

# DRAGONS GOLD

To load **Dragon's Gold**  
Type RUN " " and Press Enter.  
Or Press CTRL and  
numeric-pad ENTER together.

Full instructions are available on  
screen immediately after loading.  
The game may be played using a  
joystick, or the following keys:

A = Up  
z = Down  
? = Left  
/ = Right  
Space = Fire

"About the time of the last Dragon War, Gogol – the nastiest piece of reptile in Germany – set about acquiring all the treasure in the land and hoarding it in the ruins of an abandoned Hanoverian castle. Many tried to kill the dragon, many went to great extents to protect their gold from his pillages, many met a scorching death somewhere in the castle trying to do so. To this day no one has succeeded in quelling this terrible menace."

"Crumbs!" thought Harvey, "These old books are real scary . . ." and looking out of the window onto yet another 5th Avenue traffic jam, he pondered on how boring life had become for the 1920's canine Supersleuth. After all, you'd think there'd be plenty of missing pups, or cruel masters, or overturned kennels that would need investigating by the famous Harvey Ballwanger, Private Eye. No such luck!

"I bet it's not like this in Germany" he thought "I bet there's real treasure there, even now . . ." He chewed a rubber bone thoughtfully "Come to think of it, I bet there's real dragons!"

And opening his book to read another chapter of medieval menace he suddenly felt his eyes beginning to grow heavy. "Good Grief . . ." he yawned "I do believe I'm about to have a nightmare . . ."

And sure enough, Harvey was about to have a real humdinger of a nightmare. Before he could count his paws, he found himself in what strongly resembled a Hanoverian castle, feeling more than a little sorry for himself. "Oh dear . . ." he said "Now look what I've got myself into . . ." But being a plucky little chap, he soon thought of a more interesting way of passing his time . . . After all, if this was a castle . . . "Then the gold must be . . . that-a-way." And off he trotted into the darkness, in the hope of getting rich rather quickly and eventually finding a few bones.

Oh yes Harvey . . . But did you realise how many trips to the Dragon's Gold it would take to fill that tiny treasure chest of your's? And did you forget that all really scary monsters, have little monsters to protect them?

And Harvey . . . didn't you forget about . . . Gogol ???

HAVE YOU SEEN ALL THE OTHER  
GAMES FOR THE AMSTRAD FROM ROM? ?

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