

THE DRAGONTORC OF AVALON

para el AMSTRAD CPC 464 y CPC 664

INTRODUCCION

Si ya conoces el Amstrad, carga el juego, por la clave de seguridad, y empieza a jugar. Probablemente, al poco tiempo entenderás los controles de teclado a joystick, pero si tienes dificultades, mira en las instrucciones detalladas, en la sección correspondiente. DRAGONTORC contiene una multitud de personas y criaturas que deberás encontrar y enfrentar — Hombres Lobo en Wolfwood, Fantasmas en la Cripta Maldita, Enanos en Dreamdown, y Murciélagos en las Cavernas de la Puerta del Infierno. Seguro que necesitarás varias horas de juego hasta llegar a conocerlos a todos. Buena Suerte!

PARA EMPEZAR

Empiezas en Wispwood con los hechizos MOVE, SERVANT y BANE a tu disposición. Para seleccionar un hechizo, usa Arriba o Abajo para mover el "Scroll". Cuando la flecha indique el hechizo deseado, pulsa el botón de disparo una vez para seleccionarlo, y otra vez para activarlo. Ten en cuenta que es la proyección astral de Maroc la que se aleja —su cuerpo queda atrás. Sugerimos que cojas el Sello de Merlyn, puesto que lo necesitarás más adelante. El Wispwood está habitado por los Wips y los Faunos. Puedes ver las facetas arcade de DRAGONTORC seleccionando BANE, y atacando los Wips, pero cuidado con el nivel de energía. Explora el bosque para coger el hechizo MISIL. Encuentra la piedra y usa el Sello para meterla debajo de ella, y penetrar en las Cavernas Perdidas de Locris. Ataca los esqueletos en las cavernas con Misil, cogiendo unos hechizos por el camino. Cuando hayas terminado con Wispwood y las Cavernas, saldrá un mensaje de Merlyn que te indicará dónde hay que ir.

SUGERENCIAS PARA JUGADORES AVANZADOS

- 1) Dragontorc no es solamente la segunda parte de Avalon, es todo un nuevo mundo. Hay gente y animales con vida propia. Como te las arreglas con ellos es muy importante para tu progreso.
- 2) Ahora puedes seleccionar el hechizo MOVE muy rápidamente, pulsando Derecha o Izquierda mientras estés en la fase "Scroll".
- 3) Otros animales suelen ser poco amigos, y pueden intentar matarte. Tendrás que batirlos. Alguno como los Faunos, no hacen mucho daño. Si comercias con ellos confiarán en ti, y te serán más útiles.
- 4) Los caracteres de los demás personajes cambiarán durante el juego, según como los trates. Puedes llegar a hacer migas con los más peligrosos enemigos, aunque te maten varias veces por el camino.
- 5) Cada círculo de piedras es una zona de exploración separada. Algunos círculos tienen niveles subterráneos que son accesibles por computas, etc.
- 6) Si te matan, vuelves al principio de la zona en la que estés. Los objetos que llevabas se quedan en el sitio donde moristes, aunque es posible que se los lleve alguna criatura antes de que vuelvas tu allí.
- 7) Las líneas Leyline conectan cada area. Marcalas en el mapa según las descubras.
- 8) Tu puntuación se incrementa al descubrir objetos o hechizos, cuando matas enemigos, abres puertas, etc.
- 8) Tomas nota de dos mensajes de Merlyn según aparecen, porque suelen aparecer una sola vez.
- 9) Tu puntuación se incrementa al descubrir objetos o hechizos, cuando matas enemigos, abres puertas, etc.
- 10) Tu rango actual se te concederá postumamente, una vez estés muerto.

INSTRUCCIONES DETALLADAS

Este juego tiene varias características que no habrás visto antes. Aunque te acostumbras rápidamente a ellas, estas instrucciones son necesariamente largas. Si te quedas bloqueado, lee atentamente las secciones correspondientes.

Control Básico: Los controles del Dragontorc son muy sencillos, Arriba, Abajo, Derecha, Izquierda y Disparo. Antes de empezar, deberás elegir entre joystick y teclado. No hay más comandos, salvo que SHIFT P y SHIFT O paran y reanudan el juego, respectivamente. Las teclas SHIFT B y SHIFT L se pueden usar para guardar tu juego y cargarlo de nuevo posteriormente.

Cargando un juego nuevo: Si tienes un joystick, enchúfalo en tu Amstrad.

