

# DRAGONS OF FLAME

## LOADING INSTRUCTIONS

### CBM 64/128 Cassette

Type LOAD and press ENTER. Press PLAY on the cassette recorder. Follow screen prompts.

### SPECTRUM 48/128K, +2 Cassette

Type LOAD and press ENTER. Press PLAY on the cassette recorder. Follow screen prompts.

### AMSTRAD CPC Cassette

Type LOAD and press ENTER. Press PLAY on the cassette recorder. Follow screen prompts.

#### Please Note:

Due to machine limitations, the same character type remains on the screen, even if you choose a different character to lead.

## CONTROLS

### CBM

Joystick: Port 1 or 2.

Keyboard: ; - Up  
/ - Down  
< - Left  
> - Right  
= - Fire

### SPECTRUM

Joystick: Sinclair/Kempston compatible

Keyboard: Cursor keys - Movement  
or:  
A - Up  
Z - Down  
V - Left  
B - Right  
N - Fire

### AMSTRAD

Joystick compatible

Keyboard: Cursor keys - Movement  
COPY - Fire

## ATARI ST

### BEFORE BEGINNING PLAY:

Make a back-up copy of your master disks with the FORMAT.TOS program on disk A. Put your master disks away and play off of your copies.

If you are playing off of floppy disks, use the GEM FORMAT option to format a saved game disk. Refer to your GEM manual for information on how to use GEM options.

To copy the game to hard disk, place disk A in drive A. Create a folder called DOF on the hard disk. Open the DOF folder. Copy the files from the root directory of disk A into the DOF folder on the hard disk. Open the AUTO folder on disk A. Copy the EXEC.PRG program from the AUTO folder on disk A into the DOF folder on the hard disk. Place disk B in drive A. Copy the files from the root directory of disk B into the DOF folder on the hard disk.

### HOW TO START THE GAME

Plug the joystick into the second joystick port. If you are playing from a floppy disk, place disk A in drive A and turn the computer on. The game will load and run automatically. If you are playing from your hard disk, open the DOF folder and double click on the EXEC.PRG program. Follow the instructions on screen. Use the RETURN key to bypass the opening screens.

## CBM AMIGA

### 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 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 of 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.

### HOW TO START THE GAME

Plug the joystick into the second joystick port. Place the disk in drive df0: and turn the computer on.

The game will load and run automatically. Follow the instructions on the screen. Use the RETURN key to bypass the opening screens.

## PC

### BEFORE BEGINNING PLAY:

Make a backup copy of your master disks with the DOS DISKCOPY command. Put your master disks away and install or play off your copy. If you are playing off of floppy disks, use the DOS FORMAT command to format a saved game disk. A 3 1/2" floppy acts as both disk A and B.

DO NOT INSTALL OR PLAY FROM YOUR MASTER DISKS!

To copy the game to hard disk (C:). Place disk A in drive A. Type C:\ and press ENTER. Type MD DOF and press ENTER. Type CD DOF and press ENTER. Then type COPY A:\* C:\DOF and press ENTER. If you are copying from 5 1/4" disks, place disk B in drive A, type COPY A:\* C:\DOF and press ENTER.

### GRAPHICS INSTALLATION:

The game will run in EGA. Tandy 16 colour, or CGA mode. As shipped, the game runs in EGA mode. The graphics must be installed to run in Tandy 16 colour or CGA mode.

### WARNING:

Do all graphics installation using your copies of the disks; installation in Tandy 16 colour or CGA mode permanently changes the data on the disks. If after installation, you wish to play the game in another graphics mode, copy the master disks again, and run the graphics installation on the copies of the disks. Do not run INSTALL on a game disk that has already been installed. Running INSTALL a second time will corrupt the data and make that copy of the game unusable.

If you are playing from a floppy disk, place disk A in drive A, type A:, and press ENTER. If you are playing from your hard disk (C:), type C: and press ENTER, type CD DOF and press ENTER. Type INSTALL TANDY or INSTALL CGA and press ENTER, then follow all on-screen instructions.

### JOYSTICK (OPTIONAL):

The game may be run from the keyboard or from a joystick.

The joystick must be plugged into game port A on an IBM Compatible computer or the left joystick port on a Tandy 1000 series computer. Any time the game displays the wilderness view or the combat view, press J to activate the joystick. Follow the instructions on-screen to calibrate the joystick.

In the game, the joystick emulates the 10 key pad.

In combat, the joystick button has the same effect as the "+" key.

In a menu, the joystick button has the same effect as the ENTER key.

