MP

BLUE DRAGON

ADVENTURE GAME

According to legend, somewhere there lies a
fabulous treasure guarded by a ferocious Blue
Dragon..Your quest in this adventure game is to
find the treasure and avoid a fiery end!! But
first you must journey far into an unknown
land where death may be your only reward!!!

B.B.C.
32 K

INSTRUCTIONS

This game requires 32K memory to run.

According to legend the Sun God has a fabulous treasure which he keeps on an island, guarded by a ferocious blue dragon. Find the treasure and you could be rich beyond your wildest dreams, but first you must find a way to kill the dragon.

Magic may help you in your quest but beware, it tends to be unreliable and may backfire on you. Think carefully before you make a move, it could be your last!!

LOADING AND SAVING

To load and run this program type
    *RUN "DRAGON"
The program is rather long and takes about 6 minutes to load.

PLAYING THE GAME

The computer acts as your eyes and hands as you journey on your quest. It tells you where you are and what is happening, then you must tell it what to do by typing a command of one or two words. For example if you find an object that you want to pick up type "TAKE" followed by the object name. If you want to move, give the direction you want to go (Directions such as NORTHWEST must be given as NW to distinguish it from NORTH). Entering a dark location without a light source is definitely not recommended.

Some of the objects are completely useless whilst others may have more than one purpose, that is for you to find out.

USEFUL WORDS

Many of the commands you will have to discover for yourself, but some of the more general ones are given here:

To move try one of the points on a compass or something like "UP". "DOWN", "LEFT", "RIGHT", "ENTER".

To get or drop some keys try "GET KEYS", "TAKE KEYS", "DROP KEYS".

If you want the description of a location type "LOOK".

To list your possessions type "LIST". You may find that some objects can be worn as well as carried.

To kill a Goblin (if you have a weapon) try "KILL GOBLIN".

Eating and drinking is allowed but may shorten your life somewhat!!

If you want to save a game and return to it later, insert a suitable tape and type "SAVE". Part of the database will be recorded and the game will then continue. To restart a game, BLUE DRAGON should be loaded and run as usual, the data tape inserted and the command "LOAD" given. The data will be loaded and the game will recommence.

To end the game type "QUIT".

SCORING

The object of the game is to recover the treasure, although you will be awarded ten points for each monster you manage to destroy. To find out your score at any time, type "SCORE".

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