represented by coloured balls) moving across the map of Anrea attacking villages and, perhaps, fighting each other.

If you have set your dragon on a training mission this will take place at this point (for which you will need a joystick plugged in). (See Dragon Assignments).

Sometimes, before moving on to the next month you will be told that a village has offered you a reward in return for helping them. They may offer you more than one type of reward so click on your choice and then on the red arrow to accept.



Choose this icon if you wish to save a game to a blank, formatted disk to resume at a later time. Notice that this icon will often flash to remind you to save.



Choose this icon if you with to abort a game. You must confirm your decision – click on the red arrow if you agree to abort, the cross if you do not.

THE CASTLE SCREENS

Once you have clicked on your Character Icon from the Main Game Screen you will arrive at your character's Castle Screen. There are three such screens, one for each of the characters.

From your lofty castle you will carry out your tasks using the icons at the bottom of the screen. The one on the far left shows your character. By clicking on the middle six icons you are able to do a number of things, after each time returning to the Castle Screen. (The cross icon takes you back to the Main Game Screen).

You may access these areas in any order you choose (although we suggest you start by looking at them in the order that these instructions are written). There is no requirement to carry out all the tasks each month – although you must do at least one thing to be considered to have taken a turn!

The Library

At the start of the game and after each month it is advisable to take stock of the current situation and this is done by consulting your library.

Clicking will reveal your monthly account (the green book). You may also study current affairs (red book) and magic stock (purple book). Clicking on the book/arrow icons allows you to turn pages of the books where relevent.



Accounts. Monthly spending is crucial to your success and you must budget carefully. Any visiting traders arriving at your castle are reported here as are the whereabouts of your dragons and, very importantly, if a part of the talisman exists in a village under your control.

Throughout the game each character is being taxed by the Great Lords at a rate of 2 gelds per month. There is a further tax of 1 geld per month for each dragon you have and a further geld for each village in your possession.



Current Affairs. Current battles, which influence events and may help you supplement your income, are reported here. So are news of hostages (rescue of which will bring you a reward), the whereabouts of itinerant barbarians (be careful!) and villages that have been established or destroyed.

Throughout the game the races of people that populate different villages battle with other races. Sometimes one village will conquer another and the victors will repopulate the latter with their own race of people. If one of the three characters in the game owns the victorious village they will now also own the vanquished one.

The population of villages normally grows. As villages grow into towns they spawn new villages which have all the same characteristics (except location and population size) of their parent. Again, if a character owns the parent town they will also own the new village.



Magic Stock. This shows the current stock of ingredients in your alchemy store, essential for the manufacture of spells.

Dragons

Entering this sector allows you to monitor the attributes of your dragons – wisdom, eyesight, strength, age, health, disease and speed – and to cast spells to change them.

Once into the dragon section you arrive at the part of your castle where the dragons' lairs are located. You start with one dragon sleeping in the top left-hand lair and, as the game progresses and you successfully breed more, they will occupy the other cells.

To see which dragons you currently possess move your pointer across the lair doors and the dragons' names will be shown in the right-hand panel. To check the current state of your dragon's attributes click on its cell door. The screen will show the dragon and you can pass the pointer over its body to see its state.



If you wish to cast a spell on your dragons to change their attributes click on the spell icon. For information on how to cast spells see the Spell Book.

Egg Incubation



You will start the game with one dragon and twenty eggs. It is necessary for your character to have dragons to progress (and you need at least three to win) and dragons are often killed during the game. Therefore it is essential to start breeding dragons from your eggs immediately. This is done in the Egg Incubation room of your castle.



You are able to incubate up to four eggs at any one time. To do this click on one of the egg icons at the bottom of the screen. Move your pointer to the centre of the screen and click again so that the egg is placed in the incubator.

Eggs require heat to incubate so don't forget to do this or they will not hatch. To set the temperature control, place the pointer on the small wheel at the right of the screen. Click on the left mouse button and at the same time move the pointer up over the right side of the wheel. (If you are using a joystick press fire and push up). The wheel should now turn and the gauge at the far right should indicate the heat level. By using this method in opposite directions on the wheel you are able to increase or reduce the heat.

An egg will take a number of months before it hatches. The higher the heat the faster this will happen. However, heat costs money and the more you are using at one time the faster your financial resources are being depleted. You must therefore choose a balance between hatching eggs and running down your finances. If your money is depleted your egg will not hatch. An egg on a low heat will take many months to hatch but will eventually be stronger.

Each time you return to the Egg Incubation room the hourglass in the top left will show the proportion of time taken so far in nurturing the egg.



If you wish to incubate another of the four eggs, or to inspect a different one in incubation click on the relevant egg icon at the bottom of the screen.



