



A

*This notebook 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 Jandora
and journey there once again.
Perhaps this notebook
will be of value then.*



Amsel

Notes on the Journey to Simbala

TO COMMENCE DRAGONWORLD
See insert for loading instructions.

Learning of New Features

Before anything else, enter NEWDATA. This will allow one to see descriptions of any features in DRAGONWORLD which were changed after this notebook was written.

Selecting the Means of Following the Quest

1. Enter KEYBOARD in order to use the keyboard. If a joystick is also available, enter JOYSTICK. No selection will cause the program to select the keyboard automatically.

At any point in the game, enter KEYBOARD or JOYSTICK to change from one means to the other.

2. Choose whether or not graphic images of the quest are desired.

If no selection is made, pictures will be provided automatically. Enter PICTURESON if only text is desired, or PICTURESOFF if pictures should appear along with the text.

This feature may be changed at any time during the quest.

Before you Begin the Quest it is now time to begin *DISCOMMENTS*. Consult the following pages on "The Language of Symbols." Also, four special commands are important as you embark on your journey.

The first command: CREATE

Use the **CREATE** command to create a Save Disk. If danger appears imminent, the Save Disk will let you "restore" to that point in your quest if you have previously saved it onto the Save Disk (see "Save").

To create your Save Disk:

1. Enter **CREATE** and press **RETURN**. Follow all instructions on the screen.
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. The mission can continue.

The second command: 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 reuse 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.

The third command: 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 the 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.

The fourth command: RESTART

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



The Language of Simbala

Customs of the Language

Speech while in Simbala should consist of succinct, precise commands. A verb (FEED, SEARCH, TAKE) should always start the command; and a noun, whether a person, a place, or a thing (GIANNWIND, 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 means of a comma or and, such as:

