

Amiga QUICK START CARD

Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT

DRAGONS OF FLAME

Before Beginning Play: Make a backup copy of your master disks using the Workbench DUPLICATE or the Command Line DISKCOPY commands. Put your master disk away and play off of your copy. Use the Workbench INITIALIZE or Command Line FORMAT commands to format a saved game disk. Dragons of Flame may not be installed to a hard disk. Refer to your Introduction to the Amiga manual for information on how to use Workbench or Command Line commands.

Amiga 1000 Users: Because of the differences in the arrangement of the ten key pads between the different Amiga models, the function of the '0' key on the ten key pad is also activated by the '-' key on the Amiga 1000 ten key pad. The function of the '.' key on the ten key pad is also activated by the ENTER key on the Amiga 1000 ten key pad.

Starting the Game: Plug the joystick into joystick port 2. Turn the computer on. Insert the game disk into drive df0: in place of the Workbench disk. The game loads and runs automatically. Use the RETURN key to bypass the opening screens.

Copy Protection: At the beginning of the game, you have to type in a word from the background book. The game specifies a page, paragraph, and the first or last word in that paragraph. Ignore titles or captions when finding the specified paragraph. Type in the specified word and press RETURN. For example, if the game specifies the last word of page 1, paragraph 4 you would type in FORTRESS and press the RETURN key.

How to Win: To win the game, the companions must enter the hidden caves of Sla Mori, find the ancient sword Wyrmslayer, sneak into the fortress of Pax Tharkas, rescue Princess Laurana, and free the captured women and children of Qualinesti.

Wilderness View: In the wilderness, the characters are represented by a single icon in the center of the screen. Any items in the wilderness are represented by small squares. Other characters you can encounter are represented by nomad icons. Monsters are represented by monster icons. When in the wilderness view, if you encounter another icon or press the '0' key on the key pad, you will switch into combat view.

To move in wilderness view, move the joystick in the direction you want the party to move.

Move in Wilderness View



Combat View: In combat view, the party is represented by their current leader. You can change the current leader using the Hero Select function from the main menu.

In the combat view the party can move either North/South (N/S) or East/West (E/W). Move the joystick straight up or straight down to toggle the character's point of view between N/S and E/W. The compass below the combat view shows the direction the character is facing.

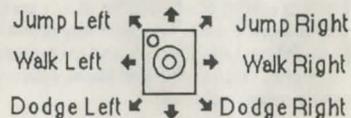
Outdoors, the combat view represents the terrain in the wilderness view. In Sla Mori and Pax Tharkas the combat view shows the background to the north or to the west of the party.

While the party is moving in combat view they are also moving in wilderness view. The terrain in combat view is based on the terrain in wilderness view. In combat view, you may be able to move through difficult terrain, jump over rivers or jump up hills that are impassible in wilderness view.

To move in combat view, move the joystick. The character moves according to the following chart.

Move in Combat View

Toggle N/S to E/W

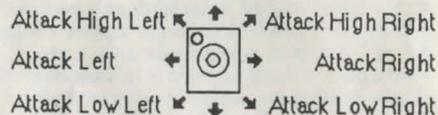


Toggle N/S to E/W

To attack in combat view, hold down the joystick button and move the joystick. Do not tap the joystick or the joystick button, the lead character attacks so long as you hold both down. The character attacks according to the following chart.

Attack in Combat View

Jump Up



Dodge

If you attack while the crossed swords below the compass are dark, the character uses his ranged weapon. If you attack while the crossed swords are highlighted, the character uses his hand weapon.

Pressing the '.' key on the 10 key pad recasts Raistlin's last spell, if he is the second, third or fourth character, and if the spell is an attack. If Raistlin is in front, he casts attack spells by making a ranged attack.

After all monsters are off of the screen, switch back to wilderness view by pressing the '0' key on the key pad. You cannot switch back to wilderness view if you are too close to a river or other impassible terrain. If you can't get back to wilderness view, move the joystick to toggle N/S to E/W and make sure you are not adjacent to a river. You cannot enter wilderness view while in Sla Mori or Pax Tharkas.

