

DIGITAL ADVENTURES PRESENTS

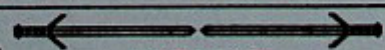
THE
DALARK
TRILOGY

the first adventure

TEMPLE
of the
SNOW DRAGON



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DIGITAL

ADVENTURES

THANK YOU!

DIGITAL ADVENTURES would like to thank you for your purchase of this software program. We believe that this piece of software will make a fine addition to your collection, but more than that we are in hopes that this software will spend more time IN your computer than ON your library shelf. We have made every effort to provide you with hours and hours of enjoyment unraveling it's mysteries. Please feel free to write to us with any comments, suggestions or questions. NIBBLES & BITS has kindly offered to let us field questions in their newsletter. The column will be titled "CONQUERING THE DALARK CHALLENGE", subheading for questions - "THE SAGE SPEAKS". We would like to take this opportunity to thank them publicly. And Again... THANK YOU!

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SPECIAL MENTION

ALL of the graphics that you will encounter within this manual and in the program itself were drawn with PowerPAINT (c) by DIGITAL EXPRESS.

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TEMPLE

OF THE

SNOW DRAGON

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The Adventure Begins...

The Overlord of Dalark has spirited your betrothed away to his mountain retreat. There to be kept imprisoned until the oath of servitude is freely given, as is prescribed in the holy book of Tamchal. For even though the soul can be destroyed... It can not be taken. Persuasion may be used. But the soul must be freely given. Once this vile ritual is consummated with the sacred wine of Tal, the soul of your beloved will be forever bound to the service of the Evil Overlord.

News has spread throughout Drumeria that the Dark Overlord was responsible for the murder of the royal family. He has announced his intention to adopt your beloved and ascend to the throne of Drumeria, for it seems that you were to wed the last living person with blood ties to the royal family.

This Evil Shaman must be stopped...

But he is a most inaccessible foe. His fortress in the Dalark mountains is well protected... The base of the mountains is patrolled by the Dragon of Dalark. It is rumored that he is over 20 feet tall and not only breathes fire, but is also capable of spitting sharp ice crystals with deadly accuracy. The entrance to his fortress is guarded by the Devastator of Souls... Who, as his name implies, has the power to devastate the soul of his foes with a glance.

The fortress is covered with death traps, and the Overlord himself is a very powerful wizard. Local legend says that he is immortal and can only be destroyed by the eldrich sword of Nomolos, or one of the Gods of Thorn themselves. (Reshus - God of the Elements, Nomolos - God of Eldrich Magic and Yonte' - God of Power.)

You must find a way to overcome these formidable foes and rescue your betrothed from the clutches of this evil demon. Knowing that knowledge is power, you beg an audience with the wise old Sage of the Elven forest...

"Tis a dangerous journey that you have chosen to embark upon... You are wise to have consulted me on this matter", warned the ancient Sage.

First you must find a way to protect yourself from the Dalark Dragon. Without a shield you can not survive his first onslaught. But neither will an ordinary shield suffice... The first blow will be his ice daggers, which will freeze it solid. Then the blast of his fiery breath will shatter it... Leaving you without hope.

Next you must face the Devastator of Souls... A cunning adversary who can destroy your soul with a glance, turning you into a mindless zombie! Various spells could be of some help in this matter. But alas, they are short-lived and I am too old to accompany you. The sacred book of Tamchal tells of the Cloak of Yonte'... The cloak, which is rumored to protect the soul, was cast into the Pit of Reshus when Yonte' attained majority and it was no longer needed by him. Such a cloak could provide the protection you seek.

Unfortunately, you may not be able to destroy the Dark Overlord, even if you make it to him... You are certainly not one of the Gods of Thorn, or you would not need my help. However, I have heard sing that the Eldrich sword of Nomolos was seen by a traveler who happened upon the ancient Shrine of Tamchal, high in the Samenian mountains. But when last seen it was still embedded to the hilt in the bloodstone of Phramus, where Nomolos put it over 3 centuries ago. It is said that only one true of heart that is both a fierce warrior and a kind soul will be able to withdraw it...

But... we will deal with those problems later. Let us first concern ourselves with the Dalark Dragon. The only material that could survive the onslaught of fire and ice is the shell of an egg from the Snow Dragon. The egg must protect the embryo from the freezing cold of its natural habitat while enduring the heat generated from within. But the shell itself could be destroyed in combat... However... If you could find a viable egg... I could use the yolk sac to create a magic covering for the shield that would prove invincible in normal combat.