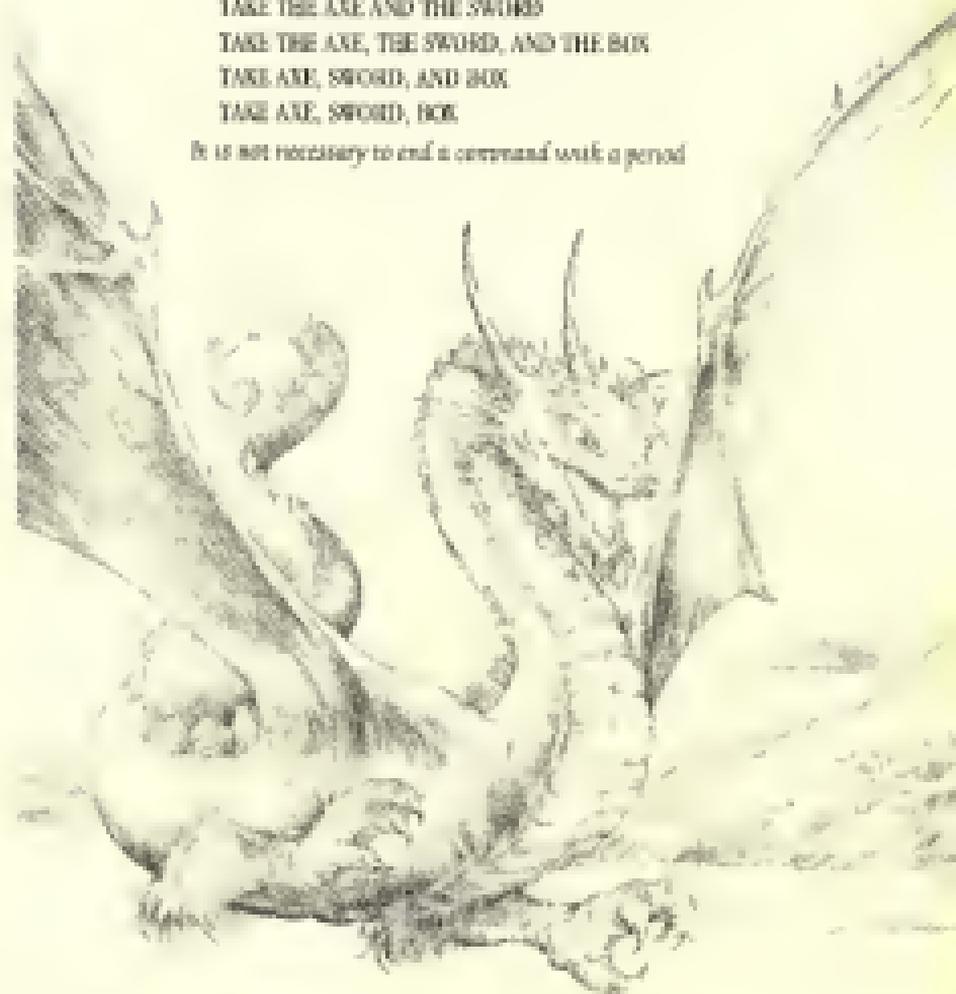
TAKE THE AXE AND THE SWORD

TAKE THE AXE, THE SWORD, AND THE BOX

TAKE AXE, SWORD, AND 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, one cannot set sail in a boat without the

command **UNTIE ROPE**. Likewise, if one exits **UNTIE BOAT** before

ENTER BOAT, the boat will certainly drift away, leaving the traveler

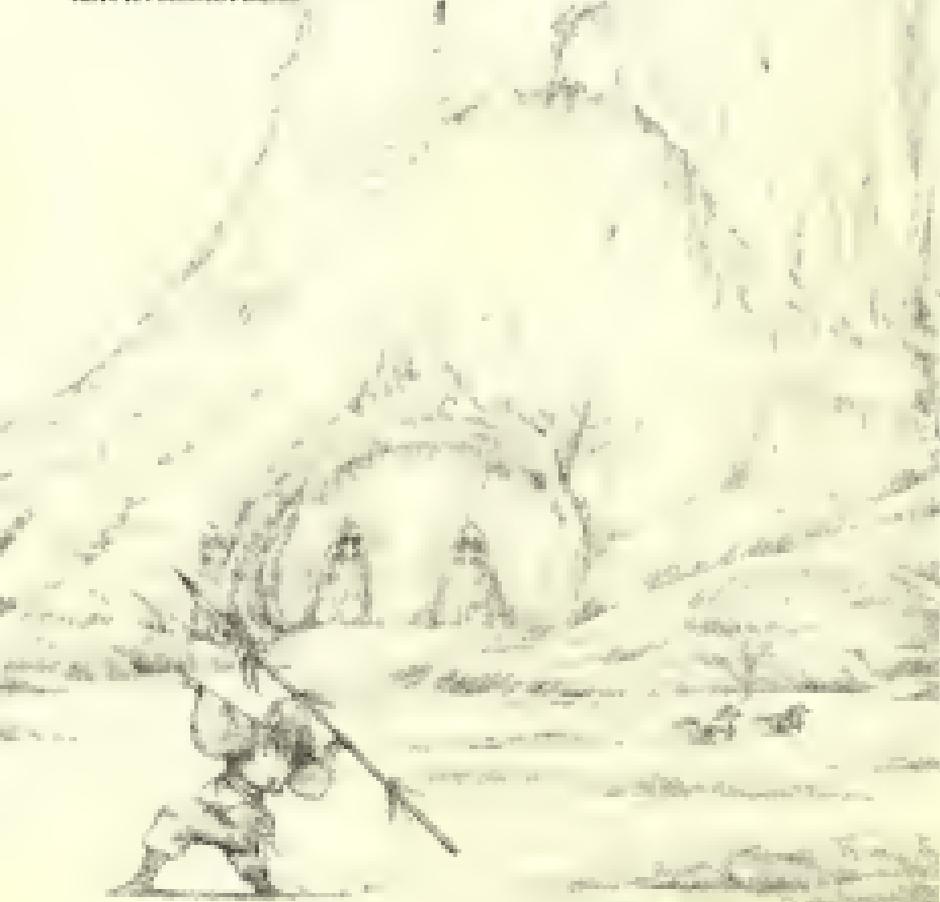
on the shore. Also, if it is necessary to **BOARD THE RAFT**, be sure to

GET OFF RAFT before trying to explore new surroundings.

