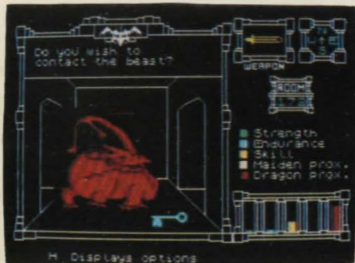# DRAGONSBANE
SPECTRUM GAMES FROM
QUICKSILVA

RUNS IN 48K ON THE SINCLAIR SPECTRUM

DIRECTIONAL CONTROLS
1) Cursor keys
```
Left   — 5
Down   — 6
Up     — 7
Right  — 8
```
2) Cursor Control Joystick

OBJECT
In the dark and deadly halls of
Earthstone Castle, battle Dragons,
Vampires, Sphinx, Zombies,
Skeletons, Gryphons and other
legendary beasts to rescue the
beautiful Princess Paula.

LOADING THE PROGRAM
You will find the procedure for
loading a program in the
Spectrum basic manual, Chapter
20. The procedure for loading
Dragonsbane is:

Type LOAD ""
Press ENTER.

THE GAME

Rooms

Rooms are numbered from 1 to 172 and laid out roughly radially from room 1 (see example map). Some rooms contain trap doors leading to other parts of the maze. Certain rooms, further into the maze than where you start, have one-way doors which take you back a long way, but will not let you return the same way. The Dragons Lord and the Princess occupy the same two rooms, but to find them you will have to search well.

18	19	16	10		
14	9	6	3	7	
15	13	2	1	4	11
			5	8	

Monsters

There are 40 monsters in the maze, 20 pictures each duplicated once in varying colours and with a different name. Each species has different characteristics, strength, endurance and skill, and may also require special weapons to be used (e.g. The Basilisk is very strong, but can easily be killed using a mirror).

Most of the monsters are unfriendly, but some are friendly and very helpful. If you try to contact an unfriendly monster then a fight will result, if you try to contact a friendly monster then you will be told how he can help you. You are advised to attack first when confronted by unfriendly monsters.
Certain monsters track you, as you move, some will attack you at first meeting. If you decide to flee then you will not simply move into an adjoining room, but the room number will increase or decrease by one, which due to the layout of the maze may be some way away. The drawing of a map is strongly advised, but may not be an easy task.

Objects

These may be found lying around in the Maze or may be fought for. Most objects are useful, even if just traded for food.

Food

You begin the game with 16 units of food and it is advisable to eat quite often. Eating more than a certain amount of food will result in indigestion and halve your strength, but it is up to you to find the magic amount.

If you select to swap objects for food etc. and change your mind then enter 0 to continue.

To SAVE game press QUIT and select SAVE from the menu. This will just SAVE the variables and LOAD back into the Dragonsbane program to play from where you left off.

DRAGONSBANE

QSP 0066

A Mythical Graphic Adventure
In the dark and deadly halls of
Earthstone Castle, battle the
legendary beasts in order to rescue
the beautiful Princess Paula.
Authors:
M. Preston, P. Hunt, R. Rose, D. Moore.