Pulsa CTRL y la tecla pequeña ENTER a la vez.

Moviendo el Scroll: Cuando esté cargado DRAGONTORC, y las pantallas iniciales completadas, verás una imagen de un claro en un bosque, con un camino hacia la derecha. Maroc está sentado en el centro, y se ve un recuadro en la parte inferior de la pantalla que contiene las palabras MOVE, SERVANT y BANE (estos son hechizos). Una gran flecha apunta al hechizo que se seleccionará al pulsar el botón de disparo. Moviendo el joystick hará que la lista se mueva, despacio primero, luego mas rápido. Para un scroll muy lento, toca levemente el joystick, y el cambio será de un hechizo a la vez. Si tienes muchos hechizos, haz un scroll rápido hasta que veas el hechizo que necesitas. Ajusta hacia arriba o abajo hasta que la flecha apunte a tu elección.

Seleccionar Move: Para moverte, selecciona el hechizo MOVE con la flecha. Pulsa Disparo una vez, y la palabra MOVE aparecerá en la izquierda superior del recuadro: es el hechizo seleccionado. Tres M a la derecha de Move te indicarán que te quedan tres usos de ese hechizo. A la derecha del todo hay un báculo que es el símbolo de MOVE. Debajo de Maroc sale la frase "project thy soul" (Proyección a tu alma), que te da una pista sobre el efecto de MOVE.

Pulsa de nuevo el botón de disparo, y el báculo del recuadro parpadeará. Esto te indica que el hechizo está activado. Si vuelves a pulsar el botón, desactivarás el hechizo, y vuelve el scroll. Hay otra manera urgente de seleccionar MOVE. Desactiva el hechizo que esté en curso, pulsando Disparo y moviéndote a Derecha o Izquierda. MOVE queda inmediatamente seleccionado. Prueba seleccionar y desactivar MOVE por los dos métodos, varias veces. Cuando termines, asegúrate que sigue parpadeando el báculo en la pantalla.

Nivel

Nivel de Energía: En la parte inferior del recuadro hay una llama que muestra la energía que te queda.

Moviendote: Ahora puedes usar el teclado o el joystick para mover al mago MAROC. El mago no puede atravesar árboles, pero si puede bajar por los senderos (marcados con puntos en el suelo) a sitios cercanos. Explora la Selva de Wispwood. Hay objetos mágicos para recoger para lo cual deberás pasar a Maroc por encima de ellos. Debajo de la Selva, están las Cavernas Perdidas de Locris. Cada situación en Locris está separada por una puerta cerrada. Para abrirla. Lleva a Maroc al otro lado. Al principio no será muy facil esta operación, pero enseguida lo cogerás.

Coleccionando Hechizos: Si Maroc coge un objeto mágico, el diablo en la parte superior de la pantalla parpadea. Cuando ocurra esto, apaga el hechizo MOVE pulsando el botón de disparo. Verás que un nuevo hechizo se ha sumado a tu lista. A veces recogerás el duplicado de un hechizo que ya tengas, con lo que la lista no variará, pero tendrás mas turnos de uso.

El Hechizo Servant: El hechizo SERVANT te da control sobre un sprite que puede recoger objetos, dárteles a tí, o a otros personajes, cogerte cosas del bolso, tirar objetos, etc. Se le mueve con el teclado, o el joystick. No puede soltar un objeto a menos que se la "apague", sacándole de la parte inferior de la pantalla, o salvo que Maroc u otra persona tome el objeto. El nombre del objeto aparece en el recuadro. El saco a la espalda de MAROC puede contener varios objetos. Cuando hayas coleccionado unos cuantos objetos con el hechizo SERVANT, y los hayas metido en el saco, encuentra un lugar tranquilo, y experimenta sacar y volver a meter cosas en el saco. Cuando saques algo del saco, no dejes que se acerque MAROC, o te lo quitará.

Explorando Dragontorc: En tu camino encontrarás gente amiga, y otra muy poco amiga. Si te atacan, te robaran energía. Puedes atacarles con un hechizo o con un objeto, salir corriendo, escapar por una línea Leyline; asustarles; o hacerte amigo de ellos. Pueden tener objetos que darte, o pueden robar objetos en tu zona. Puede ser que quieran hacer un trato contigo.