On each egg incubation screen is a crystal ball icon. Click to cast spells affecting the characteristics of the dragon once it hatches. Read the Spell Book for more information.

At the end of the relevant month you will be told that one of your eggs is hatching after which you will be asked to give the new dragon a name. This may be up to eight

characters with no spaces and must not be the same as an existing name. When it happens, you will also see the other characters' eggs hatching (both human and computer players).

Traders



Traders will often visit your castle and it is from them that you are able to buy further stocks of ingredients for spells. If a trader is outside your castle the door icon on your Castle Screen will be lit up.

You are not obliged to buy anything. If you don't the trader will leave and return later in the game.

Once you have clicked on the door icon you will be presented with a screen showing you the trader, what he has to offer, the prices and how much money you have. If you now decide not to buy anything click on the cross to return to the Castle Screen.

If you wish to buy something click on the up arrow next to the item. The down arrow allows you to reduce the amount you wish to buy. You can only buy items you can afford.

Once you have set your transaction click on the arrow to confirm your purchase, after which you will return to the Castle Screen.

Casting Spells



To be successful in the game it is important that you become proficient in the use of alchemy. Although you may play Dragons Breaths without the use of magic, your performance will be greatly enhanced if you learn how to mix spells. If you are competing against computer players, they will most certainly use magic to improve their game.

Clicking on the crystal ball icon on your Castle Screen takes you to your Spell Room and there you can cast spells to increase your money and egg supply. Also, on particular screens you will have a crystal ball icon and these allow you to direct spells at villages, dragons and eggs.

To learn about casting spells you will need to read the Spell Book.

MAPS AND DRAGON ASSIGNMENTS



In this section of the game you are able to gain a view of the area of Anrea around the mountain and see where towns and villages are located; to know which of the three characters owns these settlements; and to search the land and gain control of parts of it.

Maps

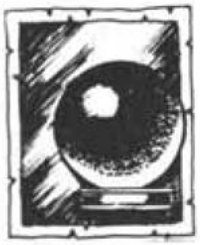
Having clicked on the scroll icon on the Castle Screen you are presented with a perspective view of Anrea. In the centre stands your ultimate goal, Dwarf Mountain, and to the west, north-east and south the three castles of Bachim, Oureod and Ametrin. Click on the magnifying glass icon and the map will show, in miniature, the settlements of the country. Each castle flies the combatant's flag – red, green or blue – and, as each character gains control of the villages each will also show the relevant flag. Now move your pointer over the map and, having chosen a section, press the fire or left cursor button.



This next screen shows the Detail Map of Anrea. By clicking on the four points of the compass you can make the map scroll around the land.

In many areas of the map you can see hut symbols which each represent a town or village with their colours representing the race of the inhabitants.

As you move your pointer over the map, the panel on the right of the screen will show the type of land and the distance from your castle. When you move the pointer on to a hut symbol the panel will also show the name of the settlement, its race, population, and a grading of industry or yeomanry.



Clicking on village symbol will produce a view of part of the village. Try clicking on different villages and notice how some villages have more advanced buildings than others. On this screen you can see a spell icon by which you cast a spell on the village. See the Casting Spells section for further information.

When you return to the Detail Map in subsequent months, a coloured square surrounding a village indicates ownership by a player. A dragon symbol within the square indicates that the character's dragon is guarding that location.

Taxes

If the current player owns the village, two horizontal bars are shown above the village. The first is the tax rate which controls how much money you wish to take from the village. Click anywhere on this bar to change it. The lower bar shows the resistance of the people which will grow in proportion to the rate of tax. When this gets too high they will revolt. They can not revolt, however, if a dragon is guarding the village.



Returning to the Detail Map, at the bottom of the screen are three icons. Choose the scroll when you want to return to the previous perspective view of Anrea and the cross icon when you wish to return to the Castle Screen. Click on the dragon eye if you want to go raiding with a dragon.

Attacking Or Conquering Villages



Once you have clicked on the dragon eye you will be presented with a new icon that you click on to choose which of your dragons you wish to use. You will start the game with only one dragon but if all goes well, as the game progresses, you will breed more. Click on the left or right groups

of cell doors and you will cycle through your current dragons, details of which are shown in the top right panel. When you have a number of dragons you will be able to set each one of them different tasks each month.



Now, if you wish to raid a town or village click on your target on the map. Two icons will appear beside the map. The top icon, the door, allows you to go back one step if you change your mind. The lower icon, the flag, allows you to select either "Attack [village] Conquer and Keep" if you wish to own the settlement or "Attack [village] Return after Task" if you only want to raid it.

It is possible for you to send your dragon to a location guarded or under attack by another character's dragon. When this happens there will be a fight between the two which the stronger will win. You cannot send your dragon to a location guarded by another of your own dragons.

