Dragonquest

Written by **Hercules Gunter**, W.A. for the John Sands Sega
Personal Computer. Copyright Hercules Gunter 1984.

Minimum System Sega SC3000, 16K RAM minimum required.

Once upon a long, long time ago, the Dwarven folk lived in
the Caverns of Dwarvendelf. Deep they delved, and rich were
the treasures they unearthed, as they lived their long and
merry lives.

Then came…the **Invasion of the Dragons**.

Now there is little left of the Dwarves' civilisation. They have
long since vanished, leaving behind the remnants of their
amazing inventions: their Instant Transport System, the Magic
Caves; Bottomless Pits which formed part of their defence
system when covered by retractable bridges, unfortunately
useless against the Dragons; and their short-range
communication devices, the **Magic Rings**.

It is one of these Rings which you have found. It has led you
into the Caves, and although you do not know how to use it
properly, it helps you by occasionally showing you a **Map** of
your position and warning you of the proximity of dangers or
treasure.

Your quest is to gather as much gold as you can with the
equipment available. You are provided with **10** arrows and **35**
units of fortitude with which to reach your target of **$1000**.
When you reach this target you may choose to be spirited to
another level of the Cavern system, where you acquire another
10 arrows and 35 units of fortitude. As the amount of your
accumulated loot increases, the hazards become more
numerous.

If you prefer speed to receiving warnings, you may stride
confidently without pause, except for occasional glimpses of
the Map.

You acquire treasures by finding abandoned hoards or by
killing the dragons which guard them. It is advisable to shoot
from a neighbouring cave and not venture into the dragon's
cave until you have killed it. Should you enter a live dragon's
cave, the odds are against you when it comes to fighting at
close quarters. If you are very lucky, it may fly away or be so
replete after a recent meal that it is not interested in you.
Should you fail to avoid the dangers, or should you run out of
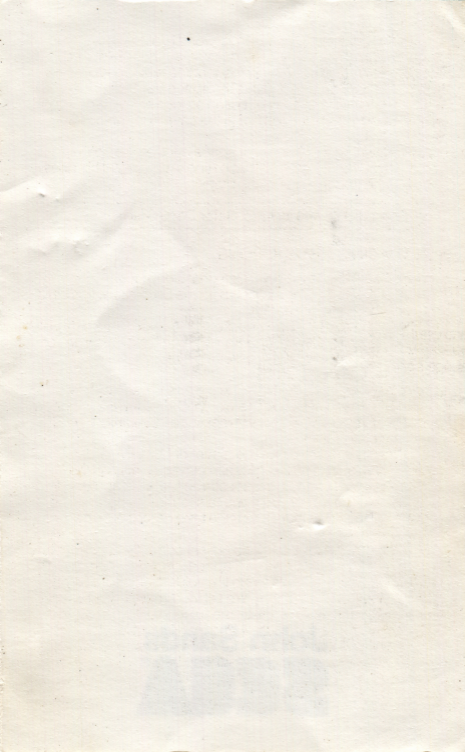fortitude, the spell which conjured you into the caverns will fail,

and you will return to the humdrum world of reality.

To move around the cave system, you may use the **four keys marked with arrows**, or the corresponding directions on **Joystick 1**. To fire an arrow, press the **space bar**, or use the **trigger**. Then enter the firing direction as for a move. When you have shot a dragon, you remain in the cave from which you were shooting.

Holding down the arrow keys or space bar speeds up the game, as you do not get the Magic Ring's warnings. This does not affect the appearance of the Maps.

Other **Strategy Games** include: **Solar Conquest!**

TAPE LOADING INSTRUCTIONS

For John Sands Sega SC3000 Personal Computer

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.
2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.
5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.
8. There are two copies of each program on the labelled side of the tape.

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