

QUEST *for* GLORY

DRAGON FIRE™

SIERRA FX

DEVELOPED BY
YOSEMITE™
Entertainment



Designed and Developed by



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QUEST for GLORY

DRAGON FIRE

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Uninstall

PC

If you want to uninstall *Dragon Fire*, click on the Uninstall button in Sierra Utilities located in the Start Menu. All *Dragon Fire* game files and related icons will be removed. DirectX and QuickTime will remain untouched.

Mac

If you want to uninstall *Dragon Fire*, delete the *Quest For Glory V* folder.

Running the Game

PC

If you have autoplay enabled, you can insert the Game CD into the CD-ROM drive. Click the Run button on the *Dragon Fire* screen to play.

If you do not have autoplay, insert the Game CD into your CD-ROM drive. From the Windows 95/98 Start button, click on Programs, click on Sierra, and then click on *Dragon Fire*.

If you created a shortcut on your desktop during installation, you may run the game by clicking on the *Dragon Fire* icon on your desktop. If you didn't create a shortcut during the installation process, you can make one by first right-clicking on the desktop. From the window, click on New, then Shortcut. When asked for a file name, select Browse. Search your hard drive for the file Qfg5.exe (in c:\Sierra\Qfg5 by default). Click on Next, name the shortcut, then Finish. Double-click on the *Dragon Fire* shortcut to start the game.

Mac

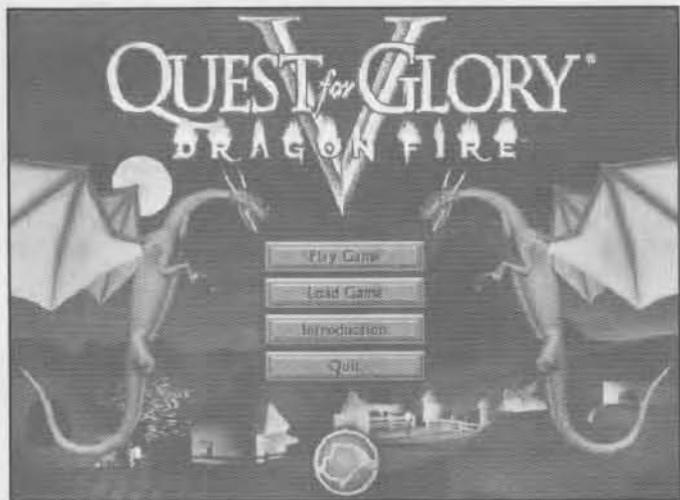
Insert the *Dragon Fire* Game CD into your CD-ROM drive. Open the game folder and double-click on QFG5 to begin the game.

Performance

If your game seems to be running slowly, try any of the following:

1. Make sure that no other programs are running while you are playing *Dragon Fire*. The more memory available, the faster the game will run.
2. Hit the Escape key to go into the Controls panel. Set the Detail level to Minimum to disable some of the processor intensive special effects and speed up the game.
3. Use the Backslash key (\) to turn on the Interface border in the gaming window. You can also adjust screen size in the Controls Panel.
4. Make sure your computer meets the minimum performance standards listed on the box. If it doesn't, you may need to upgrade.

STARTING THE GAME



Quest for Glory V: Dragon Fire is an Action-Adventure Role-Playing Game (RPG). You'll find real-time combat, story, character development, and intriguing situations in this game. However, unlike most RPGs, the character class you choose to play will affect the story and game play.

When you first start a game, you are given a choice of five buttons: Play Game, Load Game, Introduction, Quit, and Credits (the Yosemite Entertainment Logo).

Play Game

The Play Game button begins a solo game, initializing with the Character Creation screen (see Creating Your Character).

Load Game

Load Game brings up the menu to restore a previously saved game. Select the save game you wish to resume playing.

Introduction

Click here to watch the opening movie.

Quit

Click here to end the game and return to your desktop.

Credits (Yosemite Entertainment Logo)

Dragon Fire took the efforts of many talented individuals. Click here to see the game credits.

CREATING YOUR CHARACTER

Dragon Fire allows you to select and customize your Hero. You can play as a Fighter, Wizard, or Thief. You can also import a Paladin character from a previous *Quest for Glory* game or use the default Paladin we've provided. Each Character Class has default Ability and Skill settings. Select the character you want to play based on these inherent strengths and weaknesses. Depending on your character choice, game play will vary. Non player characters will treat your Hero differently and his goals for winning will change because of his personality type.

Character Creation Screen



The Character Creation Screen allows you to select the Hero's Character Class and modify his statistics. Choose the type of Hero you want to play by clicking on the right and left arrows under his rotating image.



Fighter

Dragon Fire gives the action-oriented Fighter the chance to do what he does best. This character has higher Strength and Vitality than the Wizard or Thief. He can choose from a wide selection of weapons, armor, and combat styles. His abilities and equipment must stand him in good stead as he combats a multitude of monsters and foes. To play for the adrenaline rush, the Fighter is the Hero to choose.



Wizard

The Wizard is the most versatile of the three Character Classes. The Wizard has a wide range of spells, some defensive, some offensive, and some general purpose. Depending on your style, the Wizard can be a warrior magic user, using armor, weapons, and spells to destroy opponents, or a life mage, seeking to restore the harmony and peace of the world through creative spell use.

Wizards have higher Intelligence and Magic skills than any other Hero. They also have greater access to spells than others who merely dabble in magic. If you want to master the arcane arts, select the Wizard.



Thief

The Thief Character Class is one reason why *Dragon Fire* stands apart from the RPG crowd. While other characters unselfishly attempt to make the world a better place for everyone, the Thief acts to make sure it's a better place for yours truly. Though still a Hero, a good Thief knows how to commit crimes and not get caught. The Thief will find opportunities aplenty within the city of Silmaria, most of them profitable.

Thieves rely on their Agility and Stealth skills. Combat is best avoided by dodging enemies with clever maneuvers. Though good at finding places to hide, when cornered, the Thief is also skilled at throwing daggers. Choose the Thief if you want to use cunning and craftiness to keep your Hero out of trouble.



Paladin

The Paladin character can be played by importing a Paladin previously saved during another *Quest for Glory* game. You can become a Paladin in the second game (*Trial by Fire*) or the third game (*Wages of War*). In these games, the Paladin is a Character Class created when a Hero performs noble acts and deeds of valor. Paladins can lose as well as gain skills, because dishonorable acts strip the Paladin of his abilities.

As a special bonus, a saved Paladin character is included in the Imports folder so that everyone can enjoy playing this valiant character.

Import Button

You can import saved characters from other *Quest for Glory* games into *Dragon Fire*. To import a character, move the saved character file into the Imports folder in your main *Quest for Glory* directory (C:\Sierra\Qfg5 by default on a PC, or in the *Quest for Glory V* folder on a Mac). Click on the Import button in the lower left corner of the Character Creation Screen. Double-click on a .sav file, and your saved character will appear on the screen. Adjust his statistics and then launch the game.

MODIFYING YOUR HERO



Skills. Points are initially allocated to these Abilities and Skills depending on the character type.

There are five Abilities listed in the Character Creation Screen: Strength, Intelligence, Agility, Vitality, and Luck. There are nine Skills: Magic, Swimming, Offense, Defense, Climbing, Acrobatics, Throwing, Stealth, and Lock Picking.

Some character types have the opportunity to learn skills during game play, but you can give your Hero an advantage by distributing extra points before you begin to play. The box in the center of the screen contains the extra points you can disburse to alter your Hero's statistics. It takes 100 skill points to teach your character a new skill. Note that a skill will not improve unless your character has learned the skill first.

To increase the points for any Ability or Skill, click on the associated name or number to highlight it. Click on the up arrow or use the up arrow key to add points ten at a time. If you choose to add points to an ability or skill with no value, you must commit at least 100 points to gain the minimum skill level. Note that the amount is deducted from the available extra points. In the same way, you can click the down arrow or use the down arrow key to deduct points. However, you cannot decrease a value lower than the character's initial statistic. Nor can you increase any value above 400.

Once you have allocated all the available skill points, you can name your Hero. Click the Play button and the game will begin.

Abilities

Strength

The Strength of your character affects many aspects of the game. Strength determines carrying capacity, limiting the number of inventory items you can carry at one time. Strength also increases the damage inflicted in combat. Certain obstacles in the game require great strength to overcome, such as a door that needs to be bashed down. Strength and Vitality are factored together to determine your character's Health Points.

Once you have chosen the type of Hero you want to play, you can modify that character to suit yourself. You might want a Fighter with some magic spells or perhaps you think your Wizard could use some Stealth. It's your choice.

A character's success with any action depends upon his related Abilities and

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Intelligence

Intelligence is the primary ability for the Wizard. It takes concentration, cleverness, and quick thinking to cast a spell. Intelligence determines a wizard's overall magical ability and contributes to the amount of Mana points available to cast spells. Intelligence is also important for combat. A stupid fighter will never be as effective as a smart fighter.

Agility

Agility is the combination of dexterity, grace, and quick reflexes. It governs all activities in which a Thief excels. Agility and Vitality are factored together to determine Stamina. Agility also helps determine your Hero's accuracy with a weapon.

Vitality

Vitality determines the health of your character. A high Vitality means your Hero is able to endure more combat damage without being incapacitated. It also means that your Hero is able to perform more actions without getting tired. In addition, your Hero will heal faster with a higher Vitality.

Luck

Luck is the Ability that affects almost every aspect of the game. It factors into combat, sneakiness, and many different Thief Skills. A lucky Hero usually has a lucky game.

Skills

Magic

Magic is the Wizard's primary skill. The Magic skill governs the effectiveness of a spell, as well as the number of spells a character can cast at one time. It combines with your character's Intelligence to generate Mana Points.

Swimming

Swimming is a useful skill when you're staying on an island. However, your Hero also needs to learn to hold his breath, or he won't last long under water. A Hero should probably avoid combat while swimming, unless he can breathe water.

