

DRAGONS OF FLAME

INTRODUCTION

THE ACTION STARTS

It is more than three hundred years since the Cataclysm, when the old gods abandoned the people of Krynn. Without the interference of the old gods, Takhisis, the Queen of Darkness, spreads her power from the Abyss by awakening evil dragons and creating armies of Draconians. Once her armies are victorious, she will be free to move from the Abyss into Krynn. The only threat to the Queen's awesome power is the revival of belief in the old gods and the uniting of the resistance against the Draconian armies.

The first steps against Takhisis have been taken. The Disks of Mishakal have been recovered and Goldmoon has become the first True Cleric since the Cataclysm. But, while returning from the successful assault on Xak Tsaroth, Goldmoon and the other Companions of the Lance are captured by an army of Draconians.

When all seems lost, the Companions are freed during an elven attack on the Draconians. Now, the Companions must ally with friendly NPCs, battle Draconian hordes, and sneak through the caves of Sla-Mori into the fortress of Pax Tharkas. Inside, the Companions must recover the sword 'Wyrmslayer' and free the slaves held there to bind the forces of the resistance together.

THE SITUATION

At the start of the quest, Draconian armies sweep down from the north toward the elven lands of Qualinost. They already hold the ancient southern fortress of Pax Tharkas. The Draconians seek to crush the Qualinesti between their armies and the mountain fortress.

The lands before the invasion are in chaos. The countryside is full of wanderers both friendly and unfriendly. Brave elven and nomadic warriors seek to turn aside the forces of evil. Innocent victims flee the advancing conquerors. Foul creatures of all sorts take advantage of the chaos to pillage the remains of civilisation.

During your quest, you will meet many others in the wilderness. Some may join your party; it will be necessary to gain allies to complete the quest. Some may offer items to aid you on your quest. Some will attack you with sword or claw. The only way to know if an encounter is friend or foe is to approach and keep alert. But, you can assume that anyone who attacks is allied with the forces of evil.

You may find important items in many places as you travel. Items may be freely offered by friends, cast aside by those fleeing the enemy, lying amidst abandoned towns, or fiercely guarded by the forces of Takhisis. Treat your allies and items wisely, they are the keys to your quest.

THE ADVANCED DUNGEONS & DRAGONS® GAME

DRAGONS OF FLAME and the whole **DRAGONLANCE®** Saga are based on the **ADVANCED DUNGEONS & DRAGONS®** game by **TSR Inc.** **AD&D®** is the most popular role-playing game in the world. In a role-playing game, you control one or more characters in an unfolding, interactive story-line.

DRAGONS OF FLAME is an action game with many of the interactive elements of a role-playing game. The computer is used to keep track of all the usual 'to hit', 'damage' and 'saving throw' dice rolls behind the scenes so that you can concentrate on what is actually visible – the charging Draconian with a sword.

THE DRAGONLANCE® SAGA

The **DRAGONLANCE®** saga was put together by the **TSR** design staff and brought to life by the **TSR** artists. It has appeared in novels, short stories, **ADVANCED DUNGEONS & DRAGONS®** role-playing adventures, and computer games. **DRAGONS OF FLAME** gives you the chance to take part in the quest of the 'Companions of the Lance', as they continue to fight to save Krynn from Takhisis, the Queen of Darkness.

THE CHARACTERS

GOLDMOON, CHIEFTAIN'S DAUGHTER:



By Larry Elmore, from
"Dragons of Hope"

AD&D® Game Statistics:

Strength 12; Intelligence 12;
Wisdom 16; Dexterity 14;
Constitution 12; Charisma 17;
Alignment – Lawful Good;
Hit Points 24; Armour Class 6.

Equipment:

Leather armour; Quarterstaff + 2;
Medallion of Faith; Clerical magic,
see sub-menu.

RIVERWIND:



By Larry Elmore, from
"Dragons of Hope"

AD&D® Game Statistics:

Strength 18/35 (Damage +3);
Intelligence 13; Wisdom 14;
Dexterity 16; Constitution 13;
Charisma 13; Alignment – Lawful
Good; Hit Points 36; Armour Class 5.

Equipment:

Leather armour & Shield;
Longsword +2 (damage 1-8); Bow &
quiver of 20 arrows (damage 1-6).

RAISTLIN MAJERE:



By Larry Elmore, from
"Dragons of Hope"

AD&D® Game Statistics:

Strength 10; Intelligence 17;
Wisdom 14; Dexterity 16;
Constitution 10; Charisma 10;
Alignment – Neutral; Hit Points 11;
Armour Class 5.