Dragontorc es muy completo. Hay mas de 250 habitaciones, claros de bosque, cuevas, criptas y círculos de piedra que explorar, conectados por las Leylines. Al igual que en una aventura normal, tendrás que hacer las cosas en un orden correcto para poder seguir adelante. Aquí te damos unas pistas para ayudarte.

* Casi todos los objetos importantes tienen un color distinto del de la zona donde se encuentran.

* Algunas salidas están cerradas a llave y tendrás que encontrar la llave.

* Algunas salidas son invisibles hasta que no resuelvas un problema.

* Hay algunos hechizos y objetos que te ayudarán a mantener tu energía según progresas por el juego.

* Merlyn te dará instrucciones cada vez que pueda. Esto será normalmente cuando encuentres un objeto con energía, permitiéndole transmitirte sus pensamientos. Sus instrucciones aparecerán en el recuadro. Apuntatelas, ya que normalmente no volverán a aparecer.

Haciendo un mapa: Si quieres parar para hacer un mapa, o por cualquier otra razón, pulsa SHIFT P para parar el juego, y SHIFT O para reanudarlo.

Cada círculo de piedras es una zona distinta a explorar. Se puede hacer un mapa para cada una. Algunas zonas tienen niveles subterráneos que ocupan mayor extensión en la superficie, obligando al uso de dos mapas.

Leylines: Al ir descubriendo estas líneas, márcalas en el mapa de Gran Bretaña.

Nombre del Hechizo: En la parte superior del recuadro está el nombre del hechizo, que te da idea de para qué sirve, y el número de fichas mágicas. Esta parte del recuadro se transforma en el nombre de la sala subterránea a la que has llegado, cada vez que cambies de habitación.

Fichas Mágicas: El número de fichas indica cuantas veces mas puedes usar el hechizo. Cuando hay tres fichas, quedan tres o mas usos. Con dos fichas, quedan dos usos, y cuando queda una ficha, solo queda un uso.

Display de Energía: En la parte inferior del recuadro hay una llamada de lengua de dragón. Esto es un display visual de la energía que te queda. Cuando la llama se empequeñece y desaparece, morirás y volverás al principio de la zona en la que mueres. Se oye un pitido cada vez que ganas o pierdes energía. A mayor pitido más energía.

Hechizos de fondo (por ejemplo BANE): Los hechizos de fondo duran hasta que los apagues. Puedes seleccionar otro hechizo mientras funcione uno de fondo. Por ejemplo, puedes MOVE mientras UNSEEN. El nombre del hechizo de fondo en vigor te aparece en un pequeño recuadro en la parte inferior derecha de la pantalla. La energía que usa este hechizo se te deducirá cada varios segundos. Para pagar un hechizo de estos, vuelve a seleccionarlo y pulsar el botón de disparo.

Hechizos de "Primer Plano" (por ejemplo, ENERGISE): Tienen un efecto instantaneo cuando son activados, luego vuelve a aparecer el recuadro normal.

Hechizos de Cursor (por ejemplo, SERVANT): Estos hechizos muestran algún tipo de objeto mientras están activos y el objeto se puede manipular con el teclado o joystick. Para apagarlos, pulse el botón de disparo, o saca el objeto de la pantalla por el borde inferior.

Hechizos de Misil (por ejemplo, MISIL): Son parecidos a los hechizos de cursor. La energía del hechizo se dispara de Maroc al cursor pulsando el botón de disparo, y se desactiva automáticamente después del disparo. Se puede igualmente desactivar sin disparar, moviendo el curso mas allá del borde inferior de la pantalla.

PUNTUACION

Una puntuación digital se pone al día cada vez que coges hechizos, objetos útiles, matas enemigos, abres puertas, etc. Cada vez que se termina la energía y vuelves al punto de partida, tu rango actual sale indicado, En este juego, Maroc comienza como Mago. Hay ocho rangos, cada uno subdividido en ocho etapas.

ETAPAS	RANGOS	
Aprendiz	Buscador de Cuentos	Mago
Menor	Sabio (Wise one)	Sabio (Sage)
Lesser (Menor)	Guarda-Cuentos	Maestro de cuentas
Educado	Místico	"Warlock"
Maestro	Alquimista	Gran Mago
Jefe	Mago (Mage)	Brujo
Alto	Usador de Magia	Guardián de Cuentos
Supremo	Conjurador	Señor de Cuentos

SALVANDO Y CARGANDO UN VIEJO JUEGO

Pulsando SHIFT P, se congela el juego. Pon una cinta en tu cassette, y pulsa SHIFT S. Una vez salvado, o si hay un error, puedes pulsar SHIFT O para volver a poner en marcha el juego.