Offense

The Offense skill plays an important role in determining your character's accuracy and the amount of damage done with a weapon. Specifically, weapon accuracy is determined by the Offense in conjunction with a weighted average of Agility, Strength, Intelligence, and Luck, in that order. Damage

is calculated by the base damage value of a given weapon factored in with your character's Offense averaged with his Strength.

Defense

Defense measures your character's ability to avoid taking damage in combat. It determines how successful your Hero will be when blocking an attack or trying to dodge. There are some monsters in the game that can almost kill with a successful blow, so a high Defense can save your Hero's life.

Climbing

Climbing is a very useful skill for the Thief. If guards are numerous, it's best to avoid them. A good rope and grapnel used with a high Climbing skill can frequently keep your Thief from facing combat.

Acrobatics

The Acrobatics skill is useful if you want your Thief to appear talented and elegant. Whether it's a death-defying tightrope walk across a chasm or a nifty martial arts move, a high Acrobatics skill can augment the Thief's repertoire of tricks.

Throwing

Throwing is a useful skill for both Thieves and Fighters. You'll find many throwable things during the course of this game. Throwing a few spears at an opponent is an effective way to soften him up before your Fighter closes in. Accurately thrown knives can polish off a monster before it gets close enough to inflict any damage to your Thief.

Stealth

A successful Thief needs a high Stealth skill. You can't pick pockets or knock people out unless you can sneak up to them. Noisy Thieves tend to inhabit the city's jail, assuming they survive their capture.

Lock Picking

It's hard to be a successful burglar without some skill at picking locks and disarming traps. Every Thief should work to improve his Lock Picking skill.

****Pickpocket***

The Pickpocket skill is not initially listed on the Character Creation Screen, but it does appear in the Character Screen accessible during game play. Your Hero can learn Pickpocket skills by joining the Thieves' Guild and purchasing the pickpocket knife.

Derived Stats

Health

Health points measure how much damage your Hero can take before dying. Health is determined by Strength and Vitality.

Stamina

Stamina points determine the amount of energy your Hero has to expend. Exercise, combat, and spell casting use Stamina points. When your character runs out of Stamina, he will start losing Health points. Stamina is determined by Agility and Vitality.

Mana

Mana points determine how many spells your Hero can cast. Spells cost a variable amount of Mana points depending upon their power and versatility. Mana is determined by Intelligence and Magic. Mana points decrease whenever your Hero casts a spell.

Honor

All characters have Honor to some measure. Honor is the sum of all the good that a player does in the game. Honor increases with acts of kindness and heroism. Honor decreases with cruel or illegal activity. High Honor is the measure of a true Hero. Low Honor is indicative of a skilled Thief.

INTERFACE BORDER

The Interface border can be displayed on slower machines to increase the speed of the action. You can toggle between Border On and Full Screen with the backslash key (\) or by changing this setting in the Controls panel. Full Screen compresses the interface features along the bottom of the screen.



The Interface Border has the following elements, identified from the upper left corner in a clockwise direction. For additional information about these features, see the detailed explanations below.



Status Bars

The colored bars under or beside your Hero's portrait indicate current Health, Stamina, and Mana levels.



Character Screen

Click on your Hero's portrait to display the Character Screen.



Compass

The compass shows the direction your Hero is facing. The compass will not appear automatically in full-screen mode. Use the T hot key to toggle the compass on and off or change the setting in the Controls panel.



Latch

The Latch accesses the Inventory, Equipment, and Spells Screens.



Eye Icon

Click on the Eye icon to look at objects in the game field.



Hand Icon

Click on the Hand icon to interact with the game field.

Information Field

The Information field displays information messages and the text translation of the dialogue.

This is a very tempting door for anyone of a dishonest nature. Who knows what treasures lie beyond?

Belt Field

The Belt field gives you instant access to inventory items and spells. To instantly use an item or cast a spell, press the corresponding number key (1-9). During game play, you can also rest the cursor on an icon to bring up a pop-up label.



Character Screen



The Character Screen displays important information about your Hero. It allows you to check your score or rest and restore your Health, Stamina and Mana. Since *Dragon Fire* is a "practice makes perfect" game, and certain items affect your abilities, any changes to your basic statistics are displayed on the

Character Screen. Improved statistics appear in green, decreased statistics display in red. Unchanged point totals appear in black.

Time

The Time field displays the current game day and time. Placing the cursor on this field will bring up text describing your character's present state.

Options

The options key brings up a window with a wide range of selections. See the Options Panel section on page 19 for details.

Rest

The Rest button will only be visible when the situation is safe for your character to rest. Click on the button for the option to give your Hero an hour's rest to regain his stamina. If there is the opportunity to sleep, you will be given that option also. Sleep restores Mana and Health at a greater rate.

Score

Dragon Fire is a game with many goals and many ways to play. Thus we have a variety of scoring methods.

◆ Experience Points

Experience Points measure all the skills your Hero has practiced and improved upon during the course of the game.



◆ Puzzle Points

Puzzle Points keep track of all the puzzles you have solved and deeds you have done in the game. A Fighter gains points for fighting different monsters while a Paladin gains points for resolving situations peacefully. All characters can attain a Puzzle Point score of 1000. In addition, your Hero may earn bonus points for performing extra actions.

◆ Total Score

The Total Score is a combination of the Puzzle Points and Experience Points.

◆ High Score

The High Score is the best score of all your completed games. It allows you to compare your current score to your all-time top score.

◆ Deeds

The Deeds box lists all the tasks you have accomplished in the current game. Click on the Score button again to return to the Score Screen.

◆ Done

Click on the Done button to return to the game.

Latch

Inventory



Click on the Latch or hit the I hot key to bring up the Inventory Screen showing all the items your Hero is carrying. To get information about an object in your possession, place the cursor on it for a second to reveal the name, quantity, and weight of that item. Click on the item to see a close-up picture in the box to the left. Additional information appears below the box.

To place items in the Belt field, simply click on an object and drag it down to the Belt field at the bottom of the screen. The item will move into position when you release the mouse button.

In order to combine items or have items interact, select the primary item by clicking on it. The item will display in the box. Then click and drag a second item over to the box. For example, if you select your torch and then click and drag the tinderbox onto the torch's close-up picture, the torch will light.

The method for combining items also allows your hero to cast the Zap Spell on a weapon. With the Zap Spell in the Belt field, select a weapon to enchant by clicking on it in the Inventory Screen. Then drag the Zap Spell over the box to enchant that weapon.

A gauge on the left edge of the screen indicates the amount of weight you are carrying. The greater the Strength, the more things your character can carry. When you are overloaded, you use Stamina at a faster rate.

Equipment



The Equipment Screen is accessed from the Inventory Screen or by hitting the E hot key. This screen allows you to manipulate the items your Hero is wearing and wielding. It also shows how your character's statistics are affected by various items. All available items that can be equipped will be displayed on this screen.

To equip your Hero with an item on this screen, simply drag the item over to the image of your character. The item will appear on the left side of the screen. If it is large enough, the equipped item will also be visible on your Hero's image.

To use a weapon in hand-to-hand combat, you must equip your Hero with it. Otherwise, you will fight unarmed.

To throw something, click on the throwing item in the Belt field, then click on your target with the target cursor.

When an equipped item alters a character's statistics, the relevant statistics will change color. If the change increases a stat, the stat will turn green. If the change decreases a stat, the stat will turn red. Thus, equipping your Hero with Chain Mail improves your Armor Class, but restricts and reduces your Agility. The Armor Class is the relative amount of protection your character will gain from wearing a particular piece of armor.

To unequip an object, simply drag the item from the left side of the screen to the right side, or replace it with a similar item.

Spells



Access the Spell Screen by clicking on the Spell button in your Inventory Screen, or hit the S hot key. If your Hero has magical skills, the available spells will be displayed. Place the cursor on a spell for a second to bring up a text description. Click on the spell to see a close-up picture in the box to the left. Additional information appears below the box. Click and drag spells down into the Hero's Belt field at the bottom of the screen to make them available for instant casting.

Exit

Click here to exit the current screen and return to the game.

Hand/Eye Icon



The Hand/Eye icon toggles between moving and looking. When the Eye appears, your Hero can look around and identify what he's seeing. Click the Eye cursor on an object in the screen, and a text message will pop up in the Information Field.

The Hand icon allows your character to move and interact with objects in the playing field. Click the Hand cursor and your Hero will usually move to where you clicked.

If you click the Hand cursor on a specific object, the game will do what is most appropriate. For example, if you click the Hand on an unlocked door, your character will open the door and enter the room beyond. If the door is locked, your character will move over to the door, and access a message box allowing options such as "Unlock," "Examine," or "Knock" to appear.

If you click the Hand cursor on another character in the screen, you will be able to talk to or buy things from that person.

If you're playing *Dragon Fire* on a PC, you can right-click the mouse to toggle between the Hand and Eye cursor. On the Mac, this can be done by holding down the command key when you click the mouse button.

Information Field



The Information field is a text box at the top of the screen. It is used in several ways. If your Hero looks at something with the Eye cursor, its description will appear in the box. You can also read the text transcription of a speaker's dialogue in this field.

Dialogue text advances automatically once the speaker has spoken. To speed up the process, click on the talker, or the Information Field to advance to the next message. You can also press the space bar to advance text.

Belt Field

The Belt field provides quick access to frequently used items and spells. To use an item or cast a spell in the game, drag an icon from the Inventory or Spells window down into the Hero's Belt field at the bottom of the screen. Note that items will continue to appear in both places.

Select an item by clicking the cursor on that object in the Belt field. (Click again to deselect.) You will see the object attached to the cursor. When you click the cursor on the screen, the selected item is used at that location. Thus, clicking on a key in the Belt field and then clicking on a door will use the key on the door. If it's the right key, the door will open. Selecting armor or weapons from the Belt field, then clicking them on your Hero's image on the screen will equip your character with that item.