Equipment:

Staff of the Magius (+3 protection;
+2 to hit – damage 1-8); Close
combat with Staff as weapon;
Ranged combat – see spell list.

CARAMON MAJERE:



By Larry Elmore, from
"Dragons of Hope"

AD&D® Game Statistics:

Strength 18/63 (Damage +3);
Intelligence 12; Wisdom 10;
Dexterity 11; Constitution 17;
Charisma 15; Alignment – Lawful
Good; Hit Points 44; Armour Class 6.

Equipment:

Ring mail armour; Longsword
(damage 1-8); Spear (damage 1-6).

TANIS HALF ELVEN:



By Larry Elmore, from
"Dragons of Hope"

AD&D® Game Statistics:

Strength 16 (Damage +1);
Intelligence 12; Wisdom 13;
Dexterity 16; Constitution 12;
Charisma 15; Alignment – Neutral
Good; Hit Points 45; Armour Class 4.

Equipment:

Leather armour +2; Longsword +2
(damage 1-8); Bow & quiver of 20
arrows (damage 1-6).

STURM BRIGHTBLADE:



By Larry Elmore, from
"Dragons of Hope"

AD&D® Game Statistics:

Strength 17 (Damage +1);
Intelligence 14; Wisdom 11;
Dexterity 12; Constitution 16;
Charisma 12; Alignment – Lawful
Good; Hit Points 40; Armour Class 5.

Equipment:

Chainmail armour; Two Handed
sword +3 (damage 1-10); No ranged
weapon.

TASSELHOFF BURRFOOT:



*By Larry Elmore, from
"Dragons of Hope"*

AD&D® Game Statistics:

Strength 13; Intelligence 9; Wisdom 12; Dexterity 16; Constitution 14; Charisma 11; Alignment – Neutral; Hit Points 20; Armour Class 6.

Equipment:

Leather armour; Hoopak +2 (damage 3-8); Sling +1 with a pouch of 20 bullets (damage 2-7).

FLINT FIREFORGE:



*By Larry Elmore, from
"Dragons of Hope"*

AD&D® Game Statistics:

Strength 16 (Damage +1); Intelligence 7; Wisdom 12; Dexterity 10; Constitution 18; Charisma 13; Alignment – Neutral Good; Hit Points 52; Armour Class 6.

Equipment:

Studded leather armour & Shield; Battleaxe +1 (damage 1-8); Throwing axes (damage 1-6).

NON-PLAYER CHARACTERS

EBEN SHATTERSTONE:

As a mercenary, Eben is totally self-serving and looks out for his own interests above all others. He is not evil, and seems always to end up on the winning side in any fight. Although Eben is not a coward, he is not stupid and will always find a reason not to lead the way into danger. He wears chainmail and fights with shield and longsword.

GILTHANAS:

Gilthanas is an experienced elven fighter/magic user whose knowledge may prove of great value to the party. He is second in line for the Qualinesti throne and knows many of the secret places of the ancients. He fights in chainmail, using a +1 long sword, and bow, along with some first and second level spells.

LAURANA:

Laurana is a Princess of the Qualinesti. She has been captured by the Draconians and is being held prisoner in Pax Tharkas. She normally wears +1 chainmail and fights well with a sword. Should the characters encounter her, they would be well advised to help her escape. She is greatly loved by the elves and is essential to final victory over the Draconians.

MEN:

The various townsfolk you meet may be refugees from the Draconians or the Draconian's allies. Refugees may join the party and fight with the characters. They will usually use a sword and little or no armour.

NOMADS:

There are groups of nomads who inhabit the plains and wander the southern areas of Qualinesti. Some of these nomads may be willing to aid the party by joining or by giving the party important items. Nomads generally fight with sword and bow.

MONSTERS

Here are the monsters and creatures you may encounter in your quest.

AGHAR (GULLY DWARVES):

The lowest class of dwarves, the Aghar, are denied kin status by other dwarves and are regarded as comical nuisances by humans. Their strongest instinct is survival. They see cowardice as a virtue and have raised grovelling to the status of an art form. In combat they either run away or mill about trying to avoid being hit while kicking the character's shins.

BAAZ DRACONIANS:

These Draconians are the smallest and most common type. The Baaz are used as ground troops in the army. They are quite fond of humans as a favoured addition to their diet, so they are eager to close and fight. They wear some armour, use swords and crumble to dust when killed.