Un juego antiguo puede ser cargado así: carga la cassette con el programa DRAGONTORC. Luego pulsa la tecla SHIFT L y carga el cassette con tu partida. Si se detecta un error, o pulsas ESC, el ordenador te ofrece otra posibilidad de cargar tu vieja partida.

The Dragontore of Avalon



Mien sons of Troy did win this land
 There lived a mighty king called Bran.
 He carved a realm from shore to shore,
 Strong in peace and feared in war.
 But all things change. All men must die
 As times and seasons pass us by.
 So he summoned to his side
 The Lords of Lore from far and wide
 And bade them forge for his weak son
 The Dragontore of Avalon.
 With utmost skill ne'er since displayed
 The Dragontore was wrought as bade
 And when Bran's mighty soul did pass
 To dwell within the Isle of Glass
 A powerful force he gave his son:
 The Dragontore of Avalon.
 But power strong is power to heal
 And power same the strength to kill.
 His mortal mind could not restrain
 The Lore of ages in his brain.
 A tyrant king in torment spread
 His bitter reign of fear and dread.
 The supreme lordlord tried in vain
 To seize the torc now Halgars Bane.
 Scattered remnants of the wise
 Did seek to mend the Land's demise.
 Far from the Orient they brought
 The Crystal Gem of Antithought.
 While the King in torment slept
 Into his room the Lore Lords crept.
 When crystal touched, all power gone
 They stole the Lore of Avalon.
 But as they gazed upon the Torc
 The sleeper stirred and then awoke.
 The King's hand reached in action swift
 And grasped the Torc that deadly gift.
 A grim faced warrior drew his blade
 And with a mighty blow he made
 A rift between the hand and arm.
 The Torc fell down amidst alarm.
 The hand with power lit up the gloom
 And crawled in terror from the room.
 Although the Lore Lords searched around
 That living hand was never found.
 The Torc could never be unmade
 Lest all the power of magic fade.
 So from the Dragontore they cast
 Five crowns for sons of Royal caste
 And carefully they did divide
 The realm that each might rule in pride.
 The Torc of Power must ne'er be one –
 The Dragontore of Avalon.



Scenario



Many years have passed since Maroc vanquished the Lord of Chaos and banished him from his earthly realm, freeing the soul entombed within the spell of Avalon Wraithbane. The Rod of Power and the Servant Ring are Maroc's only reminders of this terrible encounter. Long he has wandered, avoiding the affairs of men, living the life of a nomad in the great forests where the old magic still lingers.

The fragile peace of Britain had been threatened by many dark forces ever since the last legions of Rome left to shore up their crumbling empire. Vortigern, Lord of the five Kingdoms of Britain, struggled to hold his Lands united in the face of the onslaught of the barbarian nations who were sweeping across the North Sea from the troubled plains of Europe. In desperation he employed a Saxon army, recruited from the very forces of his enemies, to guard his eastern shores.

For several years the Saxons fiercely defended the British realm, but Morag the Shapeshifter, Witch-Queen of the North, was twisting their hearts, weaving webs of treachery and deceit. At a great feast given by the Saxons for Vortigern and his warrior lords, the hosts turned, and treacherously murdered the king and his followers. The night of the long knives threw the five kingdoms into turmoil, and the Saxons prepared to conquer them each in turn.

Morag the Shape-shifter cared not for Britons or Saxons. Her purpose was to recover the five crowns made for the legendary Dragontore of Avalon, so that she might remake the Lore of Power. She rejoiced when her evil plan succeeded, in giving her the first part, Vortigern's crown, the Crown of Dumnovia.

One night, not long after the night of the long knives, Maroc sat, gazing into the glowing embers of his camp fire, hypnotised by the dancing patterns as the cold night wind fanned the ashes. As he watched a strange numbness overcame him, and he felt touched by some magical presence which faded away as quickly as it had come. He started, thinking he had heard a voice, but no-one emerged from the gloom. He lay down to sleep, but he was restless and could not settle, feeling as if someone or something were trying to break into his consciousness. In the cold hours before the dawn he surrendered to the alien disturbance, packed his sack, and started walking.