### HOW TO START THE GAME

Boot your computer with DOS version 3.11 or higher. Make sure the keyboard NUM LOCK is on. If you are playing from a floppy disk, place disk A in drive A, type A:, and press ENTER. If you are playing from your hard disk (C:), type C: and press ENTER, type CD DOF and press ENTER. Type START and press ENTER. Follow the instructions on-screen.

### THE SITUATION

At the start of the quest, Draconian armies sweep down from the north toward the elven lands of Qualinost. They already hold the ancient southern fortress of Pax Tharkas. The Draconians seek to crush the Qualinesti between their armies and the mountain fortress.

The lands before the invasion on the west side is full of wanderers both friendly and evil. Brave elven and nomadic warrior forces of evil. Innocent victims and ruthless plunderers. Foul creatures of all sorts and chaos to pillage the remains of the past.

During your quest, you will meet many people in the wilderness. Some may join you on your quest to gain allies to complete the quest. Some may try to aid you on your quest. Some may be your enemy or claw. The only way to know if someone is your foe is to approach and keep a close eye on that anyone who attacks is all.

You may find important items scattered throughout the travel. Items may be freely offered to you by those fleeing the enemy, lying in wait for you, or fiercely guarded by the forces of evil. If you take items wisely, they are the key to your success.

## THE CHARACTERS

### GOLDMOON, CHIEF



Quarterstaff + 2; Medallion of the Elven Guard; sub-menu.

### RIVERWIND



Longbow + 2; Bow & quiver of 20 arrows (damaged)

### RAISTLIN MAJERE:



Staff of Power; Ranged combat - see spell list

### CARAMON MAJERE:



Ring of Protection (damaged)

are in chaos. The country- friendly and unfriendly. rriors seek to turn aside the s flee the advancing con- serts take advantage of the f civilisation.

et many others in the ur party; it will be necessary quest. Some may offer items e will attack you with sword v if an encounter is friend or ert. But, you can assume ed with the forces of evil.

in many places as you ered by friends, cast aside by amidst abandoned towns, or of Takhisis. Treat your allies keys to your quest.

## TAIN'S DAUGHTER

&D®

### ne Statistics:

Strength	12
Intelligence	12
Wisdom	16
Dexterity	14
Constitution	12
Charisma	17
Alignment - Lawful Good	
Hit Points	24
Armour Class	6

Equipment: Leather armour; of Faith; Clerical magic, see

Strength	18/35
Intelligence (+3)	
Wisdom	13
Dexterity	14
Constitution	16
Charisma	13
Alignment - Lawful Good	
Hit Points	36
Armour Class	5

Equipment: Leather Armour & Shield; sword +2 (damage 1-8); Bow (damage 1-6).

Strength	10
Intelligence	17
Wisdom	14
Dexterity	16
Constitution	10
Charisma	10
Alignment - Neutral	
Hit Points	11
Armour Class	5

Equipment: of the Magius (+3 protection +2 to hit - damage 1-8); combat with Staff as spell list.

Strength	18/63
Intelligence (+3)	
Wisdom	12
Dexterity	10
Constitution	11
Charisma	17
Alignment - Lawful Good	
Hit Points	15
Armour Class	44

Equipment: Mail Armour; Longsword (damage 1-8); Spear (damage 1-

## TANIS HALF ELVEN:



Strength	16
(Damage +1)	
Intelligence	12
Wisdom	13
Dexterity	16
Constitution	12
Charisma	15
Alignment - Neutral	Good
Hit Points	45
Armour Class	4

### Equipment:

Leather Armour +2; Longsword +2 (damage 1-8); Bow & quiver

of 20 arrows (damage 1-6).

## STURM BRIGHTBLADE:



Strength	17
(Damage +1)	
Intelligence	14
Wisdom	11
Dexterity	12
Constitution	16
Charisma	12
Alignment - Lawful Good	
Hit Points	40
Armour Class	5

### Equipment:

Chainmail armour; Two Handed sword +3 (damage 1-10); No

ranged weapon.

## TASSLEHOFF BURRFOOT:



Strength	13
Intelligence	9
Wisdom	12
Dexterity	16
Constitution	14
Charisma	11
Alignment - Neutral	
Hit Points	20
Armour Class	6

### Equipment:

Leather armour; Hoopak +2 (damage 3-8); Sling +1 with a pouch of 20 bullets (damage 2-7).