Once you have given the dragon its orders there are two methods by which you can carry this out: either to let the computer do this automatically, or, if you prefer a spot of

joystick action you can control the dragon yourself by clicking on the "Training" box. (Read about Training missions later in this section).

If you decide to let the computer simulate the action you must first choose the amount of "Zeal" – that is the amount of energy your dragon will expend – by clicking on one of the three boxes. Greater zeal means more chance of success but costs a lot of dragon health, thus exhausting, and, in extreme cases, killing it. (In the case of a training mission the level of zeal is in the hands of the player and therefore this will not need to be set).

You must kill a certain percentage of the population to succeed. Your dragon's attributes and the ability of the inhabitants of your target will influence the outcome. Whether you guide your dragon on a Training mission or choose a computer simulation, there is no guarantee of success, which is dependent on many factors. During a mission your dragon may die, or if merely unsuccessful in capturing the target, will return to its lair to sleep.

The mission itself will not actually take place until you return to the Main Game Screen, click on the hour glass icon and move the game on a month.

Once you have returned to the Castle Screen, and carried out other tasks that you may wish to do, return to the Main Game Screen. Once each of the human players has taken their turn you can click on the hour glass icon and, as the computer moves the game on a month, the action you have set up will take place. You will see each of the three character's dragons fly out from the castles to carry out their missions.

If your dragon was successful in conquering a village it will stay there until recalled in a subsequent month. (Read about recalling dragons later in this section).

Training Missions

If you have chosen a Training Mission for your dragon this will take place after you have clicked on the hour glass icon on the Main Game Screen.

Have your joystick ready for some arcade-style action. You will control your dragon flying over the countryside, fighting the defenders and destroying enough of their settlement in order to capture it. As you destroy buildings the population of the village will decrease. Notice how different types of settlements defend themselves in varying ways depending on their level of technology.

Note that, although you view your dragon from above, it is actually breathing its fire diagonally down. Therefore, if you aim to destroy something on the ground it must be some distance in front of you for the fire to be effective, whereas something that is in the air must be close to your dragon to be destroyed.

The four abacus bars on the right of the screen show (from top to bottom) dragon health, breath power, village population, and advancement level of the village. Your playing ability will effect the wisdom of the dragon.

The mission will automatically end when either you are successful in carrying out your task or your dragon is killed. You can abort the mission by pressing either the space bar or left mouse button. Any other key will pause the action.

Rewards and Hostage Missions

You will see by looking in the Current Affairs book that throughout the game the settlements of Anrea are continually fighting each other.

If you successfully send a dragon to raid a village that is fighting another the second

village will offer you a reward. You will receive the reward at the end of the month. (See the hour glass icon section of the Main Game screen for further details).

You may hear news of a village holding a hostage from another and you may attempt a rescue mission by clicking on the settlement. If you are successful a reward will be given.

Searching The Countryside

As the game progresses and you have conquered a number of villages you may well have discovered the location of parts of the Talisman. However, it is quite possible you have been successful in outlasting the other characters yet have still not located all three parts. If you cannot locate them in the villages you will then have to search the countryside.

To carry out a search you must start in the same way as when attacking or conquering villages: go to the Detail Map and choose your dragon. Now, instead of clicking on a village, click on the piece of countryside you wish to search. By clicking on the flag you can cycle between "Search Return After Task" and "Search Conquer and Keep". In search missions there are no adversaries and therefore it is not relevant to set the level of Zeal, nor is it possible to carry this out as a training mission.

Normally it will be necessary for your dragon to land (in other words, conquer the piece of countryside) to find the Talisman. However, if you have a dragon with good eyesight it will probably be able to find it without landing.

Recalling Dragons

If your dragon has been on a Conquer and Keep mission you may wish it to return to its lair.

From the Detail Map screen click on the dragon eye icon. If you have more than one dragon you will, as usual, be presented with the small dragon's lair icon. Using this, cycle through your dragons to choose the one you wish to return. If you only have one dragon and it is away from its lair this stage will be bypassed.

Once the relevant dragon has been chosen its location will be shown on the map (note that the surrounding countryside is blanked out). By clicking on the door or flag icons you may toggle between "Stay On Guard" and "Return To Lair".

The flight back to the lair will take a month so this particular dragon will not be able to

carry out any further tasks until the following turn. You will see it return to the lair at the end of the month.

Finding Parts of the Talisman

It is possible that part of the Talisman may be in a village that you are attacking but unless your dragon has particularly good eyesight it will only see it if it actually conquers and lands there. The only way to know that you have found it is by refering to the Accounts Book in your library.

When a dragon finds a piece it will belong to whoever has possession of the area and a subsequent battle may mean that ownership is lost to another character.