For many days and nights he travelled, sleeping and resting little. The giddy alien sensation grew each day. He did not know why or where he was going. He travelled until he came to a clearing deep within a great forest. He sensed power emanating from an old tree stump. It was hollow, filled with the sodden leaves of Autumn. He dug amongst the leaves and his hand touched metal, not cool dead metal, but warm, vibrating steel with the unmistakable energy of magic. He stared at the artifact he had been drawn to and trembled. It was the great seal of Merlyn, last of the Lore Lords, guardian of the Dragon heir.

As he peered into the emblem of the great Dragon, the power passed through his shaking arm, stirring his nerves until it seemed as if he were floating on a bed of warm air. Again he heard a voice. This time it was recognisable, but faint. It was the voice of Merlyn, his old tutor.

"Maroc, at last... you are the only one who can help me... listen..." He told Maroc the terrible deeds of Morag, concluding, "For many years I have been her prisoner." Merlyn's voice was weak, and his last words as it faded to a murmur were, "Seek the Ley Rod..." Maroc could hear only the rustling of the leaves. He shivered suddenly aware of the cold damp air. His knees weakened and he slumped to the ground. As he lay recovering, he wondered what lay before him.



The Lost Realms of the Dragontore

Wymerag

Realm of the Shapeshifter

Wymwood

Citadel of Morag
Witchqueen of the North

Webwood

The Seven Sisters

Lost Kingdom of the Brigan

The Druids last Sanctuary

Stoneways

The Witchwoods

Lost Realm of Dovic

The Greatwood of the West

Torhenge

The Cursed Crypt of the Western Kings lay within

Lost Realm of Dumnovia

The Dragons Teeth

Hidden lies the Sanctuary of Halgor

Wolfwood

Dreamdowns

The ruined Fortress of the Cantii

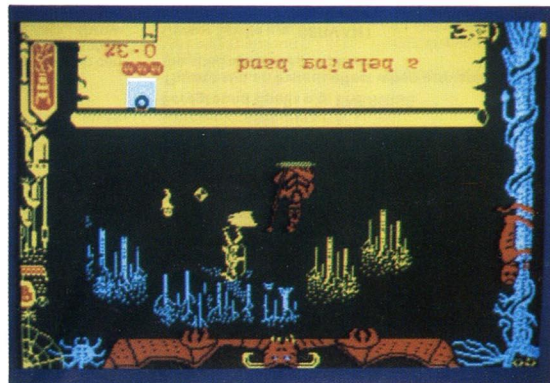
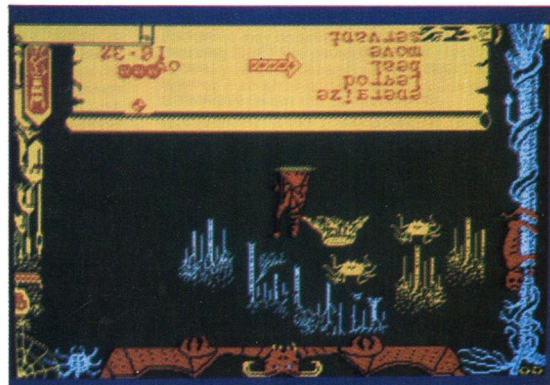
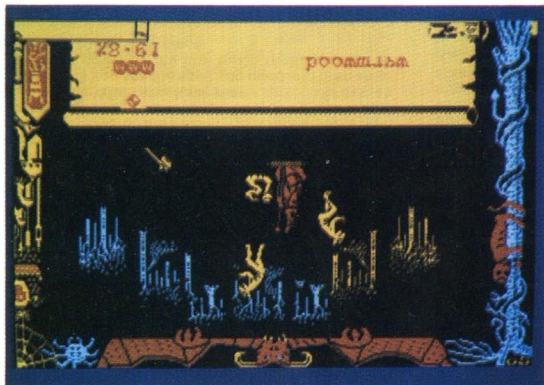
Lost Kingdom of the Cantii

Camulod
Seat of the High King of Old

Trollstones
Hellmouth Caverns

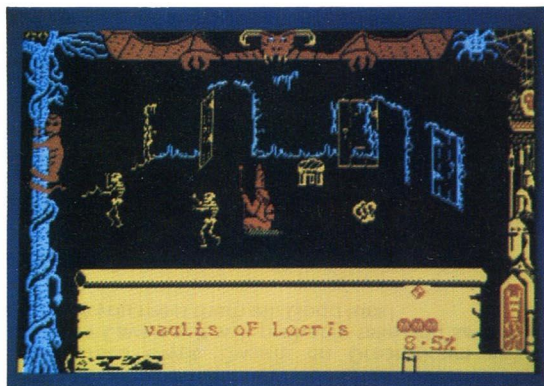
Lost Realm of Troynova

Wishwood forest
where the lost vaults of Locris are hidden



THE DRAGONATORC OF AVALON

by Steve Turner



Maroc the Mage confronts the skeletons in the Vaults of Locris.