Double-click on an item in the Belt field to access an options window that allows you to equip, unequip, or drop an item that is worn or wielded. (Note that you won't be allowed to drop an item if it would be difficult to find or pick up again.) If you double-click on a spell, you will be able to cast that spell from the options window. To instantly use an item or cast a spell, press the corresponding number key (1-9).

Movement

You can control your Hero's movement with either the keyboard or the mouse. These commands are the same on a PC or a Mac.

Keyboard Moves

- ❖ Holding down the Up Arrow moves your Hero forward. Pressing the Shift key at the same time will cause your Hero to run.
- ❖ The Right and Left Arrows turn your Hero.
- ❖ The Down Arrow walks your Hero backwards.
- ❖ The Page Up or A key allows your Hero to swim or levitate upwards.
- ❖ The Page Down or Z key allows your Hero to swim or levitate downwards.

Mouse Moves

Click your cursor on the Hand icon to show the Hand cursor. Click on a position on the screen with the cursor and your character will attempt to move to that point. Double-click on a place on the screen and your character will run to that point.

OPTIONS PANEL



The Escape Key brings up a window with a wide range of options: Load Game, Save Game, Controls, Keyboard, Manual, Credits, Play, and Quit. See the sections below for details.

Load Game



Click on the Load Game button to reload and play a saved game. Note that you will lose your current game if you pursue this course of action without saving it first.

Save Game



One rule of combat-oriented RPGs is to save early and often. Your Hero will frequently find himself in a serious situation, one that he may not survive. You can avoid the tragedy of destruction by careful play, but sometimes the monster may be a little faster than you expected. Thus, we let you save the game whenever you desire. Another good use of the Save

Game feature is to save at your favorite places so you can show them to your friends.

It's possible that occasionally the game will become so exciting that you forget to save. Imagine that your Hero has the upper hand in a thrilling battle when unexpectedly, the monster wins. You suddenly realize that you last saved hours ago. Or maybe there's a power outage and the screen goes

blank. At times like these, even grown gamers have been known to break into tears and scream.

Fortunately, *Dragon Fire* wants you to have fun, not frustration. Whenever you enter a dangerous situation, the game will automatically save for you at that point. If you die, you will be given the option to restore the auto save game to replay through the dangerous situation once more. You'll still want to save your game at strategic points and whenever you quit out of your gaming session. However, it's nice to know that the Auto Save is there in case you need it.

Controls



The Controls button brings up a Controls panel that allows you to adjust the game to suit yourself.

Game Difficulty

The Difficulty level determines how tough puzzles and combat will be. If you love combat and really want those monsters to roll, set the game to the hardest setting. On the other hand, if you feel bloodthirsty monsters will interfere with your gaming pleasure, set the control all the way to the left to decrease the number and toughness of the monsters, and add more hints and clues for the puzzles.

Dialogue Volume

The Dialogue Volume slider bar adjusts the volume of the voices.

Sound Effects Volume

The Sound Effects Volume slider bar adjusts the volume of the sound effects.

Music Volume

The Music Volume slider bar adjusts the volume of the music and room ambiance.

Detail

The Detail level is initially set to Normal by default. If you think your game is running too slowly, you can adjust the slider to the left to speed things up.

Minimum detail will disable some of the processor intensive effects. Slide the pointer to Maximum to increase the quality of the background graphics.

Screen Size

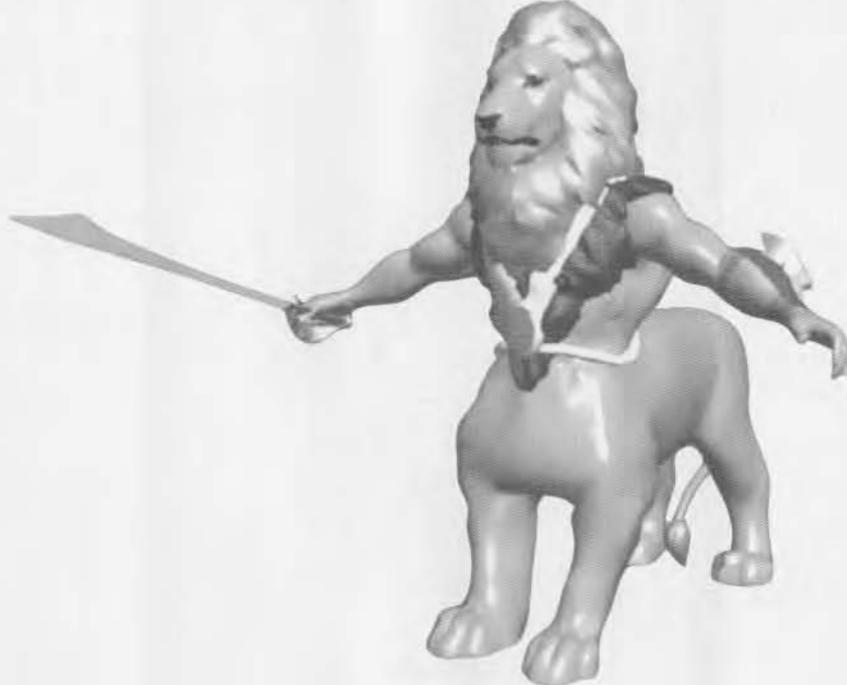
Select the Full Screen option to compress the interface features along the bottom of the screen. Select the Bordered Window option to increase the speed on slower machines.

Default Movement

Choose between the Walk or Run option for your Hero's default movement.

Show Compass

Show Compass allows you to always display the compass with a time field in the upper right corner in full screen mode.

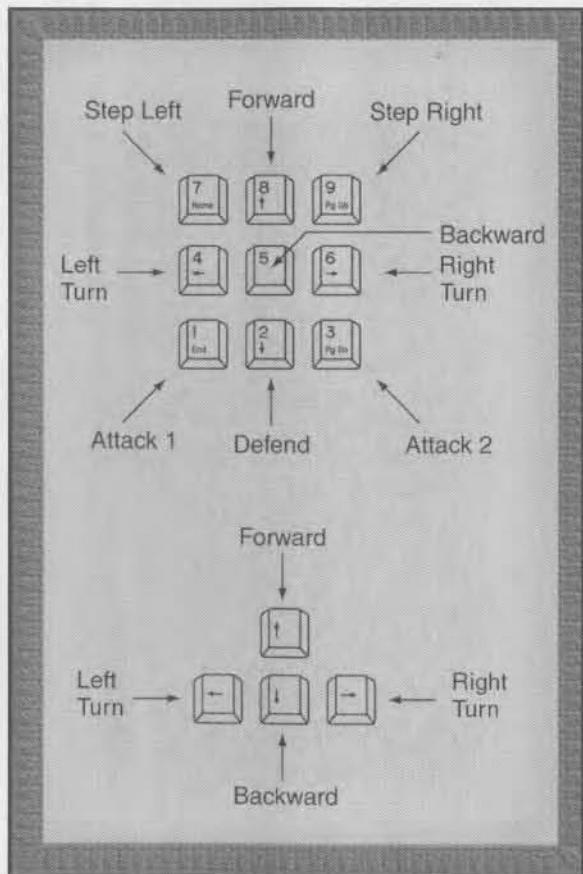


Keyboard



The Keyboard button allows you to configure the keyboard to match your playing style. If you are accustomed to using certain keys for specific actions in other games, you can modify the *Dragon Fire* keyboard settings to match. Simply select an entry field, hit enter and press the key you wish to use.

Hot Keys



Inventory Selection	1 - 9 (Belt Position)	
Swim or Levitate Upward	A	Page Up
Swim or Levitate Downward	Z	Page Down
Attack 1	F	Pad 1
Attack 2	G	Pad 3
Defend	D	Pad 2
Sneak	K	
Inventory Screen	I	Pad 0
Equipment Screen	E	
Spells Screen	S	
Character Screen	C	Pad .
Change Screen Size	\	
Toggle Compass	T	
Pick Up Item	P	
Advance Dialogue	Space Bar	
Run Modifier	Shift	
Movement Modifier (Sidestep and Up/Down)	Ctrl	

Manual

The Manual button brings up the on-line manual, a condensed guide to the interface and other information. It's a great help if you misplace this book, or if you need to find out something in a hurry.

Credits

Click on the Credits button to view a list of all the people who made *Dragon Fire* possible.

Play

The Play button returns you to the game.

Quit

The Quit button gives you the option of restarting the game, returning to the game in progress, or ending the current game.

COMBAT

A Hero is needed in Silmaria, so you have been summoned to a land of ever-growing danger. Monsters roam the islands and entire villages have been abandoned. Diverse monsters require a wide variety of combat styles and strategies.

Dragon Fire monsters have complex artificial intelligence. Some monsters are more aggressive, some are stupid, and some can cast spells. Most will move around during combat, attempting to hit you and avoid being killed. Therefore, maneuvering in combat is of the utmost importance.

Cursor Combat

If you are equipped with a weapon, clicking Do upon a monster will cause you to attack with that weapon. Be forewarned that if you are not equipped with a weapon, clicking Do upon a monster will cause you to attack bare-handed.

If you have a three-button mouse, the middle button will defend.

To throw something in combat, select the item to be thrown from the Belt field, then click on your target with the target cursor.

To cast an offensive spell, click on the spell, then click on your target with the target cursor.

Underwater Combat



The rules for combat change when the battle takes place underwater. Your favorite weapon might not work. The best weapon for underwater combat is the Trident, a three-pronged spear. Spears and daggers work quite well, too. All other weapons are virtually useless while you are swimming. In addition, you cannot swim with a shield on your arm, so your defenses will be weaker.

As for spells... well, some spells really should not be cast underwater. Lightning Ball is definitely not recommended for underwater use (it's not U.L. aproved). However, the Force Bolt is an excellent underwater spell and the Frost Bite spell can be very effective against numerous opponents.

