

# DRAGONIA



The story so far . . . .

Cebrenia left the Great Wizard Council in a very furious mood. Who could have thought that they would not accept him in their clan. Surely he had proven himself before their eyes. They had seen wonders, but no, he was too young and inexperienced.

If he could only make them to change their minds. But how? Should there be a way he ought to find it. In an instant his two hands reached for his chest looking for the Pendant of Light, looking for an answer. He had never even thought of using it before as it could only be used once and then disappear without leaving a trace. He quickly grabbed it in his hands and raised it high above his head as he cast a spell. Bright light engulfed him and then he could see a land he had not known before, the land of Dragonia. It first appeared to be a peaceful place, then the Dark Hordes of Zeridan invaded. Dragonia became a place where slavery replaced freedom, death replaced life. The magical Golden Crown, symbol of freedom and peace for the people of Dragonia was hidden by Zeridan so that its power could not be used against him. Then he cast powerful spells of evil magic over the land and left his evil minions to guard it.

A challenge . . . thought Cebrenia! If he could retrieve the Crown, the Elder wizards would most probably let him join them. Before he could think twice he found himself under a tree in the land of Dragonia. Without his spell-book it was going to be a tough job, but after all he was Cebrenia. . .

## THE GAME

'Dragonica' is an animated role-playing game that takes place in the land of Dragonia. You start your quest in the Forest of Echoes, with the odds of success against you. Zeridan controls the forces of Evil and their aim is to stop you from recovering the Crown.

The deeper you delve into Dragonia, the harder it will be to overcome the hazards that await you. Unfortunately you do not carry any useful items to help you, and even worse you do not have your spellbook. You will therefore have to create new spells which will help you in your quest. This will not be easy, since you will first have to find scrolls which will give you magical letters. You will then have to manipulate the letters and create the required spells.

Dragonica extends over a large area of land covered by forests, rivers, villages, manors and temples. You will find many objects, some useful, others not so useful. You can enter houses, but it is unlikely that you will find any local people to help you. They have long gone, some of them turned into Zombies and other undead creatures which now patrol the lands of Dragonica.

The Doomlands have been cursed by powerful evil magic, preventing anyone entering. The Shadowlands have been cursed with eternal darkness, there is no light there.

## HOW TO PLAY

### Controls

Cebrenia can be moved by using a Sinclair joystick or from the keyboard by using the keys: (there are two sets of keys)

Q up	A down	O left	P right	SPACE fire
9 up	8 down	6 left	7 right	0 fire

By moving the joystick, Cebrenia can go in the four compass directions. If you press fire, then you enter 'command mode'. Once this mode has been selected, a small arrow appears next to the icons at the bottom of the screen. Now the joystick does not control Cebrenia anymore. Instead, the icons can be scrolled left or right, or you can select the second row of icons by moving the joystick up or down. The small arrow will now change position, pointing at the row of icons which is currently under control.

In the bottom row are the verb icons, and the top row are the nouns. A command is entered if the player is already in command mode and presses fire. Five icons can be displayed in each row at one time. Only the central icons (in white colour) are valid when a command is entered.

### ABOUT THE QUEST

Cebrenia has to complete his quest within a time limit. The game is played in real time, however, when in command mode time freezes. This can also be used as a pause mode. When you cast a spell, keep well clear of the target, otherwise unfortunate things can happen to Cebrenia.

### CREATING YOUR OWN SPELLS

Under the right conditions Cebrenia will be able to create spells by choosing the brew option. A window will appear in the playing area with (hopefully) some letters. At the bottom of the window there are four small icons. By moving the red cursor over the arrow icons and by pressing fire you can scroll the uncompleted spells up or down in the message window. Each dot represents a missing letter. You can move the cursor over a letter and press fire to enter it on the spell line. Once you have entered the letters you can move the cursor over the third icon and enter the spell. If the spell is correct then a beep will be heard, otherwise the letters used will be thrown back in the box for re-use. You cannot scroll the spells in the message window or exit the spell making mode if you have put any letters in them. You will have to enter them for evaluation first. If the spell is correct you can use it later.

You can exit the spell making mode by moving the cursor over the X icon which stands for quit. Underneath is a list of example spells in the way that they would appear in Dragonica before they were created and after:

before	after
.....	SEEK YE
.....	ANTIMAGIC
.....	FORCE SHIELD
.....	KNOCK KNOCK
.....	HEALING FEELING

## THE VERB ICONS

TAKE



DROP



EXAMINE



LISTEN



BREW SPELL



CAST SPELL



WEAR/PUT ON



TAKE OFF



INVENTORY



COMMUNICATE



DRINK



FILL



OFFER



PRAY



USE



DIG



LOAD GAME



Load a previously saved game from tape

QUIT

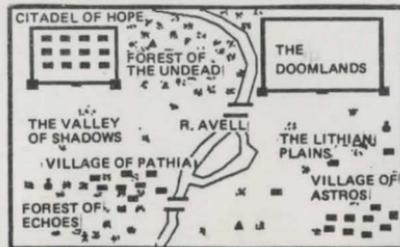


Present game and start a new one

SAVE GAME



You can save a game on a blank tape by selecting this icon. Put the blank tape in the recorder and follow the instructions in the message window. You can continue the game another time. This option cannot be used when Cebrenia is in a house. (NOTE: Please send S.A.E. for hints list).



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