## FLINT FIREFORGE:



Strength	16
(Damage +1)	
Intelligence	7
Wisdom	12
Dexterity	10
Constitution	18
Charisma	13
Alignment -Neutral	Good
Hit Points	52
Armour Class	6

### Equipment:

Studded leather armour & Shield; Battleaxe +1 (damage 1-

8); Throwing axes (damage 1-6).

## NON-PLAYER CHARACTERS

### EBEN SHATTERSTONE:

As a mercenary, Eben is totally self-serving and looks out for his own interests above all others.

### GILTHANAS:

Gilthanas is an experienced elven fighter/magic user whose knowledge may prove of great value to the party. He is second in line for the Qualinesti throne and knows many of the secret places of the ancients.

### LAURANA:

Laurana is a Princess of the Qualinesti. She has been captured by the Draconians and is being held prisoner in Pax Tharkas.

### MEN:

The various townsfolk you meet may be refugees from the Draconians or the Draconian's allies

### NOMADS:

There are groups of nomads who inhabit the plains and wander the southern areas of Qualinesti.

## MONSTERS

Here are the monsters and creatures you may encounter in your quest.

### AGHAR (GULLY DWARVES):

The lowest class of dwarves, the Aghar, are denied kin status by other dwarves and are regarded as comical nuisances by humans.

### BAAZ DRACONIANS:

These Draconians are the smallest and most common type. They are quite fond of humans as a favoured addition to their diet, so they are eager to close and fight.

### BOZAK DRACONIANS:

These Draconians are larger and less plentiful than the Baaz. They are magic users and are dedicated to the purposes of Takhisis.

### DIRE WOLVES:

These large wolves tend to hunt in packs. They will attack if they are hungry.

### DRAGONS:

These are two old, experienced and deadly dragons in Pax Tharkas: Flamestrike and Ember. Flamestrike guards the enslaved children held in the fortress. She is somewhat insane and cares for the children as her own. Flamestrike will not use her breath weapon if the children are in range. On the other hand, Ember will happily use his flaming breath, his spells and claws on any foe he comes near.

### GIANT WASPS:

These unintelligent monsters are large enough to pose problems to you and the party since Giant Wasps are tough, taking a lot of damage before dying.

### GOBLINS:

These 4' tall humanoids are evil by nature and love to indulge in nasty pastimes such as torture and slavery.

### GRIFFONS:

With the front half of an eagle and the rear of a lion.

### HOBGOBLINS:

These large humanoids are born evil and love to kill.

### KAPAK DRACONIANS:

These draconians are larger than Baaz and love to bully their smaller brethren.

### MEN:

Hostile humans are normally in the employ of the Draconians or are common bandits taking advantage of the current chaos.

### STIRGES:

These nasty little flying bloodsuckers love nothing more than fresh, warm blood. They continue to attack until killed or full.

### TROLLS:

These large shambling humanoids are not highly intelligent. They make very tough opponents, difficult to injure and when finally wounded, their injuries start healing automatically.

### WAR DOGS:

These large attack trained dogs usually have light leather armour and spiked collars. They tend to attack on sight with a terrible bite.

### WILD DOGS:

These medium sized domestic dogs have gone wild in the chaos of the invasion. They attack only if they are very hungry.

### WRIGHTS:

These undead humans are often found in catacombs where they try to destroy any living thing that crosses their path. Wrights inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic or silver weapons.

### WRAITH:

Spirits of evil beings, condemned or determined to stay in our world, these undead are amongst the party's most deadly opponents. Wraiths inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic weapons.

### ZOMBIES:

These magically animated corpses are often used as tireless guardians that fight until destroyed.

## ITEMS

### ARMOUR AND SHIELDS:

The usefulness of armour or a shield depends on the character actually using the item. There is no use in Tanis (who starts with leather +2) using leather armour +1 but Goldmoon would get some benefit.

### MONEY:

In the world of Krynn, money comes in the form of steel coins.

### RINGS:

These items come in different forms. Although any character can get experience for finding a ring, some rings need certain character types to actually use them.

### POTIONS:

There are many different types of potions. To find out the effect of a particular potion, try it.

### SCROLLS:

Scrolls hold either magic or clerical spells. After a scroll is used the next spell thrown, comes from the scroll and not from the character's memory. Scrolls may only be used by characters of the appropriate type.

### WEAPONS:

The party may find weapons of all types, including the ancient sword Wyrmslayer (essential for game completion).

### MISCELLANEOUS:

The party can find other items, including: Ammunition for ranged weapons, jewellery and gems. All items are worth experience points, but it may be necessary to dispose of some items if the characters become overloaded.