Seek out the five crowns of Britain forged from the mystical Dragonatorc and free Merlyn from the evil grip of Morag the Shapeshifter.

Over 80 characters, each with Sensory Animation, living in more than 200 locations with myriads of objects to help or hinder you.

For the Amstrad CPC464
and for the Amstrad CPC664
(with cassette player and
suitable leads).



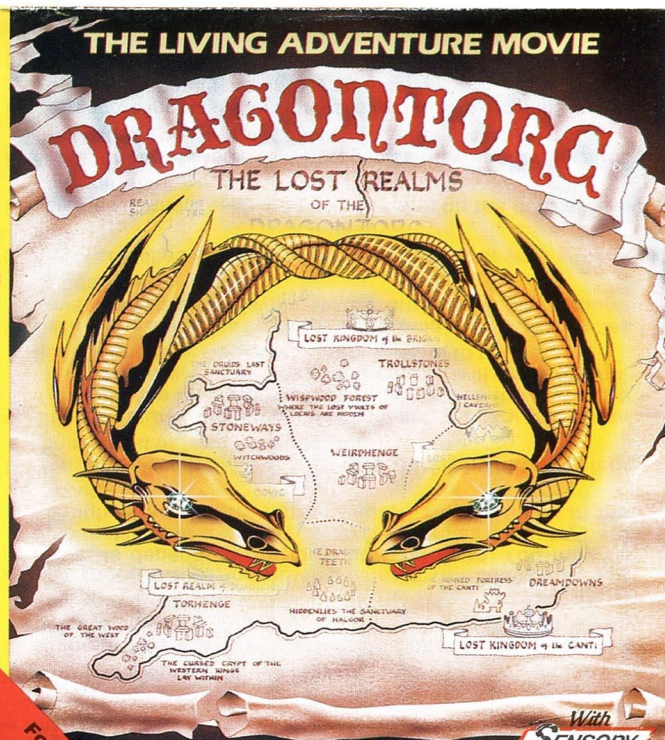
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For the Amstrad CPC 464 and CPC 664



For the Amstrad
and CPC 464
and CPC 664



With
SENSORY
ANIMATION



HEWSON CONSULTANTS

The Dragontorc of Avalon

for the Amstrad CPC464 and CPC664

INTRODUCTION

Welcome to the World of Adventure Movies. If you are familiar with the Amstrad Computer then load the game and start playing. You will probably soon master the keyboard/joystick controls but if you have difficulty refer to the relevant section of the Detailed Instructions.

DRAGONTORC is inhabited by a cascade of people and creatures for you to meet and match – Werewolves in Wolfwood, Wraiths in the Cursed Crypt, Dwarfs on Dreamdown and Bats in Hellsmouth Caverns. It will probably take you several hours of play before you meet them all. Good luck!

Hints to Get You Started

You start off in Wispwood with the spells MOVE, SERVANT and BANE at your command. To select a spell use Up or Down to wind the scroll. When the arrow indicates the spell you need, press Fire once to select it and a second time to activate it.

Notice that it is Maroc’s astral projection which moves away – his body is left behind. We suggest that you take the Seal of Merlyn (use SERVANT) because you’ll need it later on. The Wispwood is inhabited by Wisps and Elves. You can sample the arcade style features of Dragontorc by selecting BANE and attacking the Wisps but be careful of your energy level.

Explore the wood to collect the MISSILE spell, the sickle, the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with MISSILE – collecting further spells as you go. When you have completed Wispwood and the Vaults you’ll get a message from Merlyn telling you where to go next.

