DRAGON WARS
Amiga Reference Card

Getting Started

Dragon Wars will run on Amiga models 500, 1000, 2000 and 2500. You need at least 512k to play. If your machine has only 512k, disconnect any external drives to free up memory.

Before you begin, make a backup copy of your Dragon Wars master disks. (Refer to your Amiga User's Manual for instructions on how to make backups.) Do not play off of the original disks.

If you are going to be playing from diskettes, format a blank disk to use as a save game disk. (Refer to your Amiga User's Manual for intructions on how to format blank disks.) You can name the save game disk anything you wish but we suggest using the name "DWSAVE". Only use this disk to save and load Dragon Wars games in progress.

You can install Dragon Wars on a hard drive by creating a subdirectory on your hard drive and copying all of the files from Dragon Wars disks 1 and 2 over to the newly created subdirectory. (Refer to your Amiga User's Manual for instructions on how to create a subdirectory and on how to copy files.) This must be done from the CLI or equivalent.

For maximum video and audio quality, use a RGB color monitor and use both audio connectors when hooking up your sound equipment. Dragon Wars is in stereo.

Loading Instructions

If you are loading Dragon Wars from the hard drive, start your computer normally, and, from the CLI, enter the Dragon Wars subdirectory and type **DW**.

To load Dragon Wars on a non-hard drive system:

1. Turn on your computer and monitor. Your mouse should be hooked up.

2. Insert your backup of Dragon Wars disk 1 into your internal drive. If you have an Amiga 1000, first use a KickStart 1.2 disk, then insert your Dragon Wars disk 1 when the Workbench disk is requested.

3. If you have a second drive, insert your Dragon Wars disk 2 into it.

4. If you do not have a second drive, insert your Dragon Wars disk 2 when requested. You will need to flip disks several times during game play as you journey from one part of Dilmun to another. If you're playing on a single floppy drive system, we recommend turning off the sound effects and/or music to cut down on disk swapping.

Starting the Game

After Dragon Wars has loaded, you will be left standing in Purgatory. You can play the game with the characters provided or you can create new characters. We suggest playing with the provided characters until you are comfortable with the Dragon Wars system or using them as guidelines for your characters.

Playing Dragon Wars

Whenever prompted, you may enter a command by typing the first letter of the selection or clicking on the selection with your mouse. Throughout Dragon Wars, pressing the space bar is the same as pressing the ESCape key.

The following are Movement Keys. Press the key for the party to move or turn towards the corresponding direction.

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          I: Forward
J: Turn Left    L: Turn Right
K: Kick Forward through doors
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The "K" key will move your party through doors and secret doors (which appear as walls) directly in front of you. Nothing bad will happen if there isn't a secret door in front of you but your characters may get a little embarrassed. You may also use the arrow keys to navigate around. The left and right

arrows turn you to the left or the right, the up arrow does a "Kick forward" and the down arrow makes you do an about-face. You can also use the mouse for movement by clicking the mouse button when the pointer is pointing towards the desired direction of travel.

Cast Spell: The program will prompt you for who should cast the spell, what class of magic you wish to cast, what type of spell and finally the spell name. If the particular spell lets you invest variable amounts of power in the casting, you'll be prompted for a number of power points. Dragon Wars will then tell you how it went -- whether you successfully cast the spell or if the casting failed for some reason.

Command Keys

The following are Command Keys. Press the key to do the corresponding action.

C   Cast spell
D   Dismiss character
O   New party order
U   Use item/skill
X   Experience
[L]   Load game
[M]   Music toggle
[N]   New game
[Q]   Quit
[R]   Rename character
[S]   Save game
[T]   Transfer Bard's Tale character
[X]   Sound-fx toggle
[Z]   Create new character
?   Automap

(Note: To use the commands outlined with the brackets '[]' press the Open-Amiga key and the command key at the same time)

skill (including the Magic skills and Bureaucracy) or an Ability (most other skills). Then you'll be asked what you want to do from a final list of skills or items. After picking what you want to do, you may be asked for a target (for example, with Bandage skill, you'll be asked which character you want to bandage). When you find a spell scroll, Use the scroll to read it. If you have the appropriate magic skill, you will then remember that spell forever.

Experience: This command brings up the skill point allocation window (see Creating Characters). If you're notified that a character gains a level, you may wish to go to the Experience screen so you can use the newly gained skill points to learn some skills immediately.

Dismiss Character: If you want to get rid of a character, pick this option. It will work on both player characters (those that you create) and NPCs (those you recruit in your journeys). Warning: If you dismiss a character, that character will be gone forever, along with all items, spells and abilities!

New Party Order: This option lets you pick a new marching order for your characters. You'll want to put the characters with the best AV, DV and AC in the first four character slots, because only the first four slots can hit opponents with weapons or be hit by opponents. Magic and missile weapons can be used from any slot.