MAGIC



Dragon Fire is a fantasy, and magic is very much a part of the world. There are creatures that cast spells and others that are inherently magical. The Wizard is a powerful character who can cast a multitude of magical spells. Even a novice Wizard has many spells at his command. A character who is not a Wizard but who has the Magic skill will have fewer available spells. Spells

can be purchased from the Magic Shop or found in various areas of the world. Wizards cannot cast magic while wielding any weapon other than a dagger or magic staff, or when using a shield. Heavy armor greatly restricts the flow of magic, so a Wizard is advised against casting spells while wearing armor. The Wizard compensates for these restrictions with powerful defensive spells.

Mana Points

Mana points determine how many spells a Wizard can cast without resting to recover. Mana points are a combination of the Magic skill and Intelligence. Practicing magic increases your skill, and thus your Mana points. You can regain Mana points by resting or by taking a Mana potion.

Casting Spells

Spells are cast by first placing selected spells on your Belt field. Either click on the spell and then click on a target, or double-click on the spell and select Cast from the menu. You cannot cast a spell when you do not have enough Mana points.

Spell Skills

Your Spell skill determines the power, duration, and range of the spell. The more you practice with a given spell, the more effective you will become with that spell.

General Spells



Detect Magic

Use Detect Magic to reveal any magic or spells active in the area.



Fetch

Fetch creates a magical beam used to retrieve a small item at a distance.



First Aid

The First Aid spell heals the Hero or an ally. The amount of healing performed is determined by your Hero's skill with the spell.



Juggling Lights

Juggling Lights makes a display of light which will partially illuminate an area. It is good for dark places.



Levitate

Levitate allows your Hero to float up and down. Lateral movement is not allowed. While levitating, he cannot perform any other actions. Levitate has a continuous Mana cost. When your character runs out of Mana, he drops to the ground. Adjust your Hero's altitude with the Page Up and Page Down arrow keys (or A and Z keys, respectively).



Open

The Open spell magically unlocks and opens the typical door, chest, or closed object, setting off any traps in the process.



RIP

Rest in Peace, a.k.a. DND (Do Not Disturb). This spell is useful when your Hero tries to sleep in the wilderness. It simply means that your character will have no encounters until he has had eight hours of sleep.



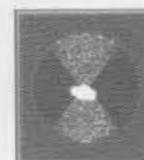
Shrink

Use the Shrink spell on an opponent to shrink him to half his normal size. A shrunken foe will do half the damage he normally does. He'll also think twice about attacking and might beat a hasty retreat instead.



Summon Staff

The Summon Staff spell appears in the Spell Screen as soon as your Wizard creates a Magical Staff. Cast the spell to make the Staff appear in the Wizard's hand. A Magical Staff has one-half as many Mana points as your Hero has when the Staff is summoned. If you cast other spells with the Staff in hand, the spells will use the Staff's Mana points. When the Staff runs out of Mana points, it will vanish. You must summon the Staff in order to use it again.



Trigger

The Trigger spell activates a preset spell such as a Teleport. It can also activate a magical trap.

Pre-Combat Spells



Augment

Augment temporarily increases your character's Spell skill for a specified spell. Cast Augment on an offensive spell to inflict more damage. Cast Augment on a defensive spell to increase the duration of its effect. To charge a spell in combat, cast the Augment spell, then click on your Hero. The next spell you cast will be Augmented. The amount of extra damage depends on your character's skill with Augment.



Calm

The Calm spell causes all undamaged characters and creatures nearby to relax and not attack until either the spell expires or ego attacks the creature.



Dazzle

Dazzle is a flash of light that temporarily blinds all monsters who see the spell being cast. They may swing wildly and try to attack, but they won't be able to see your Hero. The Dazzle effect does not last as long as the Calm spell.



Fascination

The Fascination spell creates a series of spinning lights that attracts unintelligent monsters. When the spell ends, the lights explode, inflicting minor damage upon anything nearby.



Hide

Casting the Hide spell makes the Hero invisible as long as he stays in one place. Although you can cast other spells without becoming visible, monsters can sometimes figure out your location by seeing where the spells come from. The Hide spell turns off while you're moving or performing any other action.



Zap

The Zap spell works like an Augment spell for combat by temporarily adding a magical charge to a specified weapon. When a Zapped weapon makes contact with a monster, the spell discharges, doing additional damage. Zap may be cast in or out of combat. To charge your equipped weapon, select the Zap spell from the Belt field, and click on your character. To charge other weapons before combat, go into the Inventory Screen and select a weapon by clicking on it. Then change to the Spell Screen and drag the Zap spell over on top of the weapon.

Defensive Spells



Aura

Casting the Aura spell protects against special Undead powers such as Stamina and Health drains. Your Hero will be unaffected by the drains during this spell's duration, but he can still be hurt by the monster's attacks and spells.



Protection

The Protection spell acts as a sort of magical armor, reducing by half the damage inflicted from any physical attack.



Resistance

Resistance reduces damage inflicted upon your Hero from element-based attacks such as Fire, Lightning, and Cold. In addition it provides some protection from Frost Bite, Flame Dart, Lightning Ball, and Dragon Fire. Resistance also lessens the damage done by Dragon Breath and natural heat sources.



Reversal

Reversal causes offensive spells cast by an enemy to bounce back and damage the attacker. The spell does not affect Frost Bite, Dragon Fire, or other area-affected spells such as Calm or Dazzle. It is effective against basic attack spells such as Flame Darts, Lightning Ball, and Force Bolt.

Offensive Spells



Boom

The Boom spell creates a magical skull that explodes when something approaches within ten feet of the skull.



Dragon Fire

Dragon Fire is a visually stunning spell that creates the image of a dragon in midair. Though it does a great deal of damage, the Dragon Fire spell is also a significant drain of Mana. No other spell can be cast while the dragon is forming.



Flame Dart

Flame Dart is the Hero's primary spell. It is the most cost effective of the offensive spells, but there are many creatures who are resistant to fire damage. This spell does not work under water.



Force Bolt

The Force Bolt spell does not do as much damage as Flame Dart or Lightning Ball, but it does do some physical damage. It will also bounce off things and can sometimes be used to hit targets by ricochet.



Frost Bite

The Frost Bite spell blasts frosty air, damaging everything in its path. Because it affects an entire area, it is effective against groups of hostiles as well as fire-based creatures.



Lightning Ball

The Lightning Ball spell is more costly than Flame Dart in terms of Mana, but it will affect creatures that are resistant to flame. This spell is definitely not recommended for underwater use, since it will electrocute anyone nearby, including the caster.



Thermonuclear Blast

Casting the Thermonuclear Blast spell causes major destruction within a ten mile radius. Nothing living survives. This includes your character, but at least your Hero will go out with a bang!



Whirlwind

The Whirlwind spell is cast on a monster, causing it to spin around in place for the duration of the spell. There is some damage inflicted by this spell, but it is primarily used to trap an opponent.

THIEF BELIEFS



The Thief is definitely the most subtle and complex of the three characters you can choose to play. There are many things for a Thief to do in *Dragon Fire* in addition to winning. A Thief is scored by how well he plays the game according to Thief Rule #101: Stealth is Wealth. To attain the highest score possible, a Thief needs to find ways to sneak past guards and deactivate alarms wherever he goes.

Above all, he must avoid getting caught. The ultimate win for the Thief is to become Chief Thief.

Bulky armor severely crimps the Thief's style since it's noisy and reduces stealth. Heavy weapons also interfere with Thief skills, lowering Agility and Acrobatic abilities severely. In general, Thieves prefer light armor and small weapons. A Thief's best bet is to sneak away from combat. If that's not an option, use throwing weapons to try to bring down your opponent.

Thief Skills

Thief Signs



Thieves, for the uninitiated, are a surprisingly social bunch. After all, what good is a secret when you have no one to share it with? It's hard to brag about what you bag or to sell your swag without the help of the local Thieves' Guild. Since going around asking people where the Guild is will either get you killed or arrested, Thieves have developed a way to communicate with one another: the

Thief Sign. So make the sign anytime you meet some potential purloining practitioners who might provide a guide to the Guild.

Sneaking



Sneaking comes naturally to a Thief, so you will find yourself slipping into that old familiar slink without thinking. It's not a good idea to sneak everywhere you go – people tend to notice and think you are strange. At night, however, you can sneak behind people and duck behind things and, if you're good at it, most people won't see you.

Sneaking is also useful when you try to pickpocket an unsuspecting passer-by or blackjack an oblivious guard.

Lock Picking

A Thief needs a wide variety of equipment to get into places he doesn't belong. The Acme Thieves' Toolkit has several styles of lock picks and trap disarming mechanisms. Your Thief will also need oil. This doesn't come in the toolkit, but you can pick some up at your local Thieves' Guild.

Disarm Traps



The traps around Silmaria are all variations of the Acme Dancing Man Menace. This can be a very dangerous trap for the unwary, resulting in death or severe injury if it explodes. The object to disarming a trap is to match the dancing man in the center with one in a compartment on the outer ring. First select the middle compartment and wait until the dancing man freezes into position.

Then click on sections in the outer ring and try to remember what pose is where. Pay close attention to the colored lights indicating how many attempts you have left because you only have so many tries before the trap goes off. Depending on the difficulty level you've set for the game, you'll have to match the dancing man multiple times to successfully disarm a trap.

Climbing



Trees are easy to climb, but there aren't many trees in Silmaria. Walls can be scaled, but this can be very dangerous since the sea spray of this island area makes the rock slick. The best way to get on top of things is to use a rope and grapnel. Just a delicate flick of your wrist, and you'll be scaling the sheerest of fortress walls.

Acrobatics



Acrobatics covers a wide variety of skills: tightrope walking, martial arts, and fancy flips in the air. Use the rope and grapnel for tightrope walking. Simply throw the grapnel across the buildings, secure the rope on your side, and walk across. If you wish to practice martial arts, put away your weapons and fight with your bare hands. Note that heavy armor severely crimps the style of an acrobat.