Commands should not be over two typed lines in length. If longer com-

mands 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, if they employ objects not at hand, if terms are foreign or of another land—will elicit a response advising the adventurer to think again. Upon such a response, a different phrase should be tried.

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 or creature speaks, respond to them by entering the remark as any other command would be entered. Say NO if it is not necessary to add quotation marks ("NO").

A new acquaintance might have information that would be of value, and might ask "What do you want to know?" Answer with a statement that begins with ASK (name) ABOUT. Name the topic of choice.

Finally, when the help of Hawkwind is needed, enter ASK HAWKWIND or TALK TO HAWKWIND.

Replenishing Funds

There will also appear, with the list of possessions, a tally of the money remaining to be spent. If funds are depleted, consider visiting the Gaming House in the Bazaar, where the game of Dragonstones (described in the section named ACTION) may be played for tables, the coin of the realm. The game may be played as often and for as long as desired.

I nvestigating 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, and so forth). 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. For further details about any given item, enter EXAMINE (name of item) or INSPECT (name of item).

Keep at hand the implements for map-making, in case there is risk of losing the way.

P ossessions

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 chosen item, enter INSPECT (item) or EXAMINE (item) as above.

T he Dragonpearl and Other Special Powers

Five times in the course of a quest—and only five times—the Dragonpearl may be invoked. This Dragonpearl is a magnificent apocryphal stone which contains the memories and perceptions of the Last Dragon and those that come before him. The holder of the Dragonpearl possesses great power. Use this power wisely. Enter DP when the aid of the Dragonpearl is sought. The quest will be resumed in a different, safer place.

Also, seek Hanzoveral at his home early in the quest; his counsel will be invaluable.

Wordlist

VERBS

Add	Collect	Exit	Enough	Repay	Swing
Agree	Comfort	Flag	Lantern	Recover	Talk
Ask	Console	Flame	Leap	Returns	Talk
Answer	Construct	Flax	Leave	Reverse	Teach
Apply	Consume	Fly	Left	Refract	Tell
Argue	Cook	Follow	Light	Ring	Thank
Ascend	Count	Free	Like	Rope	Throw
Ask	Cover	Gather	Loan	Rose	Threaten
Assure	Cut	Get	Look (L)	Sail	Tie
Attack	Decipher	Give	Love	Sail	Toggle
Bath	Descend	Go	Lover	Say	Visit
Be	Deserve	Grow	Make	Scramble	Watch
Beat	Dig	Guard	Maintain	See	Wry
Beck	Disembark	Hack	Mine	Send	Tion
Beet	Disengage	Hang	Offer	Set	Unfasten
Blow	Disinfect	Help	Open	Shower	Unfold
Board	Disturb	Hit	Order	Shout	Unfold
Borrow	Drag	Hoist	Partle	Show	Unhook
Break	Drain	Hold	Pass	Signal	Unlock
Breath	Drop	Hook	Pay	Sing	Unswear
Breathe	Eat	Hang	Pack	Sit	Unite
Bride	Endorse	Hurt	Place	Sleek	Use
Build	Empty	Hurtle	Play	Smooth	Wash
Burn	Enter	Ignite	Pour	Smear	Wash
Buy	Escape	Insert	Prepare	Sound	Wash
Call	Examine, Etc	Inspect	Present	Soothe	Wash
Call	List	Inventory, Inv. I	Dry	Speak	Wash
Copy	Explore	Invite	Push	Spread	Wash
Catch	Entreaty	Join	Purchase	Sprinkle	Wash
Chase	Evade	Jump	Push	Suit	Wash
Choose	Fasten	Kallan	Put	Suit	Tell
Chop	Fear	Kill	Raise	Start	
Clear	Feed	Kiss	Read	Start	
Climb	Fight	Kneel	Reassemble	Star	
Close	Fill	Lend	Refuse	Scribe	
	Flak	Leaf	Release	Saw	
	Pa	Leave	Remove	Swim	
			Repair		

