

DRAGONWORLD

This chronicles my quest to save the Last Dragon. The journey was dangerous and long, yet I met many good people, and the memories will linger. I love Simbala as if it were my home. Yet evil persists there. I fear that someday I will have to leave Fandora and journey there once again. Perhaps these notes will be of value then.

AMSEL

Notes on the Journey to Simbala

LOADING INSTRUCTIONS

IBM PC®:

1. Insert DOS 2.0 or 2.1 into Drive A and turn on computer and monitor.
2. When the A> appears, remove DOS and replace with Dragonworld disk A.
3. Type **Autoexec** and press **Return**. The game will load. Type **G** to begin game, **D** for a demonstration.

Apple®:

1. Insert Dragonworld disk side A into Drive 1 and turn on computer and monitor. The game will load. Type **G** to begin game, **D** for a demonstration.

Commodore 64™:

1. Turn on disk drive, monitor/TV, and computer (Commodore 128 users hold down the commodore key while turning on the computer).
2. Insert Dragonworld side A into disk drive.
3. Type **LOAD"DISK"**, **8** and press **Return**. When the **READY** prompt appears, type **RUN**. The game will load. Type **G** to begin game, **D** for a demonstration.

Learning New Features: Before anything else, enter **NEWDATA**. This allows you to see descriptions of any features which were changed after these notes were written.

Selecting the Means of Following the Quest: Choose whether to have pictures. If no selection is made, pictures will be provided automatically. Enter **PICTURESOFF** for text only, or **PICTURESON** for pictures with text. This feature may be changed at anytime during the quest.

Before you Begin the Quest: Consult "The Language of Simbala." Also, four special commands are important as you embark on your journey. See below.

CREATE

1. Enter **CREATE** and press **Return**. Follow screen instructions. **BEWARE:** The program will erase any contents of a disk being formatted as a Save Disk.
2. When the disk drive light goes off, the Save Disk should be removed, and the game disk re-inserted.

SAVE

Use this command to save points in the quest to which there may be a need to return.

1. Enter **SAVE** and press **Return**. Follow instructions on the screen.
2. Select the number of the next available position, or rename a position that was used earlier. Name the present point in the quest (up to ten characters). Then remove the Save Disk, re-insert the game disk and resume the quest.

RESTORE

Use this command to return to a point in the quest previously saved.

First, when an unfinished quest is to be resumed:

1. Load the program as usual and enter RESTORE. Follow instructions on the screen.
2. Select a quest point from the list. The program will move to that point, and the quest may be resumed from there.

Second, in the event of a fatal accident:

1. The computer will ask: DO YOU WANT TO PLAY AGAIN? Y or N?
2. Press Y, which will automatically restart the game.
3. Enter RESTORE and follow the same directions as above.

RESTART

Enter RESTART at any time to return to the beginning of the game.

The Language of Simbala

Customs of the Language: Speech should consist of succinct, precise commands. A verb (FEED, SEARCH, TAKE) should always start the command; and a noun, whether a person, place, or a thing (HAWKWIND, BAZAAR, SWORD), should follow the verb. The word THE may be used before a noun (TAKE THE SWORD). Multiple nouns associated with the same verb should be separated from each other by a comma or and, such as:

TAKE THE AXE AND THE SWORD.

TAKE THE AXE, THE SWORD, AND THE BOX.

TAKE AXE, SWORD, BOX

It is not necessary to end a command with a period. Several separate actions may be included in one command, but actions must be separated by the word THEN. For example:

TAKE THE BOOK THEN READ THE BOOK

TAKE THE BOOK THEN OPEN THE BOOK THEN READ THE BOOK

OPEN THE BOX AND THE POUCH THEN CLOSE THE DOOR

TAKE ALL will result in all articles being taken. Instructions should be specific and logical. HIT THE NAIL may elicit the response WITH WHAT? Complete the command: HIT THE NAIL WITH THE HAMMER. Be aware that instructions for complicated tasks should be entered in a logical order. For instance, you cannot set sail in a boat without the command UNTIE ROPE. Likewise, if you enter UNTIE BOAT before ENTER BOAT, the boat will drift away, leaving you on the shore. Also, if it is necessary to BOARD THE RAFT, be sure to GET OFF RAFT before trying to explore new surroundings. Commands should not be over two typed lines in length. If longer commands are needed, separate commands into logical sequence and press Return between them.