Picking Pockets



A useful way to accumulate some ready cash is to take it from someone else. To pick someone's purse or pocket, you need a handy Pickpocket Knife. This nifty item has a hook for catching purses, a knife to slit them, and a bag to hold the loose change. It slices, it dices (but it doesn't make julienne fries).

Picking pockets is a fine art. You've got to be skilled with the knife, and good at sneaking. It's one thing to give your Pickpocket Knife a dexterous twist of the wrist; it's another to look so cool that your victim doesn't know he's being robbed. Practice is essential (and available at the Thieves' Guild in the form of a pickpocket dummy).

Blackjacking

Blackjacking is the fine art of knocking people unconscious before they realize you're behind them. To sap a victim, you need a special tool that can be purchased at your local Thieves' Guild.

To Blackjack someone, you must first sneak up behind him. You cannot use the Blackjack on someone who sees you first. Once you get near someone, aim for the base of his neck and give a hardy swing with the sap. If your Offense skill is high, you'll hit your target every time, and even the toughest guard will fall without a fight. That's the guarantee or no money back.

THE PALADIN

The Paladin has special abilities and spells. Some of these are automatic; they occur from the natural radiant goodness of the Paladin. Thus, the Paladin can Sense Danger whenever it is present in the area.

Other abilities are more like spells, and must be consciously summoned from within by the Paladin's wishes. These spells are cast by moving them from the Spell Screen to the Belt field. Then click the spell on a target or double-click on it and select Cast.

As a Paladin attains Honor, he gains new abilities by his good nature. Paladin spells do not draw upon magical ability. Instead, they use the Paladin's natural energy, thus drawing upon Stamina points (rather than Mana points) to charge the spell.

Paladin Spells



Awe

The Awe spell lowers the attacker's morale, causing most opponents to flee or retreat. Only the fiercest of foes can resist this charm. This is the most powerful ability a Paladin can gain, and only the most honorable will ever attain it.



Destroy Undead

The Destroy Undead spell emits a sphere of light, directly damaging Undead creatures.



Heal

This Paladin spell can be used on your Hero or an ally during combat. It draws upon Stamina, with the amount of healing proportional to the current Stamina value.



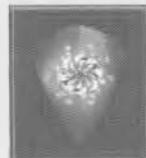
Holy Strength

Holy Strength augments the Paladin's Strength, increasing it proportionally to the current amount of Stamina points. This can greatly increase the Paladin's combat skill. Only a very honorable Paladin will achieve this ability.



Honor Shield

The Honor Shield creates a magical field which protects the Paladin from damage by the opponent's weapon. When invoked, it adds directly to your Hero's Defense skill.



Magic Ward

The Magic Ward creates a barrier preventing magical offensive spells from affecting the Paladin. This spell must be invoked by the Paladin when in the presence of a Spellcaster or a magical trap. Each magical attack will lower the Paladin's Stamina while Magic Ward is active.



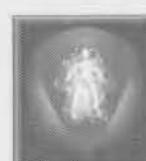
Paladin Sword

This flaming sword is an automatic ability for Paladins. When a Paladin Sword is wielded in battle by a character with this skill, it is surrounded by a field of magical flame that increases the damage inflicted by the sword. This is the first ability a Paladin gains.



Peace

The Paladin Peace spell relaxes everyone in the area. This effect prevents most opponents from attacking unless they are attacked or once the effect wears off. This ability is gained by a Paladin with high Honor.



Sense Aura

When a Paladin invokes Sense Aura on a person, he will receive a general impression of that person's feelings and thoughts. Though this ability requires a very high Honor, it allows the Paladin to determine the trustworthiness of others.

INVENTORY ITEMS

Dragon Fire features a wide variety of items to purchase, acquire through victorious combat, or simply pick up off the ground. The number of items your Hero can carry is determined by weight. His carrying capacity is determined by Strength. If your character is carrying too much weight, you will either have to drop something or return to your bedroom and place extra items in your storage chest.

Money



Drachmas are Silmaria's coin of the realm. There are many ways to make money in *Dragon Fire*. Make sure to search deceased monsters for money and items. Whatever spare equipment you don't need can be sold to various merchants. You can compete in combat in the Arena or bet on the winner for the evening. Test your Throwing skill on the Wheel of Fortune at the Dead Parrot Inn.

Opportunities for additional income abound in Silmaria for an unscrupulous Thief. There are also rewards for performing various good deeds.

You will need a lot of money as many items are expensive. However, to avoid the extra weight, as well as the risk of pickpockets, it's best not to carry a lot of coins on your person. The bank is a good place to put extra money. Merchants consider the money in your savings account to be available instantly. Thus, you can spend more money than you could ever carry.

Weapons

There are two types of weapons in this game: thrown and equipped. Some weapons can be used both ways, but most are either one or the other. Certain types of weapons affect skills and abilities such as Magic and Agility. The relevant values will change when the weapon is equipped.

Weapons are rated by base damage. Some weapons do additional damage against certain types of foes.

Weapons



Fists
Equipped
Base Damage = 5
Additional Strength bonus



Kicks
Equipped
Base Damage = 8
Additional Strength bonus



Rock
Thrown
Base Damage = 5



Dagger
Equipped or Thrown
Base Damage = 10



Magic Dagger
Equipped
Base Damage = 15



Slasher Dagger
Equipped
Base Damage = 20



Poisoned Dagger
Equipped or Thrown
Base Damage = 10
One Time Bonus +500



Throwing Spear
Thrown
Base Damage = 15



Spear
Equipped or Thrown
Base Damage = 20



Magic Spear
Equipped or Thrown
Base Damage = 30



Wurmbane Spear
Equipped
Base Damage = 35
+10 vs. Dragons and Hydras



Sword
Equipped
Base Damage = 25



Magic Sword
Equipped
Base Damage = 35



Paladin's Sword
Equipped
Base Damage = 40
Plus Honor bonus



Ice Diamond Sword
Equipped
Base Damage = 35
+10 vs. Fire Creatures



DragonSlayer Sword
Equipped
Base Damage = 40
+10 vs. Dragons



Trident
Equipped or Thrown
Base Damage = 25



Magic Axe
Equipped
Base Damage = 35



Minotaur Axe
Equipped
Base Damage = 45
Inaccurate for non-Minotaurs

Armor

Armor protects a character from damage. While the better the armor, the less damage, armor also affects the character's ability to move and use magic. Hence, Wizards and Thieves traditionally wear light armor, if any at all.

Several types of armor can be worn at the same time. Thus, the character's defenses increase with the amount of equipment.



Leather Armor
Armor Class = 15



Magic Helm
Armor Class = 10



Magic Leather Armor
Armor Class = 20



Shield
Armor Class = 5



Chain Mail
Armor Class = 20



Magic Shield
Armor Class = 10



Magic Chain Armor
Armor Class = 25



General's Shield
Armor Class = 15



Helm
Armor Class = 5

Magic Items

Certain Magic Items affect your Abilities and Skills statistics.



Amulet of Defense
Increases Defense Skill



Good Luck Charm
Increases Luck Ability



Amulet of Attack
Increases Offense Skill



Atlas Armband
Increases Strength Ability



Stealth Charm
Increases Stealth Skill



Magic Charm Bracelet
Increases Magic Ability

Special Objects

To use an item, such as drinking a potion, either select the potion and click it on your Hero, or double-click and select Use. To instantly use an item, press the corresponding number key (1-9).



Mystic Magnets

To use the Mystic Magnets, first place one of the magnets in the storage chest in your bedroom. Then, drag the other Magnet down into your Belt field. To teleport, you can either click the Magnet on your character, or double-click on the Magnet and then select "Use". If properly deployed, the Mystic Magnet in your Belt field will be magically attracted to the one in your bedroom chest, thereby teleporting you back to your room.



Torch

To light a torch, select the torch in the Inventory Screen, then drag the tinderbox onto the image.



Poison Cure Pills

Poison Cure pills prevent death by poison when taken before your character comes in contact with noxious substances. It also heals poison damage if taken soon after poisoning. A single Poison Cure pill will heal one exposure to poison. For multiple exposures, your Hero will need to take multiple pills.



Hera's Ring

With this ring, you can ask people to marry you. However, no one will want to marry you until they get to know you. Gifts and kind words go a long way toward winning the heart of the one you love.



Blackjack

With this object, a thief can knock out unsuspecting victims. Successful blackjacking requires that the thief sneak up behind his victim without being seen. Then the thief coshes the victim at the base of the skull. It takes great weapon accuracy to hit exactly the right spot, so high Stealth and Offense skills are equally important when using a blackjack.

BUYING AND SELLING

Buying and selling things are important facets of game play. Many items are worth buying, so you have to figure out what you really need and how much you're willing to spend.

Buying

You can purchase things from merchants either by clicking drachmas on them or by clicking Do on them, then selecting the Purchase option.



The Purchase Screen shows everything the merchant has for sale. You can move your cursor over each item to get information on price and weight. Your current available money is displayed at the bottom of the screen – both the drachma you are carrying directly and the drachma you have in savings. Select the item you wish to purchase by clicking upon the image.

Bargaining



The Bargaining Screen shows the item you want to purchase, a full description, and its price and weight. Adjust the amount you wish to offer per item by either clicking upon the arrows at either end of the field labeled "Your Offer" or by clicking your cursor on the field and typing in the amount. You can then select the quantity you wish to purchase. The screen will then show you the amount of money it will take to buy the object at that price. When you are ready to make an offer, select the Offer button.

If the merchant accepts the deal, the item will be added to your inventory and your available money will be adjusted. If the merchant rejects the offer, a counter-offer will be displayed. You can accept this amount, or make your own counter-offer until either a deal is made or you choose to cancel the effort. It is possible to insult a merchant by making too low of an offer. If you do this continually, the merchant will not be willing to deal any further.