The Snow Dragon is the least feared of all the Dragons. They do not breathe fire (or ice) and they do not fly. It is primarily a nocturnal beast and is mostly vicious only when protecting its nest which unfortunately you will have to enter to retrieve a viable egg...

I know of only one Snow Dragon in this area...

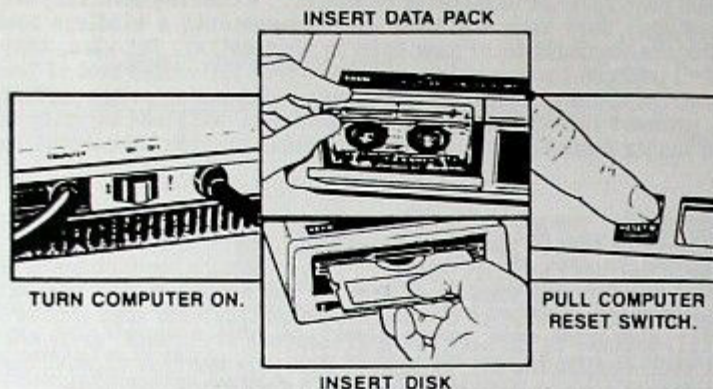
Eons ago a small one was brought to Drumeria by the worshippers of the Snow Dragon. A Temple was built to honor it... As it neared maturity it became vicious and killed off all of the priests. But by then, the Dragon had grown too big to leave the Temple. Years later the Temple was converted to an arena of sorts by an enterprising merchant. Thieves, fools and wanderers were thrown in the arena with fake weapons to battle the Dragon for the amusement of the blood-thirsty masses. Then it started to reproduce and the smaller ones began killing everyone who came near. Except the Dragon keeper... Gandor who has cared for it since the days of sport...

So... Onward with you! Your quest begins at...

the

TEMPLE OF THE SNOW DRAGON

GETTING STARTED

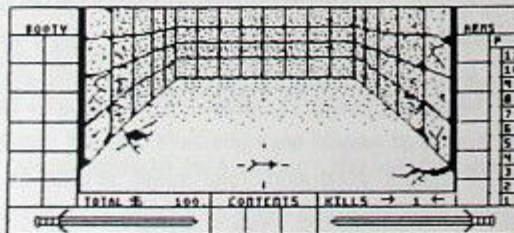


NOTE for disk owners ONLY: First insert the SYSTEM DISK and pull reset. Then, at the prompt, insert the GRAPHICS DISK.

Seconds after pulling reset a title screen is presented. In a moment, the first graphic screen will appear. This and the following screen is a short version of the Dalark story. If you do not wish to read these two screens, press return as soon as the drive stops. You will instantly be presented with the next screen. The third graphic screen is the outside of the Temple. This screen will stay there as the remainder of the program is loaded. You will be asked to insert the Graphic disk, (disk owners only) and prompted to enter your first name.

THE GAME SCREEN

The game screen contains the Graphics window, And much more! In the two columns on the left, the icons for any treasure that you have picked up will be displayed. The single column on the right does the same for your weapons. Just to the right of this column is the power meter. During any of your fights the indicator will rise and fall with your present power level. At the bottom center of this screen are three blocks labeled-"contents" that will tell you what objects can be picked up in the present room. Just above this is the on screen compass. The indicator will ALWAYS point to the north. To the left of the "contents" section is your accumulated wealth. To the right is your total number of vanquished foes.



HOW TO PLAY

You must leave the game data pack in the drive while playing. (Disk owners must leave the Graphics disk in.) The game is very memory intensive and must continually update the graphics from the medium. After the game is loaded and you are asked to enter your name, you will be presented a choice of starting a new game or continuing a previously saved game. If you are continuing a game, your previous information will be read in and your game can continue. Game play is accomplished via typed in commands, such as "Go West" or "Drop Axe". The commands should take the form of "verb noun", the space is important. The computer will let you know if this format is not used, and will inform you if the action requested is not possible. At any pause (for you to be able to read a message) that you would rather skip just press <return>. You are first presented with a brief description of the room you are in (along with the room graphic). Most "GETable" objects in the room are displayed in the contents section of the game screen. Next you are apprised of any foes within the room that you may need to contend with. Then you are informed about your personal characteristics (strength, charm, health etc.). Finally you will be asked what you would like to do. This is the point where commands will be accepted. You simply type in what you desire (or use the macros) and the cycle begins again. Anytime that you wish to return to the question prompt, press <return> (several times may be necessary).