### COMBAT ADVICE

Some characters are better than others for combat purposes so keep them at the front of the party. Don't forget to move characters to the back of the party if they've taken a lot of damage. It is easier to heal characters than to raise them from the dead (which can only be done a limited number of times - look at Raistlin's Constitution).

Make sure you attack properly, some monsters can only be hit with a high attack, others only with a low attack. Note that magic users don't have to be in the lead to use their ranged spell abilities as long as they're one of the first four characters.

### HOW TO WIN

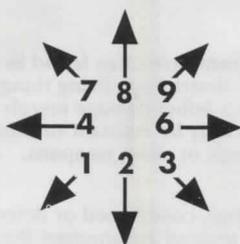
To win the game, the companions must enter the hidden caves of Sla-Mori, find the ancient sword Wyrmslayer, sneak into the fortress of Pax Tharkas, rescue Princess Laurana and free the captured women and children of Qualinesti.

### WILDERNESS VIEW

#### (CBM/ATARI ST/AMIGA/PC ONLY)

In the wilderness, the characters are represented by a single icon in the centre of the screen. Any items in the wilderness are represented by nomad icons. Monsters are represented by monster icons. When in the wilderness view, if you encounter another icon or press COMMO-DORE KEY (CBM)/'O' on the key pad (ATARI ST, AMIGA & PC) you will switch into combat view.

#### 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.

The compass below the combat view shows the direction the character is facing.

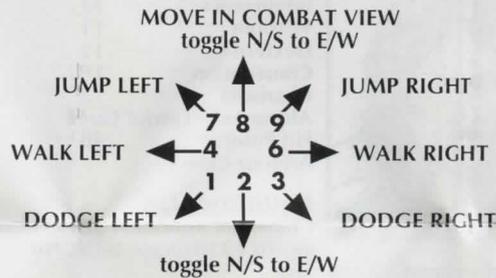
In Sla-Mori and Pax Tharkas, the combat view shows the background to the North or to the East (West - Atari ST, Amiga & PC only) of the party.

### CBM/ATARI ST/AMIGA/PC ONLY

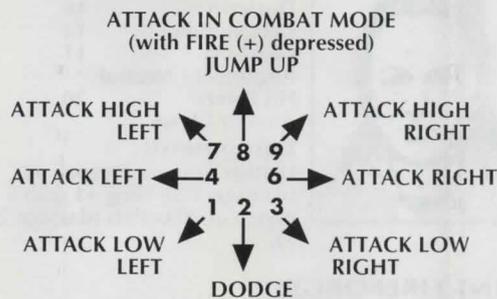
In the combat view the party can move either North/South (N/S) or East/West (E/W). Moving UP and DOWN toggles the character's point of view between N/S and E/W.

Outdoors, the combat view represents the terrain in the wilderness view. While the party is moving in combat view, they are also moving in wilderness view. You may be able to move through difficult terrain, jump over rivers or jump up hills that are impassable in wilderness view.

The character moves according to the following chart:



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



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 RETURN/ENTER ('-' ATARI ST, AMIGA & PC) recasts Raistlin's last spell, if he is the second to fourth character and if the spell is an attack. If Raistlin is in front, he casts attack spells by making a ranged attack.

### CBM

After all monsters are off the screen, switch back to the wilderness view using the key you used to select combat view. You cannot switch back to wilderness view if you are too close to a river or other impassable terrain. If you cannot get back to wilderness view, use UP or DOWN to select N/S to E/W to 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 pressing FIRE (+). Move UP or DOWN to climb the chain.

### MAIN MENU

Access the functions of the main menu by pressing the SPACEBAR or by pressing the first letter of any command. To select any menu item, highlight that menu item by moving and then pressing FIRE (ENTER). To exit a menu choose the EXIT MENU option.

### CLERICAL SPELLS

Goldmoon has three types of abilities; memorised spells (marked with a #), her ability to turn undead (marked with a \*) and spells powered by the Disks of Mishakal (marked with a O). Memorised 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 parenthesis

after the spell name. The disk cannot be recharged.

# CURE LIGHT WOUNDS: releases a character.  
# PROTECTION FROM EVIL: protects against evil opponents.  
# FIND TRAPS: releases any traps.  
# HOLD PERSON: stops humans or humanoids.  
# SPIRITUAL HAMMER: casts lightning bolts.  
# PRAYER: even more powerful than BLESS.  
# BLESS: the most powerful blessing.  
# DISPEL MAGIC: eliminates magic.  
\* TURN UNDEAD: can freeze undead creatures.  
O CURE CRITICAL WOUND: cures a character.  
O RAISE DEAD (10): raises a dead character who may not survive the system.  
O HEAL (5): returns character to full health.