Wordlist

Passage	Sentry(ies)	Tense	Wander	Soften
Pat	Serious	Tense	Wanderer	Softness
Pattern	Shag	Thick	Wandering	Sleeping
Payment	Shell	Thief	Wax	Sleeping
People	Ship	Thieve	Whisker	Small
Philosopher(s)	Shore	Things	Wool(s)	Smashed
Physician	Shower	Throw	Woman (Womans)	At/2 (abbreviations for Song & Lines)
Pizza	Shy	Time	Wood	Stop
Place(s)	Skyline	Transient	Xylophone	Stop
Plat	Snake	Teach		Thin
Plant	Song	Teach		Thin
Plank	Sooty	Teach	MISC.	Together
Plaque	Sound	Teach	Agony	Unfold
Plaster	Soup	Teach	All	White
Pod(s)	Spies	Teach	Along	Yes
Poison	Sphere	Teach	Are	
Pony	Stable	Teach	Back	
Procedures	Staircase	Teach	Bag	DIRECTIONS
Put	Stain	Teach	Black	Down, d
Rails	Stairway	Teach	Box	East, E
Rash	Stairwell	Teach	Deal	In (side)
Reach	Stairwood	Teach	Embossed	North, N
Quartz	Stair	Teach	Empty	Northeast, NE
Raft	Seed	Teach	Flat	Northwest, NW
Rayon	Seed(s)	Teach	For	Out
Ring	Seed	Teach	Gold(s)	South, S
Risk	Seaf	Teach	Island	Southeast, SE
Room	Scump	Teach	Large	Southern, SW
Rope(s)	Supplier	Teach	Lark	Through
Roughout	Swan	Teach	Lashed	Up, u
Saddle	Swart	Teach	Long	West, W
Sail(s)	Talk	Teach	Migrating	
Sailed	Talk	Teach	Mute	
Salt	Talk	Teach	No	
Scale	Talk(s)	Teach	Off	
Sea	Tanglewood	Teach	Sealed	
Sea	Thruway	Teach		

Notes to Aid the Quest

Inn	BUUY		
Woodshop	UCPS		
Sawmp	PGH		
Thief	JRMURPY		
Kids	YRFD		
Arms	DM DHCSE		
City	YRFD		
Dark Cell	WCT		
Alchemist	PCBI MRRJPTDAN UGFBAB		
Tutor	I JBANO		
Tavern	XGF HUB		
Physician	LAF LDFOJGAB		
Armory	XNRL CHRP.		
Concept	URPT		
Densbridge	ANN JBANO		
Meeting Hall	YRFD		
Leaf Cell	LDONKORLDANO	OTRUB	
Strong Room	CKRP	Bayan Clearing	GATDP
Ridge Maze	AKRCL	Waterfall	HMJNO
Mosaic	XJAP	Wells	JNCHX
Treasury	CKRP	Leve	PCBI
Bottom of Lake	PMGO	Wheel	YGPB
Island	LNQYD	Capsle	CKRP
Alter	OTNCHRP.		
Dragon	DAF "GAPTESOO LLSAFO YDS LRSAM"		
Library	XPAT EUP YRFB JHJBNLJCA		

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 3 4 / ' * 2
 A N I H D Y H J G C V P M L S R X O E K I S 9 B T S E W Q Z * 2

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