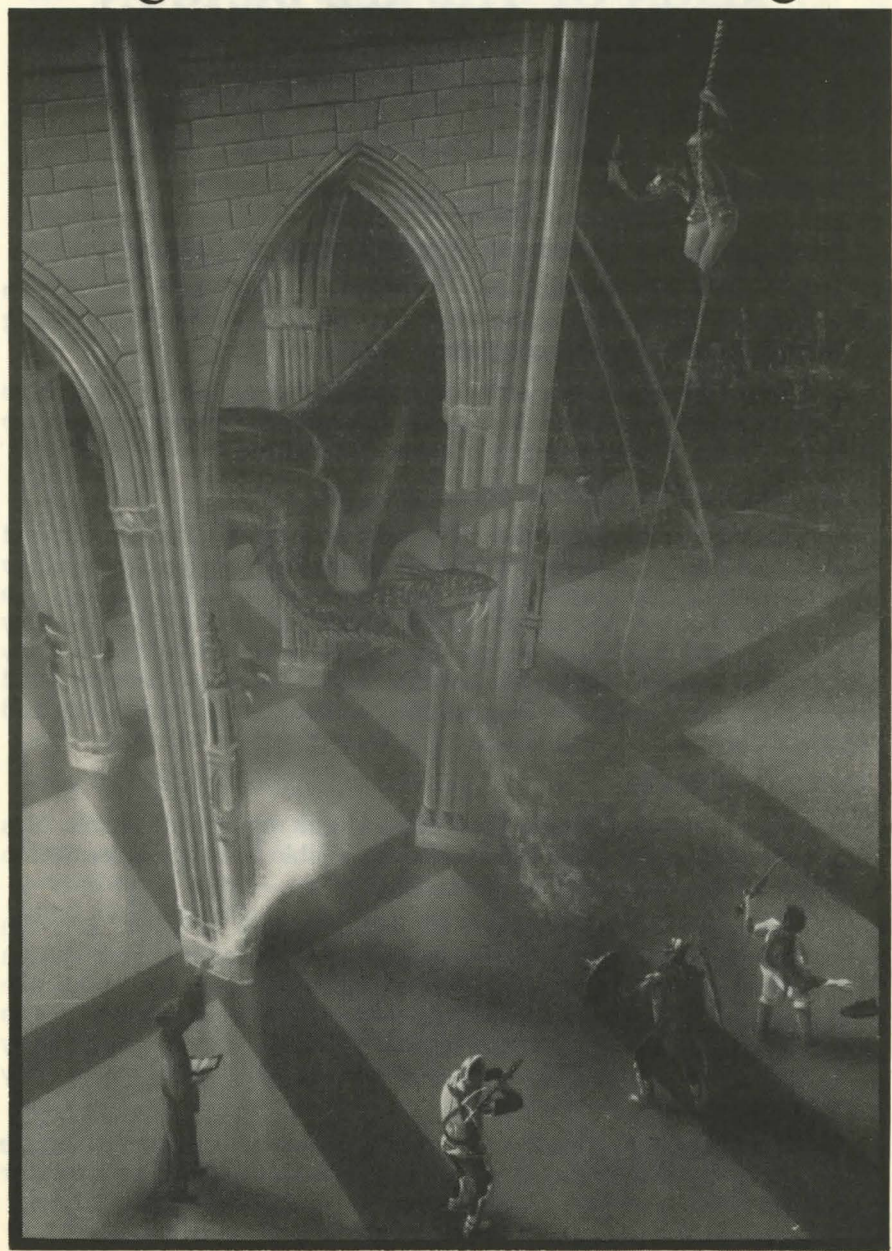


# Reign of the Red Dragon



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## LOADING INSTRUCTIONS

### TRS-80 VERSION

#### If you have a TRS-80 Model I:

Before doing anything else, place a write-protect tab on the Adventure International diskette. Next, make a backup copy, using TRSDOS and the Backup command.

Insert the copy of the Adventure International diskette into drive 0, and press the reset button found at the rear of the keyboard on the left-hand side. The program will begin running.

#### If you have a TRS-80 Model III:

The disk you have purchased is in Model I format. Use the Convert utility on TRSDOS to make a Model III compatible version. *Reign of the Red Dragon* can be played on a single drive Model III system, but two drives are required to convert it from Model I format. If you have only one drive, and don't have access to a machine with two drives, copy Model III TRSDOS onto the Adventure International diskette, and return it to us. We will put *Reign of the Red Dragon* on the diskette, and return it to you.

#### To Run CONVERT:

Make a copy of Model III TRSDOS, and remove all visible files from the copy using the KILL command. Visible files are those which appear when you type DIR. Then:

Insert the copy on Model III TRSDOS into drive 0, and the Adventure International diskette into drive 1. Press the reset button (the small orange square in the upper right-hand corner of the keyboard). When DOS READY appears on the video display, type **CONVERT** and press **ENTER**. Answer the "Source Drive?" question by typing **1** and pressing **ENTER**, and the "Destination Drive?" question by typing **0** (zero) and pressing **ENTER**.

