DRAGONFIRE

For Palm OS

USER'S MANUAL

Note: the shareware version can be downloaded from ***http://www.redshift.hu/***

When you start the game, you see this main menu. You can start a new game, load a saved one, or save the current state, or even exit at all.

You can get this screen if you press **'Menu'** button on your Palm. To resume, press **'Menu'** button again.

Important note: if you see a 'Please Register' button on the top of the page, then your version is unregistered. Your hero is limited to level 1 in the unregistered version!
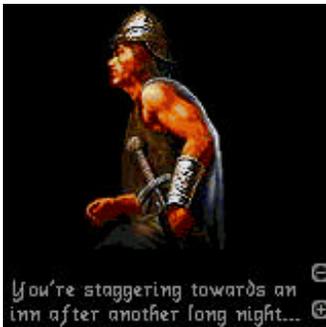
After selecting 'Start New Game', you're introduced about the story of the game.

You may increase/decrease the scrolling speed by touching the (-) and (+) buttons.

After a while (preloading bitmaps), the game appears.
Information on this screen:
1. You
2. HP – hit points (if you run out of hit points, you die)
3. SP – spell points (you can cast spells if you have enough)
4. Potions (click on the Potion icon to drink... it gives you HP,SP)
5. Money
6. Your pack (click to see the contents)
7. Stats (statistics about you – detailed info below)

You can walk around using the Stylus (click the target position), or using keys. Some things may block your move (trees, river, houses...).

Using the '?' button, you can watch your statistics:

Hp: current hp/maximal hp.

Sp: current sp/maximal sp.

Xp: Experience point. You receive experience points by killing beasts and monsters, and by solving quests.

Level: Your hero's level. When you get enough experience points, you'll automagically jump to next level (better fight attributes, more hp, more sp, better magic resistance, ..)

Next Level: Experience points of the next level.

Spells: List of your spells in your spellbook (if you have).

When you walk 'into' an object that is accessible, a dialog screen appears. You may read something about that thing.
To exit this screen, click anywhere with your stylus.

Advice: *Read everything. You'll need it.*

If you want to talk with people, simply move your hero to him/her. A Dialog screen appears.
To exit this screen, click anywhere with your stylus. If the dialog has second (...) screen, then it'll appear with the click.

Advice: *Speak with everybody. You'll need it.*

In Nalym, you can buy a map about the whole realm. Now you can see a new button in the bottom-left corner:
If you press it, you can see the map. A red flag shows the current position.

When you walk around, you can press the 'Pack' button. It allows you to examine your pack's contents.

If you tap on an item, you select it (white border, and description on the bottom).
You can wield one weapon at a time, and equip one armor and one shield. On weapons/armors/shields, you can see a small sign in the upper-left corner. If checked, then you currently use it (description says it's 'wielded' and 'equipped'). Click on that small sign to check/uncheck it.

If you select the item, you may press the 'drop' button: .

If you press the 'pack' button when you stand on a bag, then the 'ground' screen appears (where you can pick up things).
Now you can select the sword and press the 'pickup' button:

Note: if you press the 'drop' button when you're in the 'Ground' screen, then the game switches to the 'Pack' screen.

Find the shops! You can buy equipment there, of course if you have enough money (upper picture).

This screen works such like Inventory. You can change the views between *Shop* and *Inventory*. In the shop screen you can buy, and in the inventory view you can sell.

Of course if you press the 'Sell' button on the Shop screen, then you can see the 'Inventory' screen.

Note: there's a special item, **Spell book**. You can buy only one, and you cannot drop, sell it anymore. It's yours. If you buy **Spell scrolls**, their content is immediately copied to your spell book (must have one).

You can see your spell book's content with the 'Stats' button, while you walk around. But you can cast a spell only when you're fighting.

Inns are also important: you can eat there (so your hp will be maximal).

Sometimes better than use several potions to fill your hp. But when you quaff a heal potion, an amount of hp AND sp are also restored. You can use the Potion button while you walk around, and while you're fighting.

Try your luck with the card option. I suggest you should stop when you win some money... ☺

Investigate the temple, also. It can be found only in Nalym.

You can have a mental aid with the second option, which fills your sp to maximum.

The third option is donate, and after select it, you'll be blessed. You can be blessed when your hp,sp is maximal! Blessed state means higher hp and sp, and these signs will be white instead of green & blue. Try it!

You attack a monster by simple runs to it. The fighting screen automatically appears. **BEWARE!** If you stand at front of a monster, it'll attack you, so the first hit is made by it!

(The upper screen shows that the wolf has the first hit).

You can do three actions while fighting:

- **Attack with a weapon** (you can change between weapons with clicking the picture, but **the change will take a turn**)
- **Cast a spell** (if you have a spell book and spells in it, and of course you need enough spell points. But changing the current spell with **won't take a separate turn**)
- **Run away** (the monster may block you for a while... depends on levels and luck)

When you've killed the monster, you receive **Experience Points,** and you may advance to the next level, if you've enough xp (check it with **'Stats'** button). Advancing to the next level fully automatical, you don't have to do anything. When you've killed a monster, or receive some experience points in another way, and you've reached the needed experience, then an information line appears: **You gained a level!!!**

The bottom picture shows that when you attack using a spell. Note that different monsters have different magical resistance. So some monsters should be attacked by spells, some shouldn't. (F.e. dwarves have a relatively high magic resistance, **but bugs can be attacked effectively using Energy Blast**)

I hope you won't see this screen often. **Maybe you should save sometimes (using Menu button, then Save).**

GOOD LUCK!