Advanced Dungeons & Dragons®

COMPUTER PRODUCT

DRAGONS OF FLAME

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 of your copy. Refer to your DOS manual for information on how to use DOS commands. 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 color, or CGA mode. As shipped, the game runs in EGA mode. The graphics must be installed to run in Tandy 16 color or CGA mode.

WARNING: Do all graphics installation using your copies of the disks; installation in Tandy 16 color 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 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 in to gameport A on an IBM Compatible computer or the left joystick port on a Tandy 1000 series computer. Anytime 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. Moving the joystick to the lower left corner causes the same effect as pressing the 1 key on the 10 key pad, moving the joystick to the upper right corner causes the same effect as pressing the 9 key on the 10 key pad, and so on. 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 2.11 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.

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 ENTER. For example, if the game specifies the last word of page 1, paragraph 4 you would type in FORTRESS and press the ENTER 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, press a key on the 10 key pad that represents the direction you want the party to move.

Move in Wilderness View

```
  ↖ ↑ ↗
   7 8 9
  ←4   6→
   1 2 3
  ↙ ↓ ↘
```
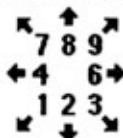
Combat View: In combat view, the party is represented by their current leader. You can change the current leader using the Hero Select function from the main menu.

In the combat view the party can move either North/South (N/S) or East/West (E/W). The '2' and '8' keys toggle the characters' 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, press a key on the 10 key pad. The character moves according to the following chart.

Move in Combat View
Toggle N/S to E/W

```
Jump Left  ↖ ↑ ↗  Jump Right
            7 8 9
Walk Left  ←4   6→  Walk Right
            1 2 3
Dodge Left ↙ ↓ ↘  Dodge Right
```

Toggle N/S to E/W

To attack in combat view, hold down the '+' key and a number key on the 10 key pad. If your 10 key pad does not have a '+' key, use the RIGHT ARROW key adjacent to the 0 on the 10 key pad. Do not tap the '+' key or number keys, the lead character attacks so long as you hold both keys down. The character attacks according to the following chart.

Attack in Combat Mode
(with '+' Key Pressed)
Jump Up

```
Attack High Left ↖ ↑ ↗ Attack High Right
                  7 8 9
Attack Left      ←4   6→   Attack Right
                  1 2 3
Attack Low Left  ↙ ↓ ↘ Attack Low Right
```

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, use the 2 or 8 keys to toggle 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 the '+' and 8 keys. Use the 8 and 2 keys 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 using the 2 and 8 key to cursor up and cursor down, and then press the ENTER key. 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 current directory on disk. Save the game often to make it easier to restart.

Restore Game: loads a saved game from the current directory on disk.

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

Other Functions: Pressing the 'V' key switches the sound volume on and off. Pressing CTRL-C exits the game. Use the DOS command MODE CO80 to restore the 80 column screen.

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.