Hints for Experienced Games Players

- 1) Dragontorc is a whole new world of experience. There are peoples and creatures who have lives of their own. How you deal with them is crucial to your progress.
- 2) The characters of the other creatures will change as you progress depending on how you treat them. You may be able to win over the most dastardly enemies if you try hard enough – but you may get killed off several times in the process.
- 3) You can select the MOVE spell very quickly by hitting Left or Right whilst in “scroll” mode.
- 4) Other creatures are often unfriendly and may try to kill you. You will have to overpower them. Some, like the Elves, are fairly harmless. If you trade with them you will win their confidence and they will become more useful to you.
- 5) Each stone circle is a separate explorable area. Some circles have underground levels which are accessible through trapdoors etc.
- 6) If you are killed you return to the beginning of your current area.
- 7) Leylines connect each area – mark them on the map as you discover them.
- 8) Make a note of Merlyn’s messages as they appear because they usually only appear once.
- 9) Your score increases as you discover objects or spells, when you defeat enemies or unlock doors etc.
- 10) Your current rank is displayed posthumously when you are killed.

DETAILED INSTRUCTIONS

This game has a number of features that you may not have previously encountered and though you will quickly become accustomed to them, these detailed instructions are necessarily lengthy. If you get stuck you are advised to read the relevant instructions carefully.

Basic Control

The controls for Dragontorc are very straightforward – Up, Down, Left, Right and Fire. You are asked to select your keyboard/joystick preference before the game begins.

No other commands are necessary during play although SHIFT P and SHIFT O pause and unpause the game respectively and SHIFT S and SHIFT L can be used to save the current position and load it at a later date.

Loading a New Game

If you have a joystick plug it into the socket at the rear of your Amstrad. Place the cassette in the player, rewind if necessary and press the Play button. Press CTRL and the small ENTER key at the same time. Wait a few minutes for the game to load and follow the instructions displayed on the screen.

Winding the Scroll

When Dragontorc has loaded and the initial screens are completed you will be presented with a view of a forest clearing with a pathway on the right hand side. Maroc sits cross-legged in the centre and a large scroll is displayed at the bottom of the screen on which the words MOVE, SERVANT and BANE are written (these are spells). A large arrow points to the spell which will be selected when the ‘fire’ button is pressed. Moving the joystick up or down scrolls the list of spells slowly at first, then quickly. To scroll very slowly, just repeatedly touch the joystick up or down and the scroll will move one position at a time. When you have many spells it is best to fast scroll until you see the spell you need and then stop. Adjust up or down by the one touch method until the arrow points to the right place.

Selecting the MOVE spell

To move, first align the MOVE spell with the arrow. Press the Fire button once and the scroll changes to display MOVE in the top left of the scroll – this is the spell you have selected. Three M’s to the right of MOVE tell you you have three or more uses of the spell left. On the far right is a staff – this is the carrier of the MOVE spell and you will notice that Maroc is carrying a staff in his right hand. Underneath is the phrase ‘project thy soul’ which is a clue to the effect of the MOVE spell.

Press the Fire button again and the staff on the scroll will flash. This tells you that the MOVE spell is now activated. Pressing the Fire button again de-activates the spell and the scroll returns.

There is a second, emergency, method for selecting MOVE. Deselect your current spell by pressing Fire and hit Left or Right. Move is selected immediately.

Try selecting and deselecting MOVE by either method a few times. When you have finished make sure the staff on the scroll is flashing.

Energy Level

Across the bottom of the scroll is a flame. This is a display of the energy you have left. The longer the flame the more your energy.

Moving Around

You can use the keyboard or joystick (depending on which was originally selected) to move the wizard around. Notice the wizard cannot pass through the trees but he can move down the gravel paths (represented by dots on the “ground”) to an adjacent location.

Explore the Wispwood Forest. There are magic items for you to collect by moving Maroc so that he passes over them. You will encounter Wisps and Elves as you move around.

Below the Forest are the Lost Vaults of Locris. Each location in the Lost Vaults is separated by a door. To open the door take Maroc (the wizard) up to the door knob and the door will open. Now take Maroc through the door. This operation will take a little practice but you will soon master it.

Collecting Spells

If Maroc collects a magic item the demon at the top of the screen flashes. When this occurs, turn off the MOVE spell by pressing the Fire button. You will usually see that a new spell has been added to your Spell List. Sometimes you will collect a duplicate of a spell which you already have in which case your Spell List will be unchanged. However you will now be able to use the spell more times. For example if you collect more than one copy of the MISSILE spell you will be able to fire it more times before it becomes exhausted.

The SERVANT Spell

The SERVANT spell gives you control of a sprite who can pick objects up, give them to you or to other characters by way of trade, take things from your sack, throw objects, hit things with objects, etc. He is moved with the control keys or joystick. He cannot release an object unless he is switched off by moving him off the bottom of the screen, or unless Maroc or someone else takes the object. The name of the object appears on the scroll.