Selling



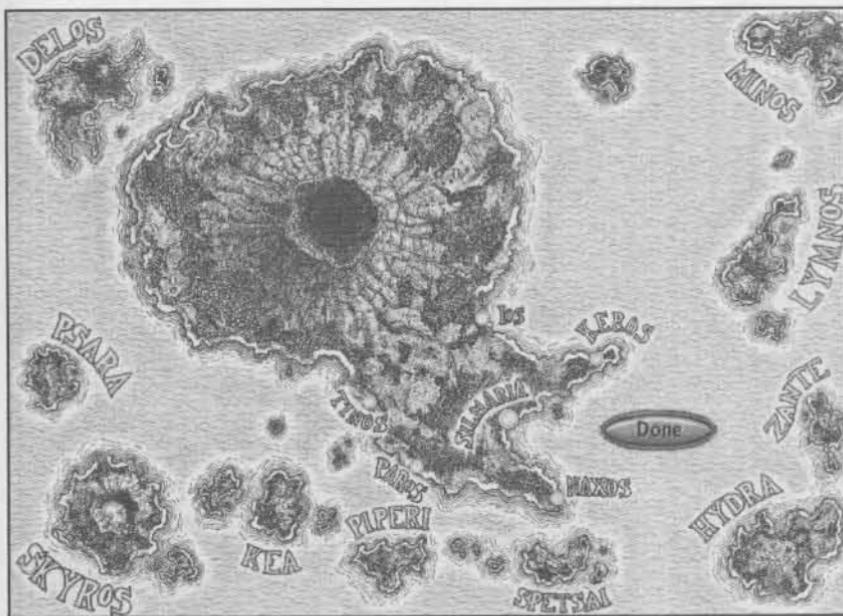
You can sell used weapons to the Weaponsmith. Other merchants might be willing to buy various items if they deal in that stock in trade. To try to make a sale, click Do on the merchant. If the merchant is interested, you will be able to click on the Sell option.

The Sell window shows all the things in your inventory that the merchant is will-

ing to purchase. Running your cursor over the item will reveal how many items you have, and the value of that item. Select an item to sell by clicking upon its image.

The Bargain Screen for Selling is identical to the one for Buying. However, you should remember that you are now trying to get the highest possible price, rather than the lowest.

MAP TRAVEL



When you leave the city of Silmaria, you will find yourself traveling on a map of the island of Marete. You can explore the island but it is not possible to travel over water without special transportation.

When you encounter a monster or enter a specific location on the map, you will automatically go to the game play view. If you're in real danger, you can use the Mystic Magnets to return safely to your bedroom in Silmaria.



PLAYING THE GAME

The Story Thus Far



Dragon Fire is the fifth game in the *Quest for Glory* series. Your Hero has been through a lot to get here. He's been to four different lands, met many friends, and made several enemies. This section gives you some background for playing this game.

You can play the entire series by buying the *Quest for Glory Collection*. This compilation allows you to import the same character into each game, build him up, and enjoy a uniquely progressive role-playing experience.

So You Want To Be a Hero



You began your *Quest for Glory* as a graduate of the Famous Adventurer's Correspondence School for Heroes. A poster in your local Adventurers' Guild said a Hero was needed in the barony of Spielburg. You were particularly attracted to the phrase, "No Experience Necessary." This was your chance to prove your worth.

You arrived in Spielburg valley just before the passes were cut off by a late Spring snow. The Hero job seemed straightforward enough. They just needed a few brigands driven off. Unfortunately, the brigands were being led by a canny and brilliant leader. Monsters were everywhere, and you had to fight for your life anytime you tried to go anywhere. This shady character called Bruno kept giving you bad advice which nearly got you killed. Maybe you didn't want to be a Hero after all.

There were other things wrong in the region as well. The Baron was missing his daughter and son, and seemed to be under some sort of curse. According to the Wizard Erasmus, the way to end this curse was to fulfill a prophecy:

*Comes a Hero from the East
Free the man from in the beast
Bring the child from out the band
Drive the curser from the land.*

Well, you did come from the east, so this seemed a promising start.



You managed to find the Baron's son and release him from the enchantment that had turned him into a bear. You learned that the curse was cast by the Ogress Baba Yaga. Getting rid of her proved tricky, as she kept turning you into a frog.

Eventually you discovered the location of the brigand band. Then you had to find the child and remove the spell she was under. Only it turned out that the child had grown up. The leader of the brigands was Elsa von Spielburg, the Baron's daughter. Once Elsa was disenchanted, she turned out to be a lovely and competent ally. In a final confrontation, you defeated Baba Yaga by turning her magic against her. With that feat, you knew you were a real Hero.

Trial by Fire



From Spielburg, you joined a merchant and Katta innkeepers on a magic carpet ride to the marvelous desert city of Shapeir. Here you met the Lointaur Paladin, Rakeesh, who taught you honor and valor. You practiced weapon skills with Uhura, a warrior woman from Fricana. You met Julianar, a

woman who was turned into a tree, and restored her faith in humanity.

The magic of Shapeir was beautiful, marvelous, and deadly. Elementals, incredible creatures of earth, air, fire, and water, plagued the city. It was clear that some powerful Wizard was trying to destroy Shapeir.

You traveled by caravan to the once beautiful city of Rasier. It was now strife-torn, bound by strict rules and regulations, and controlled by the dark Wizard, Ad Avis. He tricks you, enchants you, and forces you to find the most feared of Djinn: Iblis, the Destroyer. Then Ad Avis left you for dead in the Forbidden City.

With aid, you escaped and hurried back to the Palace in Rasier. You had to stop Ad Avis from performing the Ritual that would bind Iblis, allowing Ad Avis to command this terrible monster. You manage to stop the ceremony at the last moment, and send Ad Avis falling to his doom. His last words were a cry for the Dark Master to save him, but his words seemed to go unheeded. Ad Avis was dead, though his body was never recovered.

As a reward for saving the cities of Shapeir and Rasier, the Sultan adopted you to be his son. You had proved yourself a Hero, and now you were proclaimed a Prince.

Wages of War



The death of the powerful Wizard, Ad Avis, affected the planes of magic. This caused a rift between worlds when a Demon Wizard broke the bonds to this one. You were sent by magic southward to the kingdom of Tarna with Rakeesh and Uhura. Tarna was a kingdom of Liontaurs that Rakeesh had once ruled.

He had walked away from the throne to become a Paladin.

A war was starting between Uhura's people, the Simbani, and the shapechangers known as the Leopardmen. This war would bring much death. By those deaths, the barrier between worlds would be broken, and armies of demons would enter this world. You had to stop the war, and drive the Demon Wizard back to its own plane. This was not something you could do alone.

Rakeesh and Uhura guarded and protected you. The Simbani Warrior Yesufu, the Leopardwoman Johari, the monkey Manu, and Rakeesh's daughter, Reeshaka, fought at your side. Together you faced evil, distorted versions of yourselves. The battle was long and hard, and you might have been defeated by your own double. Then a Thief you befriended in Tarna came to your side, and took your place in the battle. You raced ahead to confront the Demon Wizard directly.

The gate had almost opened between the demon world and this one. There was little time, and you had to act. You attacked the demon and shattered the orb that held the world gate. The Demon Wizard was destroyed, and the link between worlds was broken.

You returned to your friends, relieved to find them alive and victorious. Yet before you could celebrate the defeat of the demons, you found yourself racked with pain. Before your friends' horrified eyes, you vanished, summoned away by dark magic.

Shadows of Darkness



In dim dreams you flew over a shadowed landscape, driven to a place of evil. When you awoke, you were in a twisted cave in an unknown land. You were alone in darkness and danger, without your equipment or your friends. You escaped the strange cave, meeting a young woman outside. She said this was the land of Mordavia, and

that her name was Katrina. Before you could ask further questions, she ran off, leaving you lost and alone. You found your way to a town. Everyone you met was suspicious and hostile toward you, obviously fearing strangers.

Mordavia was ruled by someone called "the Master" who lived in a castle outside of town. As you learned more about this land, you were not reassured. There were rumors of werewolves, and garlands of garlic were placed everywhere for protection. In the town was a mysterious monastery, once run by a cult that sought to summon something called the "Dark One." A child had been kidnapped from her home at night. Ghosts and dark creatures roamed, and even your old enemy, Baba Yaga, now lived here.

The only safe places were the town and a lovely garden created by the Wizard Erana. You had found many such places on your journey – places of peace and safety. You were reassured to know that Erana had touched this sad place. Then you learned to your sorrow that Erana had perished years before. She and a Paladin, Piotyr, had fought to drive the Dark One, Avoozl, from this land. They had stopped the dark cult, thereby prevented Avoozl's release. However, Erana had died in the struggle. All that remained was her magical staff, placed in the center of town.

You soon learned an even darker truth. The beautiful woman, Katrina, seemed fond of you, and perhaps you loved her. However, you discovered she was actually a magical Vampire also known as the "Dark Master." Ad Avis had called for the Dark Master as he perished; the Dark Master had indeed answered his call. She brought Ad Avis's body to this place, and revived him as a Vampire and Katrina's slave. She and Ad Avis had brought you here to summon Avoozl again to this land, covering it in darkness forever. Thus, the Vampires would never need fear the light of day again.

You were trapped, forced to begin the mystic rituals that would bring the Dark One to life. In the final phases of the spell, Ad Avis attacked you. Katrina came to your defense, and Ad Avis destroyed her. You turned upon Ad Avis, and he was taken by Avoozl. Then you used Erana's staff to drive Avoozl away from this world once and forever. At the last, you saw the spirit of Erana, released from this evil place. She thanked you for your kindness, then she vanished.

You had aided the villagers, and they too thanked you by holding a ceremony in your honor. As they were doing so, you felt a magical spell pass over you. You could hear the voice of your old friend, Erasmus. He was summoning you to a new land and new adventures. After all, a Hero's got to do what a Hero's got to do.



TOUR GUIDE TO SCENIC SILMARIA

Azure skies broken only by the shadowy silhouette of passive palms; silvery surf dashing dramatically against the rugged rocks; fanciful, florescent fish silently swimming amidst the ruined remains of ancient architecture from forgotten civilizations – these are the sights that enthrall and thrill the valiant visitor to the incredible island of marvelous Marete, and the scintillating city of Silmaria. If that touching travelogue titillates your taste for travel, then trek to tantalizing Silmaria. It's your kind of place.



