

# **Dragon Wars**™

## **REFERENCE CARD**

**IBM/TANDY & 100% Compatibles**

### **BEFORE YOU BEGIN**

You must play with a non-write protected backup of Disk 1 and we recommend you play only with backups of both disks. Back up your disks onto blank disks (refer to your DOS manual on how to make backups.) If you want to play Dragon Wars from your hard disk, copy all files from both disks into a subdirectory (we suggest making one called DW.) Refer to your DOS manual on how to make directories and copy files.

### **LOADING INSTRUCTIONS**

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver installed.
2. Insert your backup Dragon Wars disk 1, and type **DRAGON <Enter>**.
3. To configure Dragon Wars to your system, type **DRAGON CONFIG <Enter>**. The first time you play Dragon Wars, it will automatically run the configuration program.
4. Follow the instructions on screen for the configuration program. If you would like to save your selections to disk so that you don't have to run the configuration program each time you want to play, type **S** at the main screen.

### **DRAGON WARS UTILITIES**

To transfer characters from Bard's Tale I or II, use the following steps:

#### **From a floppy disk:**

1. Format a blank disk.
2. Copy the files **Data1** and **dwtran** from Disk 1 onto the blank disk.
3. Copy **\*.tpw** from your Bard's Tale I character disk and **\*.tw** from your Bard's Tale II character disk.



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4. Run the **dwtran** program from your newly created disk and follow the directions on screen.
5. Copy **Data1** from your new disk onto your backup Disk 1.

## From a hard disk:

1. While in your DW subdirectory, copy **\*.tpw** from your Bard's Tale I character disk and **\*.tw** from your Bard's Tale II character disk.
2. Run **dwtran** from the DW subdirectory and follow the on-screen directions.

Note that transferring characters will destroy any existing characters and saved game. Your characters will not be transferred perfectly either, expect them to lose all of their magic items and most of their power and spells. Transferred characters get 12 character points. Once your party has started the game, press **X** to distribute the points.

## STARTING THE GAME

If you are playing for the first time, the computer will list the four starting characters, and ask if you want to begin. You may press **B** to begin a game of *Dragon Wars* with this party, or you may delete some or all of the characters and create your own. (See "Creating Characters"). To delete a character, press the character's number and then press **D** to delete. From this list, you can also rename and view characters with the **R** and **V** keys. (A quick note: throughout *Dragon Wars* whenever you're prompted to hit **ESC**, you may also press the space bar).

If you have a game in progress that you have saved before, the computer will ask if you want to **Begin** a new game or **Continue** your old game. Pressing **C** will resume the game where you left off; pressing **B** will destroy your saved game and start you characters from scratch with a new game. Any accumulated experience will be retained, but all items will be lost.

## CREATING CHARACTERS

You can create a character if there are 3 or fewer characters in your current party. (You can make room by deleting some characters). Press **C** from the character list at the start of the game to create a character. New characters cannot be created in a continued game.



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After deciding on a name and sex for your character, you'll be presented with a list of skills, as shown to the right. Use the keys **A** through to **E**, your mouse or the up and down arrow keys to select an ability, and then use the +/- keys or left and right arrow keys to spend points to increase your skills. The number under **Amount** shows your current level of that skill, and the number under **Cost** shows how many points it will cost to increase that skill by one level. The other skills are shown on the other two skill screens, which you can reach by pressing the **Z** key. (The same keys are used to select your skills on the other two skill screens, too).