MOVEMENT

You can move in any of the four compass directions as well as up and down. IF it is possible to move that way. (You can not walk through a wall, or fly.) You may also "Turn Around" to see the room from the other direction. Macros are provided for the four compass directions.

GET/DROP OBJECTS

Any object that appears in the "contents" section can be picked up. There may be other objects available that are hidden in the graphics. Any object listed as being among your possessions can be dropped.

FIGHT! FIGHT!

Any time you attack a foe, or he attacks you, you will be given a choice of the weapons that you have. Your stats are presented next to your opponents and you are given a choice to either run or fight. If you fight, you should begin pressing the <INSERT> and <PRINT> keys in sequence. The faster you hit the keys the higher your power indicator will go. (See the diagram at the bottom of page 4.) As your power increases so do your chances of defeating your adversary.

SAVING A GAME

Any time you wish to quit or save a game in progress just type "Quit" (or hit the escape key). You will be given options to continue, save or quit the game. After saving the game you will again be given these options, in case you changed your mind.

MACROS

to put you on the fast track

CLEAR

RESTARTS INPUT

DOUBLE KEYPRESS MACROS - AFTER THESE MACROS
SIMPLY PRESS RETURN TO ACCOMPLISH THE DESIRED ACTION.

- KEYPRESS - MACRO - KEYPRESS - MACRO -

ESCAPE
BP

Quit

↑

Go North

?

Help

↓

Go South

HELP
CARD

Fight

→

Go East

NONE

Turn Around

←

Go West

OPEN ENDED MACROS - THESE MACROS WILL PRINT THE
DESIRED ACTION AND A SPACE. NEXT, YOU TYPE IN THE REQUIRED OBJECT
THAT THE ACTION WILL BE PERFORMED UPON, THEN PRESS RETURN.

- KEYPRESS - MACRO - KEYPRESS - MACRO -

STORE
GET

Get

DELETE

Drop

I

Unlock

IV

Drink

II

Open

V

Throw

III

Read

VI

Pull


REMEMBER

These macros do not even scratch the surface of the many acceptable words. Some of which are hidden in the room descriptions and others that are depicted in the graphics. At press time there are over 200 acceptable word combinations. So... Be adventurous! Try out some new words. You never know what you might discover...








TREASURE

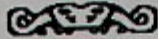
some of what may be found here

ICON — KEYWORD — DESCRIPTION — VALUE

	Gems	Sac of Gems	\$ 488
	Copper	Copper Pieces	85
	Gold	Sac of Gold	316
	Silver	Silver Pieces	210
	Necklace	Spider Necklace	380
	Ring	Golden Ring	400
	Chalice	Silver Chalice	212
	Sphere	Golden Sphere	?

WEAPONS AND HARDWARE

	Axe	Broad Axe	?
	Sword	Short Sword	?
	Mace	Chain Mace	?
	Club	Heavy Club	?
	Scroll	Mystic Scroll	?
	Potion	Bluish Potion	?
	Key	Every lock must have one	?



GAME HINTS

Keep a close eye on your attributes. If any one of them reaches zero...

The chests are full of the best kinds of treasure.

When fighting, the faster you press the keys - the better are your chances.

When wandering around the temple, draw a map of where you have been.

The more treasure you have the higher your score.

Some weapons are much more powerful than others.

Look carefully at each of the graphics. Some clues are not very obvious.

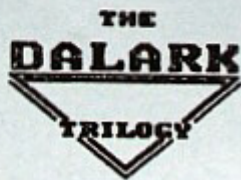
Each new game will be very different. Many of the doors and objects will be in different places.

If you can find the Mystic scroll. Remember that it is indeed mystical.

HAVE FUN WITH IT

This manual was designed to get you going. It is not the definitive answer to all the questions you may have. But then again, it was not designed to be. Play around with the inputs. Try something off the wall. There are some things that may work, others that will not. Go ahead, put it through it's paces, try pulling on a bench or throwing a treasure. You may get some silly responses, but you can not hurt your system. After extensive testing we have yet to have the program crash. If you get totally stupefied, write to us with a self addressed envelope and we will try to drop some hints. Plus the most frequent questions will be printed in Nibbles & Bits. Be sure to check with your friends that are playing too. You may be doing a lot better than you think! Remember... It is just a game to be enjoyed, So...

HAVE FUN WITH IT!



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