BOZAK DRACONIANS:

These Draconians are larger and less plentiful than the Baaz. They are magic users and are dedicated to the purposes of Takhisis. They do not wear armour but are harder to injure than the armoured Baaz. They use magical attacks such as 'Magic Missile'. When killed, their flesh dries and their bones explode, injuring anyone too close.

DIRE WOLVES:

These large wolves tend to hunt in packs. They will attack if they are hungry (which is most of the time). The dire wolves are smart and fast, attacking with a vicious bite.

DRAGONS:

These are two old, experienced and deadly dragons in Pax Tharkas: Flamestrike and Ember. Flamestrike guards the enslaved children held in the fortress. She is somewhat insane and cares for the children as her own. This could be to the party's advantage as Flamestrike will not use her breath weapon if the children are within range. On the other hand, Ember will happily use his flaming breath, his spells and claws on any foe he comes near. Both of these ancient red dragons are terrible opponents who are more likely to kill characters than to be killed by them.

GIANT WASPS:

These unintelligent monsters are large enough to pose problems to you and the party since, "If it moves, it must be food or a home for eggs." Giant Wasps are tough, taking a lot of damage before dying. They attack with bite and poisonous sting, preferring to attack from the air.

GOBLINS:

These 4' tall humanoids are evil by nature and love to indulge in nasty pastimes such as torture and slavery. They tend to use whatever they can scavenge for both arms and armour.

GRIFFONS:

With the front half of an eagle and the rear of a lion, these monsters have an insatiable appetite for horseflesh, but are quite willing to settle for fresh human. Although capable of flight, they will attack from the ground and are extremely aggressive, semi-intelligent carnivores.

HOBGOBLINS:

These large humanoids are born evil and love to kill. Their skill is reflected in the care they give their polished weapons and scale armour. Their boldness is reflected in the bright, bloody colours of their clothes.

KAPAK DRACONIANS:

These Draconians are larger than Baaz and love to bully their smaller brethren. They differ from other Draconians by their poisonous attacks. When killed their bodies dissolve.

MEN:

Hostile humans are normally in the employ of the Draconians or are common bandits taking advantage of the current chaos. In either case they can be armed, armoured and dangerous.

STIRGES:

These nasty little flying bloodsuckers love nothing more than fresh, warm blood. Guess what human beings represent to Stirges? They continue to attack until killed or full.

TROLLS:

These large shambling humanoids are not highly intelligent but, like so many others, treat humans as a pleasant dietary supplement. They make very tough opponents, they are difficult to injure and when finally wounded, their injuries start healing automatically. Using their claws or clubs, they are capable of inflicting terrible injuries.

WAR DOGS:

These large attack trained dogs usually have light leather armour and spiked collars. They tend to attack on sight with a terrible bite.

WILD DOGS:

These medium sized domestic dogs have gone wild in the chaos of the invasion. They attack only if they are very hungry.

WRIGHTS:

These undead humans are often found in catacombs where they try to destroy any living thing that crosses their path. Wrights inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic or silver weapons.

WRAITH:

Spirits of evil beings, condemned or determined to stay in our world, these undead are amongst the party's most deadly opponents. Wraiths inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic weapons.

ZOMBIES:

These magically animated corpses are often used as tireless guardians that fight until destroyed. They may be resistant to some spells.

ITEMS

ARMOUR AND SHIELDS:

The usefulness of armour or a shield depends on the character actually using the item. There is no use in Tanis (who starts with leather armour +2) using leather armour +1 but Goldmoon would get some benefit.

MONEY:

In the world of Krynn, money comes in the form of steel coins.

RINGS:

These items come in different forms. Although any character can get experience for finding a ring, some rings need certain character types to actually use them.

POTIONS:

There are many different types of potions. To find out the effect of a particular potion, try it. With experience, you will learn to distinguish between them.

SCROLLS:

Scrolls hold either magic or clerical spells. After a scroll is used the next spell thrown, comes from the scroll and not from the character's memory. Scrolls may only be used by characters of the appropriate type.

WEAPONS:

The party may find weapons of all types, including the ancient sword Wyrmslayer (essential for game completion).

MISCELLANEOUS:

The party can find other items, including: Ammunition for ranged weapons, jewellery and gems. All items are worth experience points, but it may be necessary to dispose of some items if the characters become overloaded.

COMBAT ADVICE

Some characters are better than others for combat purposes so keep them at the front of the party. Don't forget to move characters to the back of the party if they've taken a lot of damage. It is easier to heal characters than to raise them from the dead (which can only be done a limited number of times – look at Raistlin's Constitution).