### MAGIC USER SPELLS

Cast spells from Raistlin's Staff. The staff has 100 charges and each spell uses one charge. Charges are listed in parenthesis after the spell name. The party leader, the staff will absorb the charges. Each absorbed spell adds 1 to the staff. If the staff is overcharged, the charges are lost.

CHARM PERSON (1): stops a monster.  
SLEEP (1): stops low level monsters.  
MAGIC MISSILE (1): throw a magic missile.  
WEB (2): entangles an opponent.  
DETECT MAGIC (1): highlights magic.  
DETECT INVISIBLE (2): displays invisible items.  
Invisible treasures may be hidden.  
Tharkas.  
BURNING HANDS (1): throws fire.  
FIREBALL (3): throws a long fireball.  
FINAL STRIKE (ALL): causes all charges and may kill Raistlin.  
USE: readies one of the lead characters.  
Not all characters can use all weapons.  
REST: restores Goldmoon's spells, heals all damaged characters.  
MONSTERS MOVE WHILE YOU REST.  
TAKE: picks up items from the ground.  
OPEN: opens doors, chests, etc.  
GIVE: trades an unused item.  
INSPECT: checks directly in front of the character.  
secret doors.  
DROP: drops unused items to the ground.  
PUT: places an item into a chest.  
SHUT: closes doors, chests, etc.  
QUEST MAP: shows an overview of the quest and the advance of the quest.  
XP: lists the party's total experience points.  
The number of each kind of monster does not contribute their experience points to the party's total.

### SPECIAL NOTES

In ranged combat, Gilthanas then he throws two webs (if available). Gilthanas gets his rest. Princess Laurana can use webs (if available). Nomads fight only caches of money, potions of money, rings of spell storing, magic shields or shields in the game. Monsters they may be guarding some.

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# DRAGONS OF FLAME

## ISTRUZIONI DI CARICAMENTO

### CBM 64/128 Cassetta

Digita LOAD e premi INVIO. Premi PLAY sul registratore. Segui le indicazioni sullo schermo.

### SPECTRUM 48/128K, +2 Cassetta

Digita LOAD"" e premi INVIO. Premi PLAY sul registratore. Segui le indicazioni sullo schermo.

### AMSTRAD CPC Cassetta

Digita LOAD"" e premi INVIO. Premi PLAY sul registratore. Segui le indicazioni sullo schermo.

### Nota:

A causa delle limitazioni della macchina, sullo schermo rimane lo stesso personaggio, anche se ne scegli uno diverso per fare da capo.

## COMANDI

### CBM

Joystick: Porta 1 o 2

Tastiera: / - Su  
/ - Giù  
< - Sinistra  
> - Destra  
= - Fuoco

### SPECTRUM

Joystick: Sinclair/Kempston compatibile

Tastiera: Tasti cursore - Attiva movimento  
A - Su  
Z - Giù  
V - Sinistra  
B - Destra  
N - Fuoco

### AMSTRAD

Joystick compatibile

Tastiera: Tasti cursore - Movimento  
COPY - Fuoco

## ATARI ST

### PRIMA DI INIZIARE A GIOCARE:

Fai una copia di riserva dei dischetti originali mediante il programma FORMAT.TOS sul dischetto A. Poi riponi i dischetti originali ed esegui dalle copie. Se esegui da dischetti, usa l'opzione GEM FORMAT per formattare un dischetto di giochi salvati. Per informazioni su come usare le opzioni GEM, consulta il manuale GEM. Per copiare il programma su disco rigido, metti il dischetto A nell'unità disco A. Crea una cartella chiamata DOF sul disco rigido. Apri la cartella DOF. Copia i file dalla directory radice del dischetto A nella cartella DOF sul disco rigido. Apri la cartella AUTO sul dischetto A. Copia il programma EXEC.PRG dalla cartella AUTO del dischetto A sulla cartella DOF del disco rigido. Metti il dischetto B nell'unità disco A. Copia i file dalla directory radice del dischetto B nella cartella DOF sul disco rigido.

### COME INIZIARE

Collega il joystick alla seconda porta joystick. Se esegui da dischetto, metti il dischetto A nell'unità disco A e accendi il computer. Il gioco si carica e gira automaticamente. Se esegui dal disco rigido, apri la cartella DOF e fai un doppio clic sul programma EXEC.PRG. Segui le istruzioni sullo schermo. Usa il tasto di RITORNO per scartare le videate d'apertura.