Errant Speech: Commands that make no sense in Simbala (if they appear impossible, employ objects not at hand, or if terms not from the vocabulary list) will elicit a response advising you to think again. If this happens, try a different phrase.

Conversing with Friends and Strangers: To speak to another person or creature in DRAGONWORLD, simply enter TALK TO<name> or ASK<name>, as in:

TALK TO ALYN

ASK ALYN.

If a person speaks, respond to them by entering the remark as any other command would be entered: SAY NO. Quotation marks are not needed. A new acquaintance may have valuable information, and might ask "What do you want to know?"

Begin answer with ASK<name> ABOUT. Name the topic of choice. If Hawkwind's help is needed, enter ASK HAWKWIND or TALK TO HAWKWIND.

Replenishing Funds: With the list of possessions, a tally will appear of money left to be spent. If you need money, try searching for money hidden by thieves, or speak to the Money Lender at the bazaar.

Investigating the Surroundings: Move about in Simbala by entering directions as full sentences (GO NORTH, GO DOWN), specific directions (SOUTH), or abbreviations (SW, NE, W, E,). UP and DOWN may be abbreviated U and D, respectively. Should the surroundings need to be explored, enter SURR or LOOK (L). A description of the environment will appear. Drawing a map can be useful.

Possessions: To obtain a complete list of possessions - money, weapons, provisions - enter INVENTORY (I). Study the list and inspect unfamiliar possessions closely. For a description of any item, enter INSPECT<item> or EXAMINE<item>.

The Dragonpearl and Other Special Powers: Five times only, in the course of a quest may the Dragonpearl be invoked. This Dragonpearl is an opalescent stone which contains the memories and perceptions of the Last Dragon and those that came before him. The holder of Dragonpearl possesses great power. Use this power wisely. Enter DP to use the Dragonpearl. The quest will be resumed in a different, safer place. Also, seek Hawkwind at his home; his counsel will be invaluable.

VERBS	Collect	Fix	Laugh	Repay	Swing
Add	Comfort	Flag	Launch	Rescue	Take
Agree	Console	Flame	Leap	Return	Talk
Aid	Construct	Flee	Leave	Reverse	Taste
Answer	Consult	Fly	Lift	Ride	Tell
Apply	Continue	Fold	Light	Ring	Thank
Argue	Cook	Follow	Like	Rope	Throw
Ascend	Count	Free	Loan	Row	Threaten
Ask	Crawl	Gather	Look(L)	Rub	Tie
Assure	Cut	Get	Love	Sail	Topple
Attack	Decipher	Give	Lower	Say	Toss
Bash	Descend	Go	Make	Scramble	Touch
Be	Destroy	Greet	Mount	See	Try
Bend	Dig	Guard	Move	Send	Turn
Bide	Disembark	Hack	Offer	Set	Unfasten
Bite	Dismount	Hang	Open	Shatter	Unfold
Blow	Dive	Help	Order	Shout	Unfurl
Board	Don	Hit	Paddle	Show	Unhook
Borrow	Drag	Hoist	Pass	Signal	Unlock
Break	Drink	Hold	Pay	Sing	Unmoor
Breath	Drop	Hook	Pick	Sit	Untie
Breathe	Eat	Hug	Place	Slide	Use
Bribe	Embrace	Hurt	Play	Smash	Wait
Build	Empty	Hurtle	Pour	Sneeze	Wake
Burn	Enter	Ignite	Prepare	Sound	Walk
Buy	Escape	Insert	Present	Soothe	Want

Call	Examine,Ex	Inspect	Pry	Speak	Wave
Calm	Exit	Inventory,Inv	Pull	Spread	Wear
Carry	Explore	Invoke	Purchase	Sprinkle	Wet
Catch	Extinguish	Join	Push	Stab	Wish
Chase	Fandora	Jump	Put	Stand	Yell
Choose	Fasten	Kallus	Raise	Start	
Chop	Fear	Kill	Read	Steal	
Claw	Feed	Kiss	Reassure	Stir	
Climb	Fight	Knock	Refuse	Strike	
Close	Fill	Land	Release	Surr	
	Fish	Lash	Remove	Swim	
	Fit	Lasso	Repair		