The utility will then convert the programs from the Adventure International diskette for Model III operation, and copy them to your TRSDOS disk.

When the Convert program finishes and the DOS READY prompt appears, remove the Adventure International diskette and put it in a safe place. When the DOS READY prompt appears again, type the following:

**AUTO BASIC -F:3 GENERATE ENTER**

Press the reset button and the program will begin running automatically.

## PLAYING

# REIGN OF THE RED DRAGON

### Purpose Of The Game

There are eight fragments of an ancient scepter hidden within the maze you are about to enter. Your goal is to find all of them, and survive the experience.

### Building Characters

When you start a new game, the first thing you must do is select your characters and the items they will carry. Part of the secret to success lies in equipping your characters properly. With experience, you'll find which items are vital and which are unnecessary. Follow the instructions on the video display carefully.

When you create a character, it is automatically saved to disk and can be reused whenever you like. Bear in mind, however, that there is only a limited amount of disk space available for characters, particularly on single drive Model I systems.

### Some Needed Technical Information

You cannot have more than 5 characters saved at one time on a single drive Model I system. A single drive Model III will hold considerably more — about 70 characters. Even this, however, will be filled up after extensive play.

When the disk is full you must remove some of the old characters to make room for new. To do this, bypass the automatic program execution commands by pressing the reset button and holding down **ENTER**. When the DOS READY prompt appears, type **CAT** (**DIR** on Mod III) and press **ENTER**. A list of all programs and characters on the disk will appear.

To remove an unwanted character: When the DOS READY prompt appears, type **KILL** and then the name of the character you wish to eliminate. Repeat as necessary. Every character that you remove from the diskette will make room for one new one.

## Have More Than One Drive?

If you have more than one drive, you can take advantage of the additional storage capacity by copying all the files which appear when you type **CAT** or **DIR** to another formatted diskette. After all files have been successfully copied, delete them from the FIRST diskette using the **KILL** command. The only files that should remain on the first diskette are the system files used for the Disk Operating System. Place a write-protect tab on this first diskette, and use it in drive 0. Use the formatted diskette with all the game files in drive 1.

## The Video Display

Your party's leader is represented by an asterisk. To move him, hold down one of the four arrow keys. The rest of the party will follow at a discreet distance.

Remember, you are seeking treasure and fragments of a scepter. Fragments of the scepter are automatically picked up when they are encountered. To get treasure, however, requires a little more activity! Treasure is only encountered in the chambers beneath the maze.

## Inside A Chamber

If your leader walks over an unlocked door to a chamber, a "?" will appear on the video display. If you wish for him to enter the chamber, press **V**. If not, press **N**. Only the leader can go into a chamber. The rest of the party awaits the outcome above.

Once inside, the action takes place in real time. Too much contemplation can be fatal! A few moments after entering a chamber, a flashing list of options will appear on the left-hand side of the display. These options are one-letter commands which allow your party's leader to use weapons and other items in his possession. Press the letter corresponding to the command you wish to use. The longer you wait before entering a command, the more likely you are to sustain injuries from unfriendly creatures. Thrown weapons are aimed with the flasher which runs across the bottom of the video display. Press **SPACE BAR** to throw.

As there are many commands available, it can be difficult to remember what each one does. Keep the command summary card close at hand!

## Commands You May Use In The Maze

Most commands may only be used in the chambers, but there are a few which can be used in the maze. To obtain a list of these commands, press **ENTER**. The following list will appear on the video display:

1. DRINK ELIXER
  2. CHANGE LEADER
  3. GIVE SUPPLIES
  4. KILL GAME
  5. SAVE GAME
  6. INVENTORY
  7. ATTRIBUTES
  8. EAT YAMS
- ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Select any of the above options by typing the number of the option you need. Choose Option 1 (DRINK ELIXER) and your leader will drink all of the elixir he is carrying. Option 2 (CHANGE LEADERS) allows you to replace the leader with another member of the group. Option 3 (GIVE SUPPLIES) allows the leader to give certain supplies to another member of the group. Option 4 (KILL GAME) ends the game without saving it to disk. Option 5 (SAVE GAME) saves the current game to disk. You can start playing the game again later, with the same group you used before, a new set of characters, or a combination of new and old characters.

Clever players will use option 5 (SAVE GAME) often. When things start going badly, you can save the game, and re-enter the maze later with a new group.

Option 6 (INVENTORY) displays what the leader is carrying. Option 7 (ATTRIBUTES) displays the leader's level of strength, intelligence, experience, constitution, dexterity and charisma. Option 8 (EAT YAMS) causes the leader to eat all the yams (food) he is carrying.

## Keys To Survival — The Old Sage's Wisdom Revealed

The old sage looked grim, his face lit only by the thin shaft of light which filtered through a slit in the wall. "Sit, pilgrim," he ordered, indicating a spot on the stone floor before him. "Let us waste no time on fine greetings. You are embarking on a most challenging quest," he said softly, stroking his long beard. "There are treasures to be had, and glory to be won, but also pitfalls and dangers to trap the unwary.