Use: This multipurpose command lets you use an item, skill or attribute. After selecting this option, you will be prompted for which character (type a number or click on the character's name) and whether an item, skill or attribute is being used (press I, S or A). If you pick Skill, you'll further be asked whether the skill is a Lore skill, a Knowledge

Load Game: To restore a game you previously saved to disk, select this option. A standard dialogue window will pop-up and you can select a game to load by clicking on the name of your saved game and clicking on the LOAD button.

Music Toggle: This command will turn the music (the sound track) on and off.

New Game: This option will allow you to restart the game from the very beginning, with a further option of starting that game with the original party or your current party.

Quit: You've had enough. Return to the Amiga Workbench. Be sure to save your game before you choose this option.

Rename Character: You can change the name of any of your characters when you select this option. You will be prompted to enter the new name of that character.

Save Game: You probably will not be able to complete Dragon Wars in a single session. Use this option to save your game so you can return to it later. A standard dialogue window will appear; select the location of your save game disk by clicking on the drive button, type in the name of your save game file and click the save button. You can save to any standard Amiga file system but we suggest a stand-alone save game disk which will only be used to save Dragon Wars games. You can save to the RAM disk, if you have one, but you will lose all your data when you turn off your computer.

Transfer Bard's Tale ™ Characters: You can transfer in characters from the Bard's Tale ™ series. When you select this option, a standard dialogue window will appear. Select the location of your Bard's Tale character disk by clicking the proper disk drive button. Then click on the name of the character you wish to transfer and select the load button. If you have less then three player characters, the Bard's Tale character will automatically take an empty slot. If you have four PCs, you must select a character slot to overwrite. Warning: If you overwrite a character, that character will be gone forever, along with all items, spells and abilities!

Sound-FX Toggle: This command will turn the sound-FX (walking around, combat sounds, etc...) on and off.

Create New Character: This command will let you create new characters in your fight against Namtar. See the Creating Characters section on how to do so.

Automap: Pressing the quesion mark key will bring up the Automap. This shows an overhead view of where you have travelled on the present map. You may use the I-J-K-L keys or the arrow keys to scroll up, left, down and right on the overhead view. Blank areas are places you have not entered; you must walk through an area to place it on the automap.

Number keys and arrow keys: You may press any number key to bring up View screens for a character. The left and right arrow keys adjust the speed of message display during combat.

Press ESC to pause the game.

Creating Characters

You can create a character if there are 3 or fewer player characters in your current party. (You can make room by dismissing some characters). After deciding on a name and sex for your character, you'll presented with a list of skills and attributes. Use the proper key, your mouse or the up and down arrow keys to select a skill or attribute, then use the +/- keys or the left and right arrow keys to spend points or remove them on your abilities. The number under "Amount" shows your current level of that skill and the number under "Cost" shows how many points it will cost to increase that skill by one level. The other abilities are shown on the other two skill screens, which you can reach by pressing the "Z" key. If you wish, you may spend all 50 points on skills and attributes at the start of the game or you can save some points to increase them later in the game. For explanations of the skills and attributes, see the "Creating Characters","Character Profile" and "Skills" sections of the manual.

Press ESC when you are done creating your character.

Viewing Characters

When viewing a character, either by typing the character's number or clicking on the character with the mouse, you'll be presented with a list of options.

Choosing "General overview" will give you a list of attributes and skills. AV is attack value, DV is defense value, and magic AV is the magical attack value. Health shows that amount of damage the character can currently take followed by their maximum. Stun and Power are also given by current/maximum.

"Item overview" shows your gold and what items that character currently has. You can Pool Gold (all party members give their gold to one character), Share Gold (divide gold up equally to all characters) or Trade Gold (give some gold to one other character). If you select an item by it's letter, you can Trade that item to another character, Drop the item for good (it is gone FOREVER!) or Equip the item so you have it for use instead of just toting it around (you'll want to equip your armor and weapons). A minus sign means you cannot equip that item and a plus sign

means that item is currently equipped. A number next to the "#" sign shows the number of items or charges left. Note that you can equip one each of armor, shield, gauntlets, boots, weapon and helm. You can equip any number of miscellaneous items. To equip a weapon that launches missiles, like a bow and arrows or a crossbow and bolts, you must first equip the weapon, then the missile.

To view your spells, choose the proper class of magic.

One final note about viewing characters: At almost any point, you can press another character's number to jump to that character, even when you're looking at spells or items.

The Main Screen

Under each character's name will be two or three colored bars. The first (red) indicates the character's current health, the second (green) indicates stun and the third (blue) indicates magic power and will only be listed if the character has a magic skill. If the bar is all the way to the right, that statistic is at 100% of its maximum value.

CREDITS

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