Welcome to Your Destiny!

You are about to embark upon a vast and glorious journey fraught with heartless peril, enriched with priceless treasures, and engulfed in endless intrigue. No one has ventured out on this journey since Sir Marcus Dracos and his crew set out to seek their destiny during the Fall of the fifth summer after the death of the gallant King Ecreip III. Although a keen and skilled explorer, Sir Marcus never returned, and all that remains of his expedition is a scanty diary written by Sir Marcus himself, excerpts of his unsuccessful search for destiny.

You can benefit from the experience of Sir Marcus, as well as by the courage, luck and ingenuity that only you can provide. Go forth now to seek your destiny, for you shall return heroic . . . or you will not return at all . . .

Loading Destiny:

For Apple:

1. Insert the Destiny diskette, label side up, and close the disk drive door.
2. Turn on the computer.
3. When the Destiny title screen displays, press Return.
4. Press D if you want to watch a brief demonstration of the game play or press G if you are ready to start the game.
5. When you press G, you must remove the diskette and reinsert it with the label side down. Then press Return.
6. Press N if you want to begin a New game; press S if you want to play a game that you have previously saved.

For Commodore 64:

1. Turn on your computer system.
2. Insert your Destiny diskette, label side up, and close the disk drive door.
3. Type LOAD "*",8,1 and press Return.
4. Press D if you want to watch a brief demonstration of the game play; press N if you want to begin a New game, or press S if you want to play a previously saved game.

Operating Destiny

You will use the white hand that appears on the screen to indicate your actions. Move the hand by pushing the joystick left, right, up, or down. To select a direction, simply point at the direction (North, South, East, or West) you want to travel and press the fire button. The chosen word will highlight. If the chosen direction is valid, you will be taken to the next screen. If it is not, you will receive the message "You can't go that way" and you must attempt another route.

When choosing an action word (i.e. push, swim, kill, buy etc.), you must point to the word and push the fire button. While the word is highlighted, move the hand so that it points to the object that you want to push, swim, kill, buy etc. and then press the fire button again. The response to your action will appear across the bottom of your screen.

If you choose the LIST command, a list of your current inventory will be displayed. Inventory is accumulated by purchasing items at the store, and also by finding them throughout your journey. Purchasing certain items will increase your strength, a worthwhile endeavor!

As you progress through the game, your inventory will grow. If you reach a point where your inventory is too much to carry, you will need to drop an item. Keep in mind that you cannot go back and retrieve the item left behind. Therefore, it is wise to drop something that can be purchased at the Country Store.

The inventory list is also displayed if you choose the commands PUT, USE, or GIVE. For example, if you want to use a pick hammer, you would first point to the USE command and press the fire button. When the inventory list displays, point to the pick hammer (assuming you have the pick hammer in your inventory) and press the fire button.

It is unlikely that you will finish playing the game in a single session. The SAVE command is used to save your character's position in the game if you want to quit playing before the game is ended. When you want to quit in the middle of a game, and continue from the current point at a later time, point to SAVE and press the fire button. To restore the game when you are ready to resume playing, press S when the (N)ew or (S)aved game option is displayed during loading. (Refer to Loading Destiny.)

Encountering Enemies

At any time you might unexpectedly come upon one of various hostile creatures roaming the land. When you encounter an adversary, you have three alternatives; the plan you choose is determined by the movement of the joystick and pressing the fire button when the desired option is highlighted.

You can attack the enemy; your ability to damage your opponent depends on your level of strength and whether you made a clean hit, a glancing blow, or missed him completely. Once you attack your enemy, the enemy responds by either attacking you or running away. If you succeed at killing your enemy, you will be rewarded with gold pieces.

You also have the option of running away. Sometimes you will make it; often times you will not. A third option you have is to offer the opponent gold pieces in return for your escape. The creature seizes some of your gold, but will usually provide you with a valuable clue in return.

Whether you engage in conflict, offer a bribe, or attempt to flee should depend on the strength of the creature versus your own strength level, the degree of damage each of you has sustained, and your current objectives. Choose your plan of action wisely as these encounters can greatly enhance or destroy your chance of success.

Character Status

Directly below the LIST Command is your Character Status. The first statistic is age, which is proportionate to the number of moves you have made. As you age, you weaken; therefore, it is wise to plan your moves conservatively.

The Gem Status keeps track of the gems that you accumulate throughout your journey. The Gold Status reflects your victories, bribes and purchases; it will not exceed 999 pieces.

Character strength ranges from 1 to 10. Strength is increased by obtaining weapons and equipment, and therefore, will be decreased if you are forced to leave a valuable weapon behind.

Keep a careful eye on the damage you have sustained. You can heal your damage by entering the Adventure Inn and paying for medical services. Once you have suffered 100 damage points, your search for destiny has ended in death.

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For the clues and comradery provided in the journal left behind by Sir Marcus Dracos, send a self-addressed, stamped envelope to:

Diary of Sir Marcus Dracos
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