Climbing: To climb the chain in Sla Mori, jump up onto the chain by moving the joystick up and pressing the joystick button. Move the joystick up and down to climb up and down the chain.

Main Menu: Access the functions of the main menu by pressing the SPACE BAR or by pressing the first letter of any command except Save Game and Restore Game. To select any menu item, highlight that menu item by moving the joystick and then press the joystick button. To exit a menu, choose the Exit Menu option or press the ESC key. The main menu includes:

Hero Select and Character Status Screen

Clerical Spells: activates Goldmoon's clerical abilities. Goldmoon has three kinds of abilities; memorized spells (marked with an #), her ability to turn undead (marked with an *), and spells powered by the Disks of Mishakal (marked with an o). Memorized spells are used up when cast and are regenerated by resting. Turn undead is an ability and is not used up. Spells powered by the Disks of Mishakal use the number of charges listed in parentheses after the spell name. The disks hold 100 charges and can not be recharged.

Cure Light Wounds: heals minor damage to a character.

Protection From Evil: helps you against evil opponents.

Find Traps: highlights the location of a trap.

Hold person: stops humans or humanoids in their tracks.

Spiritual Hammer: casts a magical war-hammer.

Prayer: even more powerful protection from evil.

Bless: the most powerful protection from evil.

Dispel Magic: eliminates magic spells.

* Turn undead: can freeze or destroy undead creatures.

o Cure Critical Wounds (2): heals major damage to a character.

o Raise Dead (10): raises dead characters. Characters may not survive the system shock of being raised.

o Heal (5): returns a character to full fighting potential.

Magic User Spells: casts spells from Raistlin's Staff of Magius. The staff has 100 charges, and each spell uses the number of charges listed in parenthesis after the spell name. If Raistlin is party leader, the staff will absorb spells cast at the party. Each absorbed spell adds 1 to the number of charges in the staff. If the staff is overcharged, it causes an explosion.

Charm Person (1): stops humanoids in their tracks.

Sleep (1): stops low level monsters in their tracks.

Magic Missile (1): throws an attack.

Web (2): entangles an opponent. Stronger monsters break out quickly.

Detect Magic (1): highlights magical items.

Detect Invisible (2): displays invisible objects. Invisible treasures may be hidden in Sla Mori and Pax Tharkas.

Burning Hands (1): throws a short range attack.

Fireball (3): throws a long range, explosive attack.

Final Strike (all): causes a large explosion which uses all charges and may kill Raistlin.

Use: readies one of the lead character's items for use. Not all characters can use all items. Characters must use their arrows and sling bullets to attack with their ranged weapons.

Rest: restores Goldmoon's and Gilthanis' memorized spells, heals all damaged characters one HP, and lets the monsters move while you rest. Your rest will be interrupted if monsters encounter the party during the rest.

Take: picks up items from the ground.

Open: opens doors, chests, etc.

Give: trades an unused item between characters.

Inspect: checks directly in front of the character for secret doors. If you come to a dead end, inspect the area for secret doors.

Drop: drops unused items to the floor.

Put: places an item into a chest, bag, or enclosure.

Shut: closes doors, chests, etc.

Quest Map: shows an overall map of the area of the quest, and the advance of the dragon armies. Press ESC to exit the Quest Map.

Save Game: saves the game to the saved game disk. Save the game often to make it easier to restart.

Restore Game: loads a saved game from the saved game disk.

Xp: lists the party's total experience points earned, and the number of each kind of monster killed. Move the joystick to view the whole list. Dead characters do not contribute their experience for killing monsters to the party's total experience points.

Special Notes: In ranged combat, Gilthanis throws three magic missiles, then he throws two webs, and then he uses a bow and arrows (if available). Gilthanis gets his spells back when the party rests. Princess Laurana can use a sword and a bow and arrows (if available). Nomads fight only with swords. There are no wyverns, caches of money, potions of heroism or invulnerability, rings of spell storing, magic rope, wands, or magical armor or shields in the game. Monsters do not carry treasure, but they may guard treasure.

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