As you know, our only chance for survival is to rid the dragon of his evil aura. Because I have heard of your abilities, I will bestow upon you what little knowledge I have." Without further ceremony, he began to speak.

"Waiting beyond this door are the only townfolk with the will to continue the struggle. You may select as many as five of them to aid you in your quest, but we can spare no more for a single attempt.

"In the group are dwarfs, elves, humans, and hobbits. You will find the dwarf a capable creature, and friendly when sober. The elf is between dwarf and human in stature and is renowned for his intelligence. Humans are blessed with sturdy constitution and are versed in almost every art. Hobbits are short beings with exceptional dexterity and wit.

"Among the group are members of four professions. There are warriors, magicians, clerics, and thieves. As is fitting, the warriors are endowed with superior strength, and are equipped with fine long bows. Our magicians were selected for their unusual intelligence, and are well-acquainted with the magical arts. The clerics have been blessed with great dexterity — a gift from God. Most importantly, they can be given the power to bring other members of your party back to life. Thieves also display great dexterity, which they owe to earthly experience, rather than God!"

The seer cleared his throat, and with difficulty continued. "Your party will encounter three classes of beings. You must learn all you can about these creatures, for if they attack, as they are wont to do, you must know which weapons will kill, and which will be shrugged off like bothersome flies.

"First, beware the undead, known also as Zombies. Equally to be feared are the enchanted beings, who are almost unbeatable. Finally, there are in the castle fearsome creatures whose aura is that of a spiritual being. Take heart, though, for these may be destroyed by fire and other weapons." Claspng his hands together, he bowed his head as though in prayer. After much time had passed, he spoke again.

"No one has lived to tell which weapons are best employed in every situation, although we know a few things. Dagger and arrow protect mortals from small creatures. Mace and sword are thought to be strong allies against creatures which are neither small nor large. And only yesterday, the last words heard from a dying warrior's lips

were that javelin and lance protected him from the frightfully large creatures found in the depths. And he proclaimed that when his weapons failed him, his armor gave him great protection." The holy one gestured ruefully, "Still, the warrior's body was torn asunder . . .

"Were these warrior's tools enough, we would have overcome the evil aura long ago," he rasped. "Alas, weapons from the spiritual realm are also required. Charms and spells must be used. Knowledge of the use of fireballs has been passed from generation to generation of our magicians. They are of great value. And be ye mindful that barrier and invisibility spells provide some brief respite against an onslaught of the wicked, as do hiding cloaks."

The sage leaned closer, "Now mark me well, pilgrim. Once a weapon or spell is thrown, it is gone forever, and cannot be retrieved. Because he is favored by the spiritual world, a cleric may use certain spells more than once, but no other among us enjoys this privilege. Of course, since mace and sword are not thrown, they may be used again and again.

"If your leader does poorly in battle, he may suffer wounds unto death. A draught of elixer, a sip of wine, or some food may restore him to health."

### **The Lay of the Land**

"But enough of this talk of weapons and their use!" the sage pronounced. "Let us speak of the castle which you are so soon to enter, and I fear, never return from.

"It is an awesome maze, with many a secret twist and turn. It is on two levels, and the key to traveling between them is the correct use of a pole. There are many doors in the ground, which cannot be forced open, and are as living creatures. When you tread upon a door, you may be asked if you wish to enter the cellar below, if the door is moved by the leader's charisma. If the door is displeased, it may simply disappear. It is said that, too, a door may simply drop open, propelling the leader into the cellar below without chance to prepare himself for whatever waits within!

"Most of the treasure you seek is found in these cellars, defended by fearsome creatures. But beware of wandering monsters, which can be encountered anywhere, and will plague your party if it moves with too little haste. If you battle often, you may be given an opportunity to buy more weapons and perhaps knowledge from a wandering C'bot.

"Now heed me well, pilgrim, I fear your attention is wavering!

"There are eight fragments of an ancient scepter scattered throughout the land. You must find all of them! When you find the eighth, an evil aura and the red dragon will descend upon you with a vengeful wrath. Attack with all your strength at once!"

There was a knock upon the door, and the sage murmured something in a strange tongue. The door opened without a sound, and a young maiden clad from head to toe in a black silk garment entered. She bowed respectfully to the sage, her forehead touching the ground, then presented him with a bronze chalice. He fixed the maiden with a piercing gaze and, grimacing, tipped back his head and drank deeply of the steaming liquid. Placing the chalice beside him, he spoke.

"I shall draw you a map of the land, that you may know where to search, and what places must be avoided at all cost."

But before he could speak another word, he clutched his chest and whispered, "I have tarried too long, and the chalice contained poison!" As he slumped to the ground the door burst open, and the black-clad maiden ran into the room. "It is time for you to go forth," she said. "Come quickly, you must select the members of your party!"