Serene, stylish Silmaria – winterless weathervane for the wealthy with its comfortable climate, many merchants, beige buildings, and warm waves weathering the shimmering sands. But I alliterate. Built on the steep sides of Mount Draconis on the island paradise of Marete, Silmaria has always been noted for its infinite amusements. Whether you are a savant of shopping, a devotee of diving, or even an exemplar of exploration, you'll find Marete a complete treat.

The Docks

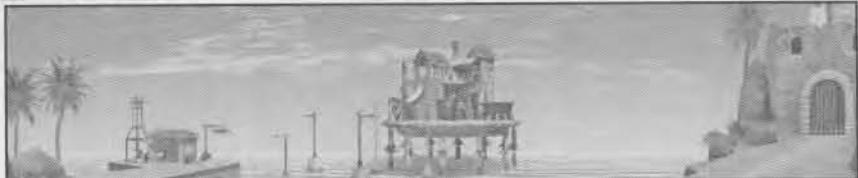


A tourist's typical first view of Silmaria's beauty is from this busy seaport. With the waves on the wharf and a dive from the dock, then a suntan on the sand, this is a great place to enjoy the sea breezes and the whiff of fish. This area boasts many charming points of interest to travelers.

At the nearby Dead Parrot Inn, for example, one can quaff indigenous beverages while engaging in games of chance and skill. It's a good place to meet local inhabitants while relaxing in Hellenistic style.

The Weapon Shop of Silmaria is a must-see for all the gladiatorial groupies out there. The Weaponsmith has a selection of extremely impressive magical weapons which he will show to only the most sincere customers.

Here you will also find the Famous Adventurer's Correspondence School, alma mater to the finest of Heroes. If you yearn to learn, then make tracks to the FACS.



A giddy gambol out the east gates of the fortress walls will take you to the edges of the renown Buff Bluffs, overlooking the amazing, artificial Science Island, location of the Academy of Science. This is where the cognoscente of science scholarship collect and the intellectually elite meet.

Town Square



To the north of the Docks of Silmaria lies the famed Town Square. This is the sensational site of the marvelous marketplace of Marete, where the wise try to buy all that they spy.

The outdoor bazaar is an extremely enjoyable experience in Silmaria, where bargain-hunting can entertain the dedicated shopper for hours. Haggle for handcrafted mementos, purchase delicious refreshments, and make friends with local citizens, all at the same time!

If you have need of a secure bank while on our shores, have no fears. The Bank of Silmaria is well-known throughout the region for being nigh unto impregnable. Would-be robbers may have a difficult time indeed trying to rob this hitherto unassailable establishment!

Centrally located in Town Square, the Apothecary is a New Age herbal hangout for all your macrobiotic medicinal needs. Salim and Julianar know their plants. They can sell you herbage to make you healthy and happy.

The Magic Shop in the Town Square is a favorite gawk spot for Silmarian tourists. The arcane atmosphere of mysticism in this marvelous shop is so profound it has moved some Heroes to throw down their arms and take up the magical arts!

Nob Hill



No tour of Silmaria would be complete without a visit to Nob Hill, where the city's ritzy reside. Mediterranean mansions tower over golden paths,

their fancy façades allude to the wealth that lies within. Nob Hill is also celebrated as the route by which gladiatorial combatants march proudly to the Arena, to vanquish or be vanquished by worthy foes.

The Hall of Kings is the edifice of Rex for the Silmarien island region. This is the ruling seat for the King and his counsel. Only those of importance or influence may enter these governmental gates.

At the far end of Nob Hill is a magical gazebo created by the magister magician of Marete, Erasmus. Warning: a few tourists have mysteriously vaporized vandalizing this marvelous mechanism. Caution is advised when working with Wizards.

For more information on what's what and who's who, check out the bulletin board in Nob Hill. It will keep you amply apprised of important information.

West Gate



To the west of the Docks, you'll find one of the most spectacular tourist sights within the city, the Lower Silmarien Falls. This cascade of water falls from the middle section of the city, plummeting hundreds of feet to the sea.

In this area, you will also find the Adventurers' Guild, that home away from home for Heroes. This is where the experienced explorer relaxes and catches up with local gossip and goings-on around town. If you admire adventure, then be sure to inscribe your identity in the local logbook.

At the far end of the West Gate district, you will discover the distinctly unique "Gnome Ann's Land Inn." The daring diner can indulge in the ultimate in unusual, casual, and creative cuisine – a "must munch" for the "gastroGnome." Although this inn is nice and neat, it currently lacks that certain savoir faire associated with Gnomes. However, proprietor Ann assures us that her inn will eventually undergo a radical renovation.

Silmarian Sayings

Not everyone in Silmaria speaks the common dialect, no matter how loudly you pronounce the words. Here are some handy phrases to aid you in your interpretation of the Greek speech frequently spoken in this region.

Good Day	<i>Kalimehra</i>
Good Evening	<i>Kalispera</i>
Good Night	<i>Kalinbchta</i>
Goodbye	<i>Yassas</i>
Please	<i>Parakalo</i>
Thank You	<i>Efhareesto</i>
Red	<i>Kokeeno</i>
Practice	<i>Eksaskisi</i>
Immediately	<i>Ammesos</i>

Useful Phrases

Ayth einai porta.

This is a door.

Seegnomee, then alaveno.

Sorry, I don't understand.

Poo eeneb ee tooalehta parakalo.

Where is the toilet, please?

Me pion tropo tha ftazo sto mousiko kentro

Carnegie?

How do I get to Carnegie Hall?

Prosoxi, perasma tarandon

Caution, Moose Crossing.

TOURIST TREKS

For those who slightly like to hike, Marete offers opulent opportunities to view granite rocks and sandy shores in easy walking distance of Silmaria. For those who revel in rambling, there are treks to truly tremendous scenic sights. Unfortunately, Marete is also a major magnet for monsters as well as tourists. The wise wanderer will wear good running shoes for a fleet retreat.

Fishing Villages



What could be more Marete-esque than the five fishing villages studding the Silmarian coastline? These antique abodes are a reminder that the piscatorial lifestyle has remained unchanged for centuries. The friendly fishermen welcome the weary wanderer with open arms.

Dragon Blood Pool



On Marete's northern rim, in a cave at the foot of the extinct volcano, Mount Draconis, lies the Dragon Blood Pool. It surrounds the ancient Temple rumored to be the final resting place of the Doom that Destroyed Atlantis -- a fabulous dragon of enormous size.

Pegasus Peaks



Near the northwest edge of the island is a marvelous canyon with two strange spirals seeking the sky. This is the home of Pegasus, the winged horse of story and song. This fabulous creature is the only one of its kind, and it has lived a lonely existence on these Peaks for centuries. Pegasus Peaks is a sight of wonder and magic. It should not be missed.

Local Cruises



Ah, the smell of the sea salt, the spray splashing on your face, the waves rolling beneath the bow of your boat -- what could be more sensational than a sail on the sea? A vacation in Marete would be incomplete without a swift sail circumnavigating the islands surrounding Silmaria. The Med Sea is marvelous for a vacation voyage.

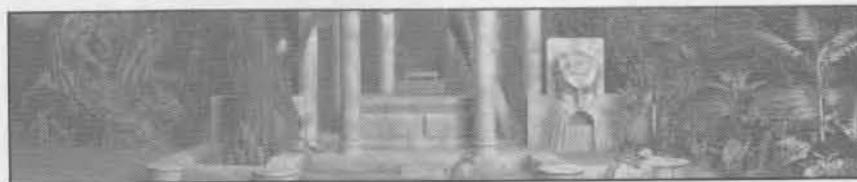
Warning: At times, the sea is extremely unsafe. A savvy sailor should consult with friendly fishermen on maritime situations before sailing.

Hydra Island



Memorable for its mythological monstrosity, the isle of Hydra is a wild and wondrous place for a quick three-hour tour. This is no place to picnic, though. There are a multitude of meandering monsters here. However, a truly daring and dauntless drove of sightseers might fight for the sight of the hideous horror hailed as the Hydra. This three-headed dreadful is best viewed from a vista -- its acid spit is worse than being bit.

Delos Island



If you have the time to indulge in a leisurely cruise, Delos is not to be missed. Eons ago, Kings and the curious flocked from afar to find out the future from the seeress, Sibyl. This guardian of the Temple of the Oracle was famous for determining the destiny of the great. Few travelers find the Temple easily. It only reveals itself to those fortunate individuals whose actions will alter the shape of things to come.



Also hidden on Delos Island is one of the last remaining groves of Dryads in the world. The beautiful tree nymphs are seldom seen, and rarely respond to visitors. Only a magical gift will awaken the Dryad wood into revealing its magic.

Tritons



One sight certain to thrill the sea-going sightseer is the escort of Tritons accompanying ships through shoals and shallows. Tritons are the legendary descendants of the fabled lost city of Atlantis, rumored to have been on an island to the southwest of Marete.

A magical force known as the Dragon of Doom sank the island beneath the waters of the Med Sea eons ago. The inhabitants of Atlantis were magically transformed into Tritons that they might survive this cataclysm. Tritons have long been at peace with Silmaria, frequently aiding floundering fisherman or rescuing fools who fall from ships.

HAZARDS AND HANDICAPS

Whenever or wherever one wanders, there are the inevitable unexpected encounters. Most monsters on Marete are at least semi-intelligent. Do not underestimate their brains or their brawn.

Proper precautions prevent premature burial. Know your enemy. Always have the best possible weapons and armor equipped and ready for use, or magical spells set for casting, or be ready to hide and sneak. When all else fails, retreat fleetly.

Monstrous Menaces Identification



Batties

Beware the night, for that is when the batties come out to prey. Seemingly simple brown bats, these tiny winged warriors are really fearsome blood-craving killers with a bat attitude. Don't let their size fool you; once they drive you batty, you'll be driven to an early grave.