Use Ranged Combat as much as possible, as it pays to hurt the enemy before they can close. Make sure you attack properly, some monsters can only be hit with a high attack, others only with a low attack. Firing low at a flying monster doesn't do anyone except the monster any good. Note that magic users don't have to be in the lead to use their ranged spell abilities as long as they're one of the first four characters.

LOADING INSTRUCTIONS

CBM 64/128 Cassette

Type **LOAD** and press **ENTER**. Press **PLAY** on the cassette recorder. Follow screen prompts.

CBM 64/128 Disk

Type **LOAD""**, **8,1** and press **RETURN**. The game will load and run automatically. Follow screen prompts.

SPECTRUM 48/128K, +2 Cassette

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. Follow screen prompts.

AMSTRAD CPC Cassette

Type **LOAD"** and press **ENTER**. Press **PLAY** on the cassette recorder. Follow screen prompts.

AMSTRAD CPC Disk

Type **RUN"DOF"** and press **ENTER**. The game will load and run automatically. Follow screen prompts.

Cassette Users Note:

Due to machine limitations, the same character type remains on the screen, even if you choose another character to lead.

CONTROLS

CBM

Joystick: Port 1 or 2.

Keyboard: ; – Up
/ – Down
< – Left
> – Right
= – Fire

SPECTRUM

Joystick: Sinclair/Kempston compatible

Keyboard: Cursor keys – Movement
or:
A – Up
Z – Down
V – Left
B – Right
N – Fire

AMSTRAD

Joystick Compatible

Keyboard: Cursor keys – Movement
COPY – Fire

HOW TO WIN

To win the game, the companions must enter the hidden caves of Sla-Mori, find the ancient sword Wyrmslayer, sneak into the fortress of Pax Tharkas, rescue Princess Laurana and free the captured women and children of Qualinesti.

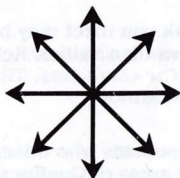
WILDERNESS VIEW

(CBM/AMSTRAD 128K/SPECTRUM 128K ONLY)

In the wilderness, the characters are represented by a single icon in the centre of the screen. Any items in the wilderness are represented by nomad icons. Monsters are represented by monster icons. When in the wilderness view, if you encounter another icon or press **COMMODORE KEY** (CBM)/**SYMBOL SHIFT** (SPECTRUM 128K)/**SHIFT** (AMSTRAD 128K), you will switch into combat view.

To move in the wilderness view, move in the direction you want the party to move.

MOVE IN WILDERNESS VIEW



COMBAT VIEW

In combat view, the party is represented by their current leader. You can change the current leader using the Hero Select function from the main menu.

The compass below the combat view shows the direction the character is facing.

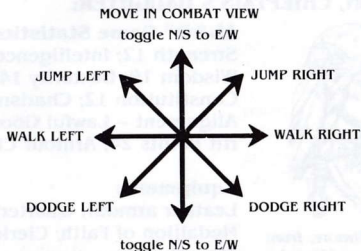
In Sla-Mori and Pax Tharkas, the combat view shows the background to the North or to the East of the party.

CBM/AMSTRAD 128K/SPECTRUM 128K USERS NOTE:

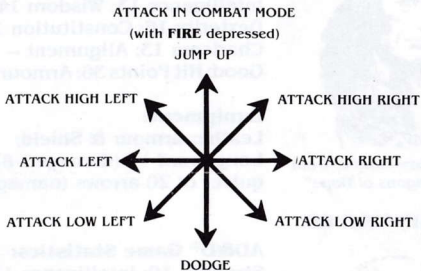
In the combat view the party can move either North/South (N/S) or East/West (E/W). Moving **UP** and **DOWN** toggles the characters' point of view between N/S and E/W.

Outdoors, the combat view represents the terrain in the wilderness view. While the party is moving in combat view, they are also moving in wilderness view. You may be able to move through difficult terrain, jump over rivers or jump up hills that are impassable in wilderness view.

The character moves according to the following chart:



To attack in combat view, hold down **FIRE** and move. Do not tap the movement or **FIRE**, the lead character attacks so long as you hold both. The character attacks according to the following chart:



If you attack while the crossed swords below the compass are dark, the character uses his ranged weapon. If you attack while the crossed swords are highlighted, the character uses his hand weapon.

Pressing **RETURN/ENTER** recasts Raistlin's last spell, if he is the second to fourth character and if the spell is an attack. If Raistlin is in front, he casts attack spells by making a ranged attack.