## CBM AMIGA

### PRIMA DI INIZIARE A GIOCARE

Fai una copia di riserva dei dischetti originali mediante i comandi DUPLICATE del Workbench o la riga Comando DISKCOPY. Poi riponi i dischetti originali ed esegui dalle copie. Usa i comandi INITIALIZE del Workbench o la riga Comando FORMAT per formattare un dischetto di giochi salvati. Dragons of Flame non può essere installato su disco rigido. Per informazioni su come usare Workbench o le righe Comando, consulta l'introduzione al manuale Amiga.

## UTENTI CON AMIGA 1000:

A causa delle diverse disposizioni delle tastierine a dieci tasti dei vari modelli Amiga, la funzione del tasto "0" sul tastierino dell'Amiga 1000 viene attivata anche dal tasto "-". La funzione del tasto "-" sul tastierino a dieci tasti sull'Amiga 1000 viene anche attivata con il tasto INVIO.

## COME INIZIARE

Collega il joystick alla seconda porta joystick. Metti il dischetto nell'unità disco df0: e accendi il computer. Il gioco si carica e gira automaticamente. Segui le istruzioni sullo schermo. Usa il tasto di RITORNO per scartare le videate d'apertura.

## PC

### PRIMA DI INIZIARE A GIOCARE

Fai una copia di riserva dei dischetti originali mediante il comando DOS DISKCOPY. Poi riponi i dischetti originali ed esegui dalle copie. Se esegui da dischetto, usa il comando DOS FORMAT per formattare un dischetto di giochi salvati. Un dischetto da 3,5 agisce da dischetto A e B.

### NON INSTALLARE O ESEGUIRE DAI DISCHETTI ORIGINALI!

Per copiare il programma su disco rigido (C:), metti il dischetto A nell'unità disco A. Batti C:\ e premi INVIO. Digita MD DOF e premi INVIO. Digita CD DOF e premi INVIO. poi digita COPY A:,\*C:\DOF e premi INVIO. Se copi da dischetti 5,25, metti il dischetto B nell'unità A, digita COPY A:,\*C:\DOF e premi INVIO.

## INSTALLAZIONE GRAFICA

Il gioco gira in modalità EGA, Tandy 16 colori, o CGA. Così come distribuito, il gioco gira in modalità EGA. La grafica deve essere installata per girare in modalità Tandy 16 colori o CGA.

## ATTENZIONE:

Esegui tutta l'installazione della grafica usando le copie dei dischetti; l'installazione su Tandy 16 colori o CGA cambia permanentemente i dati sui dischetti. Se dopo l'installazione desideri eseguire il gioco in un'altra modalità grafica, copia di nuovo i dischetti originali ed esegui l'installazione della grafica di nuovo dalle copie. Non eseguire INSTALL su un dischetto di gioco che è stato già installato. Eseguendo INSTALL una seconda volta corrompe i dati e rende la copia inutilizzabile.

Se esegui da dischetto, metti il dischetto A nell'unità disco A, batti A: e premi INVIO. Se esegui dal disco rigido (C:), batti C: e premi INVIO, digita CD DOF e premi INVIO. Digita INSTALL TANDY o INSTALL CGA e premi INVIO, poi segui le istruzioni sullo schermo.

## JOYSTICK (FACOLTATIVO)

Il gioco si può eseguire dalla tastiera o dal joystick. Il joystick deve essere inserito nella porta di gioco A su un computer IBM compatibile o sulla porta joystick di sinistra su un Tandy della serie 1000. Ogni volta che il gioco presenta la veduta del deserto o del combattimento, premi J per attivare il joystick. Segui le istruzioni sullo schermo per tarare il joystick.

Nel gioco, il joystick emula il tastierino a 10 tasti. In combattimento, il bottone del joystick ha lo stesso effetto del tasto "+". Su un menu, il bottone del joystick ha lo stesso effetto del tasto INVIO.

## COME INIZIARE A GIOCARE

Inizializza il computer con la versione DOS 3.11 o maggiore. Accertati che BLOC NUM sia acceso. Se esegui da dischetto, metti il dischetto A nell'unità disco A, batti A: e premi INVIO. Se esegui dal disco rigido (C:), batti C: e premi INVIO, digita CD DOF e premi INVIO. Digita START e premi INVIO, poi segui le istruzioni sullo schermo.