

## Commodore 64 QUICK START CARD

# Advanced Dungeons & Dragons®

COMPUTER PRODUCT

## DRAGONS OF FLAME

**Before Beginning Play:** Make a backup copy of both sides of your master disk with any commercial copy program. To eliminate a chance of damaging your master disk, be sure to play off of your copy. Saved games are written onto the B side of your copied disk.

**How to Start the Game:** Plug the joystick into joystick port #2. Turn on your monitor, disk drive, and then computer. Insert Disk 1 in the Disk Drive, Type `LOAD"**,8,1` and press RETURN. The game will load and run automatically. Follow the instructions on-screen. You can press the joystick button to bypass the opening screens.

**To Play The Game Without a Joystick:** If you do not have a joystick, movement in the wilderness and combat modes can be duplicated using the keyboard. The keys '<' and '>' will act as joystick left and joystick right, the keys '/' and ';' will act as joystick down and joystick up, and the '=' key will act as a joystick button. In order to move diagonally, press and hold the directional key (< or >) and then press the up or down key as required. You can use other combinations of keys to recreate the dodge, jump up and attack commands.

**Copy Protection:** At the beginning of the game, you have to type in a fact about the characters from the background book. The game specifies a character and an AD&D Game Statistic. Type in the value of the specified statistic and press RETURN. For example, if the game specifies Riverwind's Hit Points you would type in 36 and press the RETURN key.

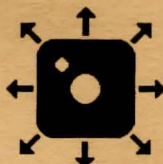
**How to Win:** To win the game, the companions must find the elf Gilthanas, enter the hidden caves of Sla Mori, find the ancient sword Wyrmslayer, sneak into the fortress of Pax Tharkas, rescue Princess Laurana, and free the captured women and children of Qualinesti.

**Wilderness View:** In the wilderness, the characters are represented by a single dark blue icon. Any treasures in the wilderness are represented by small squares. Other characters you can encounter are represented by light blue icons. Monsters are represented by black icons. When in the wilderness view, if you encounter another icon or press the 'Commodore' key in the lower left hand corner of the keyboard, you will switch into combat view.

**To Move in Wilderness View:** Push the joystick in the direction you want the party to move. When the party comes to the edge of the screen, the game makes a small sound and then the screen will scroll to show more of the wilderness. Press the joystick button to center the character in the middle of the screen.

**Move in Wilderness View:**

### JOYSTICK MOVEMENT



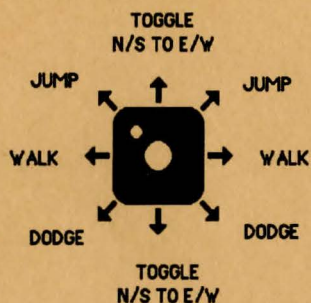
**Combat View:** In combat view, the party is represented by their current leader. You can change the current leader using the Hero Select function from the main menu.

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 east 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, or jump over rivers that are impassible in wilderness view.

**To Move in Combat View:** Use the joystick. The character moves according to the following chart. When the character comes to the edge of the screen, the computer emits a beep and then the screen will scroll to show more of the combat view.

**Move in Combat View:**

**JOYSTICK MOVEMENT**

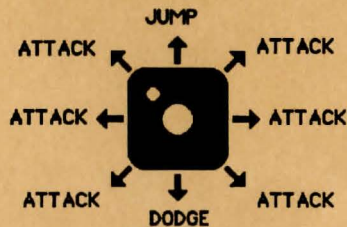


**To Attack in Combat View:** Hold down the joystick button and move the joystick. Do not tap the joystick or the joystick button, the lead character attacks so long as you hold both down. The character attacks according to the following chart.

**Attack in Combat View:**

**JOYSTICK MOVEMENT**

**ATTACK IN COMBAT VIEW  
(BUTTON PRESSED)**



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.

If Raistlin is the second, third, or fourth character in the party you can recast Raistlin's last spell by pressing the RETURN key. 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 'Commodore' key on the lower left hand corner of the keyboard. 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, leap up onto the chain by starting a jump near the pillar in the chain room. Move the joystick up or down to climb up or 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 using the joystick and then press the joystick button to confirm your selection. To exit a menu, choose the Exit Menu option or press the RUN/STOP 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 a #), 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 cannot 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:                   | An 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:** MU spells are cast 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 will explode the next time it is used.

- |                       |  |
|-----------------------|--|
| 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 Gilthanas' 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 while it is resting.

**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 ground.

**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. Use the joystick to scan the entire Quest Map. The Quest Map is not available in Sla Mori and Pax Tharkas. Press any key to exit the Quest Map.

**Save Game:** Saves the game to side B of the game disk. Save the game often to make it easier to restart. You can have a maximum of 2 saves on Disk B.

**Restore Game:** Loads a saved game from side B of the game disk.

**XP:** lists the party's total experience points earned, and the number of each kind of monster killed. Dead characters do not contribute their experience for killing monsters to the party's total experience points.

**Special Notes:** Press the F7 key to pause the game. Press any key or the fire button to resume play. In ranged combat, Gilthanas will cast three Magic Missiles, then two Webs, and finally will use a bow and arrow (if available). Gilthanas 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, magical armor or shields in the game. Monsters do not carry treasure, but they may guard treasure.



STRATEGIC SIMULATIONS, INC.

ADVANCED DUNGEONS & DRAGONS, AD&D, and DRAGONLANCE are trademarks owned by and used under license from TSR, Inc. Lake Geneva, WI. USA.  
Copyright 1990 Strategic Simulations, Inc. All Rights Reserved  
Copyright 1990 TSR, Inc. All Rights Reserved.