End of the Turn



Once you have completed all the tasks you wish to undertake in a particular month click on the cross to take you from your Castle Screen back to the Main Game Screen. If there are other human players they can take their turns and when each has had a turn the game can move on a month. This process continues until, eventually, either one player wins or each of the players has lost all their money and dragons.

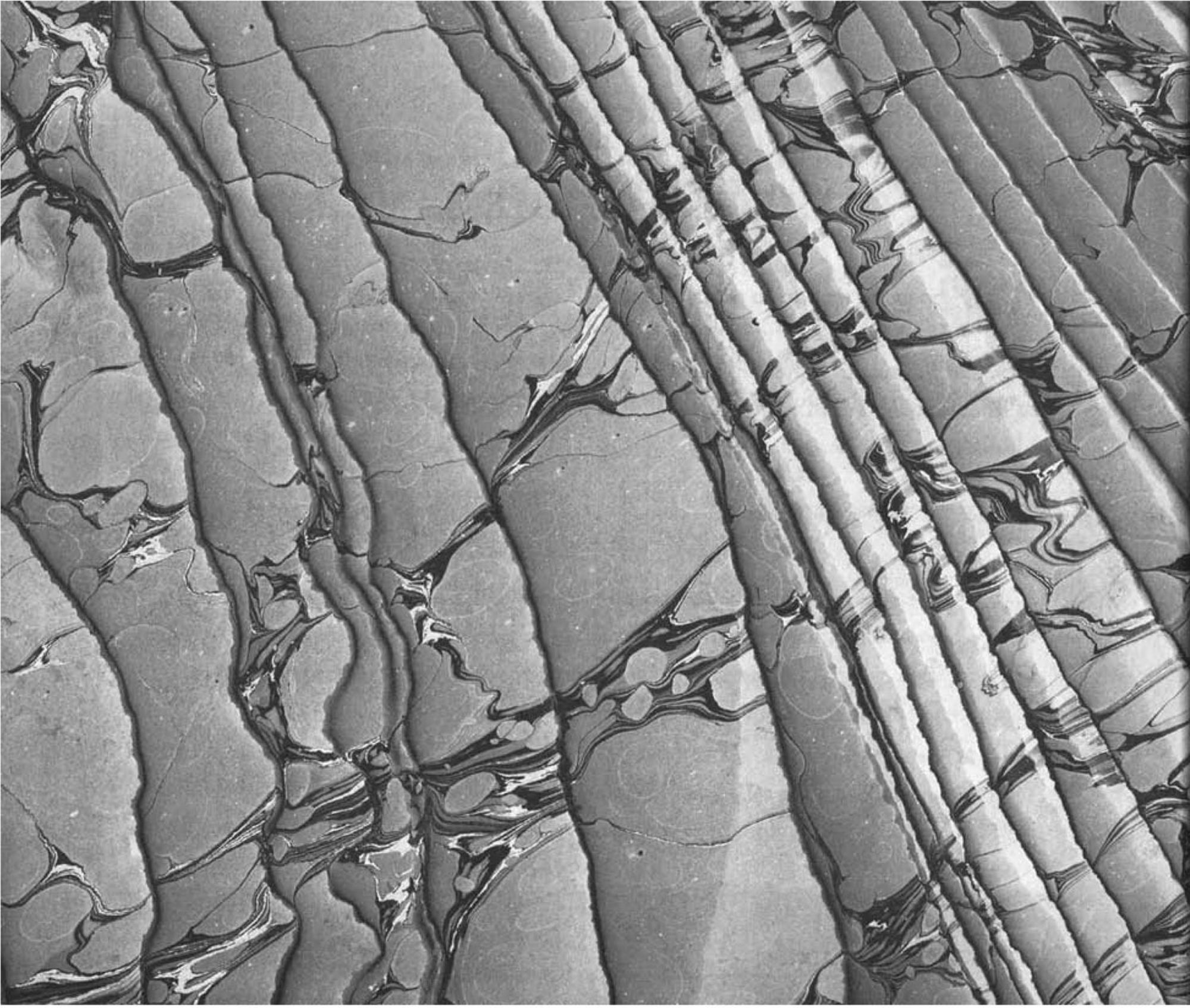
THE END OF THE GAME

The game will finish when either:

1. A character wins by having three dragons each guarding a part of the Talisman. When this occurs the player's character will be automatically taken to the Throne Room of the Great Castle at the top of Dwarf Mountain to learn the ultimate secret of immortality.

or

2. If a game is being played with human players, each human will lose when they no longer have money nor dragons. In this case the game will end when the last human finished their play. (In the case of a game with no human players the game will continue until either a character wins or all three have lost).




PALACE