Bearmen

Bearmen are unusual ursine humanoids who principally prowl along the seashores. They have "bearly" any brain, but boast big, bulging biceps. When a Bearman invites you to join his club, he probably means to join it to your skull.



Boarmen

Boarmen are pig-headed, portly, pack-traveling beings with little brain, but beaucoup belligerence. There are a couple of varieties of the pugnacious porkers, but they are basically the same. They travel in small groups and are nuisances rather than truly tough.



Cougarmen

Crafty and catlike, the Cougarmen creep along stealthily until they are ready to pounce. Rumor had it that they make very good eating. Unfortunately, further research revealed that they are just very good at eating adventurers.

Dragons

Dragons are legendary creatures of incredible fury and power. Most are just oversized lizards who happen to have wings and flaming breath. Huge, yes. Magical, yes. However, they are just big monsters who are incredibly difficult to kill (but Heroes know how to handle that sort of thing).



The Dragon of Doom

A few dragons are manifestations of great magical energy that draws power from acts of evil. Blood sacrifice feeds them, and they increase in strength and fury as long as they remain in their lairs. When these fierce creatures achieve the fullness of their power, they break free of their bindings, and wreak devastation throughout the land.

Ages ago, Marete was attacked by such a being, rumored to be the Dragon which destroyed Atlantis. The most powerful Wizards of the lands worked together to create the magical bindings known as the Dragon Pillars. The Dragon of Doom was driven beneath the Temple to the northeast of Mount Draconis. A Prophecy Stone was created to seal the Dragon within the Temple. As long as the Dragon Pillars stand and the Prophecy Stone remains intact, the Dragon of Doom will never again rise to destroy Silmaria.



Dragonfish

These fearsome scaly beasts desolate the depths of the Med Sea. While not true Dragons, Dragonfish are nearly as vicious. Besides having a powerful bite, Dragonfish can also breathe deadly vapors even under the sea. A whiff of this poisonous breath can ruin your whole day. If you meet a Dragonfish, it might be wisest to go elsewhere in a hurry.



Dragonlings

These creatures appear to be adorable miniature dragons until they decide to attack. Suddenly they become vicious, nasty creatures with flaming breath. They have a natural immunity to fire-based spells.



Goons

Goons are amazingly intelligent when compared to your average Ogre. They will generally follow orders, unless the orders interfere with following potential food. Humans fall into that category as Goons are tough enough to turn the slow adventurer into fast food.



Granglers

Granglers are big, ugly monsters with big, pointy horns and big, sharp teeth. Did we mention that they're BIG? They also smell bad and pack a particularly powerful punch.



Lemures

Lemures are physical manifestations of the spirits of the dead. Fortunately, they are bound to the Underworld, so you are unlikely to encounter them in your adventures. If you do, quickly chop them into bony bits to cure them of their voracious undead condition.



Manes

Manes are greater ghosts. They are the shades of Heroes and other powerful individuals who refused to let go of life. They now haunt the Underworld, draining the energy from any living being foolish enough to enter Hades in hopes of regaining his own life essence. That quest is hopeless, but many a worthy individual has gone down to his greed. Beware the spells of the Manes; some are sorcerers of great potency.



Razored Remora

You probably think of Remora as creatures that tag along on sharks and whales. Not so the deadly Med Sea variety. They will attack anything that moves, be it fish or adventurer. In fact, they'll attack pretty much anything that stops. They may not be the brightest of undersea creatures, but they are among the most dangerous.



Shades

Shades are the ghosts of the restless dead. You might first think that what you can barely see will barely hurt you, but you should think twice about these deadly undead. Not only can Shades attack with a ghostly touch, merely coming close to one will drain your life energy. If you try to keep your distance, Shades will attack you with magical spells. Lay them to rest before your life is wrested away from you... if you can.



Walking Salamanders

On a scale of 1 to 100, Walking Salamanders are simply covered with scales. They probably wouldn't be in this game except that they were willing to work for scale. If you cast a Frost Bite spell on one, you'd have a Lizard in a Blizzard. Watch out for the Salamander's tail... it's a tale best left untold.



Weirdings

These bizarre beings are not native to mainland Marete, but have insidiously invaded the remoter regions of this island. They are intelligent, cunning, and cruel with an appalling anthropophagus appetite for adventurers.



Winged Homunculi

Flying high above the common crowd, Homunculi look like winged monkeys. They are hardly a chimp off the old block, but they'll go ape over you.

GETTING STARTED: A WALK-THROUGH

This section provides detailed instructions to get you started. Bear in mind that this is only one of many paths through the beginning portion of the game.

Select the Fighter Character from the Character Creation Screen. Increase Strength to 400, Vitality to 400, and give the remaining points to the Offense skill. Type in a name for your character, and select the Play button.

You begin the game at Erasmus's house. When he asks you where you want to go, answer Silmaria. You will appear in the Magical Portal of Nob Hill. Head to the archway at the far left of the screen. When the Do cursor passes over the archway, you'll notice it turns into an Exit cursor. Click to go down to Town Square.



From the Nob Hill entrance to Town Square, go over the bridge to the left of the bank, and click on the juggling Katta merchant. Select "Buy Things" from his menu, and then buy some fruit. Now head to the doors of the building with the Pyramid. Click on the doors to enter the Magic Shop.

In the Magic Shop, walk over to the center of the room. When Shakra appears, click Do, and then select "Purchase Something." Purchase the "Mystic Magnets." Leave the room.

From the Magic Shop, move to the Apothecary building to the right. Click on the door of the Apothecary, and enter the building. Click Do on Salim, and then select "Purchase Something." Purchase some Healing Pills. Leave the room. Go through the archway to the left of the Apothecary which leads down to the Docks.



At the Docks, move to the Weapon Shop. Click the Do cursor on the Weaponsmith, and select the "Purchase Something" option. Buy five Throwing Spears.

Click the Do cursor on the archway to the far left of the screen. This leads to the West Gate.



From the West Gate entrance, continue down and around to the left of the screen. Enter the little building at the end of town. This is Gnome Ann's Land Inn. Click Do on Ann, and she will tell you about the inn. Click "Goodbye," then click on the top of the stairs. When you get halfway up the stairs, Gnome Ann will remember to give you your key. The door nearest to the top of the stairs is yours. Click your key on the door and you will walk into the room.

In your bedroom, click Do on the chest. Select one of the Mystic Magnet from your Belt field and drag it up to the chest Inventory Screen. The Mystic Magnet in your Belt field will be attracted to the one in the chest, thereby allowing a quick return to your room. Exit your bedroom and the Gnome Inn. Move to the gateway. Click on the gate to leave the city of Silmaria. You are now southwest of the city. Move to where you can see the bull's-eye target. Click on the Throwing Spear in your Belt field. Click the spear on the target. Continue until you have thrown all your spears.



Click on Hero's portrait to bring up the Character Screen. Notice that your throwing skill has improved. Exit this screen.

Click on the target. Judge your accuracy with the spears. Click on the spears in the close-up to retrieve them. You will get all your spears back.

Click on the Latch icon and drag your remaining magnet into your Belt field.

Now select the Equip button. Drag your armor, shield, and sword over to your body. You are now properly equipped for combat. Dismiss this screen.



Exit the room at the bottom of the screen. This takes you to the map. Explore the map for a bit and eventually a monster will find you. Whenever a battle begins, you'll go to a combat room. Before the monster gets close enough to attack you with weapons, click on the throwing spear, then click on the monster. When the monster gets near enough to attack, click on your sword, then click on the monster. Continue clicking your sword on the mon-

ster until the monster dies or your Health or Stamina points get low.

If you defeat all the monsters in the room, click on the dead bodies to gather whatever treasure they are carrying. You can continue hunting monsters until you run out of Health or Stamina points. If your Stamina points are low and you are not in combat, you can rest by bringing up your Character Screen and pressing the Rest button.

If you are in battle, you can restore some Stamina by clicking the fruit on yourself. If your Health is low, use the Healing Pills. If you use up your Healing Pills and you are still in combat, it is probably a good idea to retreat. Teleport back to your bedroom in the Gnome Inn by clicking the Mystic Magnet upon yourself.



In your bedroom, click on the bed. Select the "Sleep" option. You will soon find yourself restored to Health. You can now go to the Weapon Shop to sell the weapons gained in combat. Visit the bank to deposit some extra money in your savings account. Go to the Hall of Kings at Nob Hill and agree to enter the Rites of Rulership. Check out the Arena. Visit the Dead Parrot Inn in the evening and place some bets on the Betting Board upstairs. If you are a good judge of combatants, you can win some money. Enter the ranks of contestants. You might win some serious money if you can beat your opponent.

There are plenty of things to do and see in Silmaria. Explore and have fun!

TROUBLESHOOTING SECTION

Running setup.exe

With the *Dragon Fire* Install CD in the CD-ROM drive, open the start menu and click on Run. Browse from your CD drive and double-click on setup.exe. Click OK in the Run window and follow the install procedure directions.

Enabling Autoplay

If *Dragon Fire* does not automatically start up when you insert the CD in the drive, use the following instructions to enable the autoplay feature of Windows 95:

1. From the Start menu, select Settings, then Control Panel. Double-click on the System icon.
2. In System properties, click on the Device Manager tab.
3. At the top of the list, click the plus sign to the left of the line that says CD-ROM. Then double-click on the CD-ROM manufacturer name.
4. Click on the Settings tab and check Auto Insert Notification. If there is a check mark in the box to the left of this line, click the OK button. If there is no check mark, click in the box, then click the OK button.
5. At the top of the window, click on the Performance tab. Check for the line, "System is configured for optimal performance." If this line is not there or if it says your CD drive is using MSDOS compatibility mode, then you need to reinstall or upgrade your CD-ROM driver. Check with the retailer or manufacturer of your computer system or search the Internet if you need a new driver.

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