NOUNS	Bush(es)	Diamond	Gag	Jade	Mirror(s)
Alchemist	Cage	Dinghy	Garrison	Jewel(s)	Moat
Alembic	Cape	Doctor	Garrote	Jocana	Monarch
Alyn	Castle	Door	Gates	Kandesh	Money
Amber	Cauldron	Doorway	Gems	Key	Moneylender
Arm	Cenotaph	Dragon	Girl	Kiln	Monkey
Armor	Chain	Dragonbane	Glass	Knocker	Monster
Armorer	Chamber	Dragonmount	Graffiti	Kuln	Mooncrystal
Arrows	Chest	Dragonpearl,DP	Groom	Ladder	Mosaic
Art	Chute	Dragonsblood	Grunting	Lava	Music
Artist	City	Dragonscale	Guard	Leaves	Name
Artwork	Cloak(s)	Dragonsea	Hammer	Library	Noises
Ashes	Coldrake	Dragonstones	Hand	Light	Oar(s)
Assassin(s,s)	Conch	Drinks	Hawk	Liver	Ocean
Axe	Cover	Duke	Hawkwind	Loan	Ointment
Back	Cowl(s)	Elixir	Hello	Lock	Opening
Bar(s)	Crack	Encyclopedia	Help	Logs	Paddle
Bartender	Craft	Ephrion	Her	Magnifier	Painting
Beach	Crypt	Fingers	Him	Man(Men)	Palace
Bear	Crystal	Fire	Hole	Map	
Beggar	Cupola	Fireplace	Hook	Mast	
Bell(s)	Cure	Flame	Horn	Maze	
Belongings	Cushion	Floor	Horse	Meal	
Bench	Dagger	Flute	Instrument(s)	Menu	
Blackstar	Danger	Food	Inventory	Mine	
Board	Dazikar	Forest	Island		
Boat	Dealer	Fork,Tuning	Islet		
Book(s)	Depths	Furnace	Ivory		

Boulder
Box(es)
Branch
Brazier
Break
Breaths
Bribe
Bricks
Brush

Passage	Sentry(ies)	Tanna	Window	Silken
Pate	Sergeant	Tasran	Windriders	Skeleton
Pattern	Shaft	Thalos	Windship	Sleeping
Payment	Shell	Thief	Wine	Sloping
People	Ship	Thieves	Wineskin	Small
Philosopher(s)	Shore	Things	Wolf(s)	Smashed
Physician	Skeleton	Throne	Woman(Women)	S&D(abbreviation for Song & Dance)
Picture	Skiff	Time	Wood	Steep
Piece(s)	Skylight	Titanium	Xylophone	Then
Pit	Smoke	Tooth		Thin
Place	Song	Topaz		Together
Plank	Soothsayer	Torch	MISC.	Untitled
Plaque	Sound	Tormalion	Again	White
Platform	Soup	Trap	All	Yes
Pod(s)	Spikes	Trapdoor	Along	
Poison	Splint	Tree	And	DIRECTIONS
Pony	Stable	Trunk	Back	Down, d
Possessions	Staircase	Tune	Big	East, E
Pot	Stairs	Tuning Fork	Black	In (side)
Potion	Stairway	Turret	But	North, N
Pouch	Stairwell	Underbrush	Dead	Northeast, NE
Prince	Starsword	Vados	Embossed	Northwest, NW
Quartz	Statue	Vault	Empty	Out
Raft	Steed	Vials	Flat	South, S
Rayan	Stone(s)	Vines	For	Southeast, SE
Ring	Stool	Visor	Gold(en)	Southwest, SW
Rock	Stuff	Volcano	Inside	Through
Room	Stump	Volume	Large	Up, u
Rope(s)	Supplies	Wagon	Little	West, W
Rowboat	Swim	Waiter	Locked	
Saddle	Sword	Wall	Long	
Sail(s)	Table	Warrior	Magnifying	
Salad	Tablet	Water	Marble	
Salve	Tailor	Waterfall	No	
Scale	Talma(s)	Wealdsman	Off	
Sea	Tanglewood	Weeds	Seated	
Seat	Tanium	Wheel		