CBM/AMSTRAD 128K/SPECTRUM 128K USERS:

After all monsters are off the screen, switch back to the wilderness view using the key you used to select combat view. You cannot switch back to wilderness view if you are too close to a river or other impassable terrain. If you cannot get back to wilderness view, use **UP** or **DOWN** to select N/S to E/W to make sure you are not adjacent to a river. You cannot enter wilderness view while in Sla-Mori or Pax Tharkas.

CLIMBING

To climb the chain in Sla-Mori, jump up onto the chain by pressing **FIRE**. Move **UP** or **DOWN** to climb the chain.

MAIN MENU

Access the functions of the main menu by pressing the **SPACEBAR** or by pressing the first letter of any command. To select any menu item, highlight that menu item by moving and then pressing **FIRE**. To exit a menu choose the **EXIT MENU** option.

CLERICAL SPELLS

Goldmoon has three types of abilities: memorised spells (marked with a #), her ability to turn undead (marked with a *) and spells powered by the Disks of Mishakal (marked with a O). Memorised spells are used up when cast and are regenerated by resting. Turn undead is an ability and is not used up. Spells powered by the Disks of Mishakal use the number of charges listed in parenthesis after the spell name. The disks hold 100 charges and cannot be recharged.

- # **CURE LIGHT WOUNDS:** heals minor damage to a character.
- # **PROTECTION FROM EVIL:** helps you against evil opponents.
- # **FIND TRAPS:** releases any traps in the area.
- # **HOLD PERSON:** stops humans or humanoids in their tracks.

- # **SPIRITUAL HAMMER:** casts a magical war hammer.
- # **PRAYER:** even more powerful protection from evil.
- # **BLESS:** the most powerful protection from evil.
- # **DISPEL MAGIC:** eliminates magic spells.
- * **TURN UNDEAD:** can freeze or destroy undead creatures.
- O **CURE CRITICAL WOUNDS (2):** heals major damage to a character.
- O **RAISE DEAD (10):** raises dead characters. Characters may not survive the system shock of being raised.
- O **HEAL (5):** returns character to full fighting potential.

MAGIC USER SPELLS

Cast spells from Raistlin's Staff of Magius. The staff has 100 charges and each spell uses the number of charges listed in parenthesis after the spell name. If Raistlin is party leader, the staff will absorb spells cast at the party. Each absorbed spell adds 1 to the number of charges in the staff. If the staff is overcharged, it causes an explosion.

CHARM PERSON (1): stops humanoids in their tracks.

SLEEP (1): stops low level monsters in their tracks.

MAGIC MISSILE (1) throws an attack.

WEB (2): entangles an opponent. Stronger monsters break out quickly.

DETECT MAGIC (1): highlights magical items.

DETECT INVISIBLE (2): displays invisible objects. Invisible treasures may be hidden in Sla-Mori and Pax Tharkas.

BURNING HANDS (1): throws a short range attack.

FIREBALL (3): throws a long range, explosive attack.

FINAL STRIKE (ALL): causes a large explosion which uses all charges and may kill Raistlin.

USE: readies one of the lead character's items for use. Not all characters can use all items. Characters must use their arrows and sling bullets to attack with their ranged weapons.

REST: restores Goldmoon's and Gilthanis's memorised spells, heals all damaged characters one HP and lets the monsters move while you rest. Your rest will be interrupted if monsters encounter the party during the rest.

TAKE: picks up items from the ground.

OPEN: opens doors, chests, etc.

GIVE: trades an unused item between characters.

INSPECT: checks directly in front of the character for secret doors. If you come to a dead end, inspect the area for secret doors.

DROP: drops unused items to the floor.

PUT: places an item into a chest, bag or enclosure.

SHUT: closes doors, chests, etc.

QUEST MAP: shows an overall map of the area of the quest and the advance of the dragon armies. (CBM/SPECTRUM 128K/AMSTRAD 128K only).

XP: lists the party's total experience points earned and the number of each kind of monster killed. Dead characters do not contribute their experience for killing monsters to the party's total experience points.

SPECIAL NOTES

In ranged combat, Gilthanis throws three magic missiles, then he throws two webs and then a bow and arrow (if available). Gilthanis gets his spells back when the party rests. Princess Laurana can use a sword and a bow (if available). Nomads fight only with swords. There are no caches of money, potions of heroism or invulnerability, rings of spell storing, magic rope, wands, magic armour or shields in the game. Monsters do not carry treasure but they may be guarding some.

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