The sack on Maroc’s back can hold a small number of objects. When you have collected a few objects using the SERVANT and placed them in the sack, find a quiet place and experiment taking things from the sack and replacing them. When taking an object from the sack steer it away from Maroc or he will take it back again. You will be able to use the SERVANT to look through the objects in the sack by moving the sprite to and from the sack.

Exploring Dragontorc

As you move about you will encounter various people and creatures, some friendly who may help you, some unfriendly and dangerous. If they attack you they will drain your energy. You can deal with them by attacking with a spell or object, running away and escaping through a leyline, frightening them, or making friends with them. They may have objects to give you or they may steal objects from the place you are in. You may be able to trade with them.

Dragontorc is very complex. There are over 250 rooms, forest clearings, caves, crypts and stone circles to explore, connected by magical leylines. Just like an ordinary adventure you must do the correct sequence of things to progress in the game. Here are some clues to help you:

- * Many significant objects are coloured differently from the location in which they are found.
- * Some exits are locked and you must find the key.
- * Some exits are invisible until you solve a problem.
- * There are some spells and objects to help you maintain your energy as you penetrate deeper, and also to return you close to your previous position if you are destroyed.
- * Merlyn will give you instructions whenever he can. This will usually be when you find an artifact with energy – enabling him to transmit his thoughts to you. His instructions will appear on the scroll and you will need to write them down as they may only appear once.

Making a Map

If you wish to pause to make a map or for any other reason press the SHIFT P key to pause the game and the SHIFT O to unpause it.

Each stone circle on the map is the location of a separate explorable area. A separate map can be made for each area. Some areas have underground levels that overlap the ground level requiring two maps. As you discover leylines mark them in on the map of Britain.

Spell Display

At the top of the spell display is the spell name which is a clue to the spell’s use, and a number of magic tokens. This part of the scroll is replaced by the name of the area whenever you arrive at somewhere new.

Magic Tokens

The number of tokens indicates how many more times the spell may be used. When there are three tokens, the spell may be used three or more times more. When only two tokens appear it warns that you can only use the spell twice more. On the spell’s last use, one token is displayed.

Background Spells e.g. BANE

Background spells when activated last until you switch them off. You are allowed to select another spell while these spells are running, for instance, you can MOVE whilst UNSEEN. When activated, the spell list is displayed. The background spell name, shown on the small scroll on the bottom right of the screen, reminds you that you have a background spell running. Energy used by the spell will be deducted every few seconds. To turn background spells off, reselect the spell and press Fire.

Foreground Spells e.g. ENERGISE

These have an instant effect when activated after which the spell scroll is redisplayed.

Cursor Spells e.g. SERVANT

These display some form of object whilst active and the object can be directed with the keyboard controls or joystick. To switch the spell off, press Fire or move the object off the bottom of the screen.

Missile Spells e.g. “MISSILE”

These are rather like cursor spells. The spell energy is fired from Maroc to the cursor by pressing Fire and switches off automatically after firing. The spell may also be switched off without firing by moving the cursor off the bottom of the screen.

Scoring

A digital score is updated every time you acquire spells, useful objects, defeat enemies, unlock doors etc. Each time your energy is depleted and you return to the first clearing your current rank is displayed. In this game Maroc starts as a Magician. There are eight ranks he can master, each divided into eight stages:

STAGES	RANKS
Apprentice	Magician
Minor	Sage
Lesser	Lore Master
Learned	Warlock
Master	Wizard
Chief	Sorcerer
High	Guardian of Lore
Supreme	Lore Lord

You start the game as an Apprentice Magician. It is not possible to go down a rank in this game.

Saving and Loading the Current Position

The game may be saved in its current state at any time by pressing SHIFT P to pause the game, placing a blank cassette in your recorder and pressing SHIFT S. On completion, or if an error is detected or ESC is pressed, press SHIFT O to restart the game.

A previously saved position can be reloaded by first loading the original “Dragontorc” cassette and then pressing SHIFT L and loading the cassette on which you saved your previous game. If an error is detected or ESC is pressed then the game resets for you to try again.

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Hewson Consultants Ltd
Hewson House
56B Milton Trading Estate
Milton
ABINGDON
Oxon. OX14 4RX.