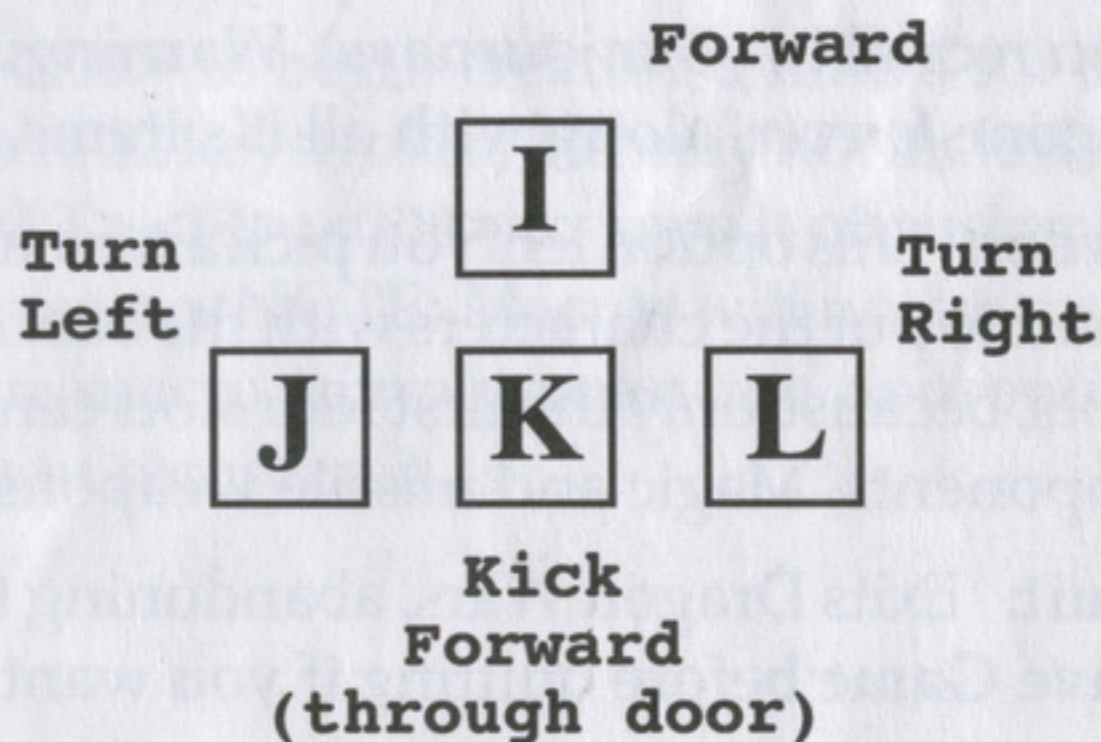
Bonehead has 50 left.

	Skill	Amount	Cost
+ A)	Strength	:10	:1
B)	Dexterity	:10	:2
C)	Intell	:10	:1
D)	Spirit	:10	:2
E)	Health	:10	:2
+	add 1		
-	subtract 1		
z	next Menu		
	Stun	:10	
	Power	:10	

When you have adjusted your character to your satisfaction, press **ESC** or the space bar to return to the initial character menu.

## PLAYING DRAGON WARS

The movement keys shown to the right will take you where you want to go when travelling around the Dragon Wars world. If there is a door in front of you, the **K** key or the up arrow key will make your party try to open it. If there is a secret or concealed door in the wall in front of you, **K** will try to smash it in. The left and right arrow keys turn you to the left and right, the up arrow does a kick forward, and the down arrow makes you do a 180 degree about-face.





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## COMMAND KEYS

The number keys and keys in this table correspond to these actions:

Key	Effect	Key	Effect
C	Cast Spell	S	Save game
D	Dismiss character	U	Use item or skill
O	Order	X	Experience Screen
?	Automap	Q	Quit game
<CTRL>-S			Combat sound on/off
<ALT><F1>..<F10>			Create macro

**Cast spell:** The program will prompt you for who should cast the spell, what class of magic you wish to cast, what type of spell (Combat, Heal, or Miscellaneous), and finally the spell name. Type the first letter of the selection you wish to use. If the spell lets you invest variable amounts of power in its casting, you'll also be prompted for a number of power points.

**Dismiss Character:** If you want to get rid of a character from your party, pick this option. It will work on both player characters (those you create) and NPCs (those you recruit in your journeys). Warning: If you dismiss a character, that character is gone *forever*, along with all its items, spells, and abilities!

**Order:** This option lets you pick a new marching order for your characters. You'll want to put the characters with the best AV, DV, and AC in the first four character slots, because only the first four slots can hit opponents with weapons or be hit by opponents. Magic and missile weapons can be used from any slot.

**Quit:** Exits Dragon Wars, abandoning the present game to DOS. Be sure to pick **Save Game** before quitting if you want to save your progress!

**Save Game:** Saves your current characters and position so you can resume later. Only one game can be saved on the *Dragon Wars* disk.

**Use:** This multi-purpose command lets you use an item, skill or attribute. After pressing U for Use, you will be prompted for which character (type a number) and



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whether an item, skill or attribute is being used (press **I**, **S** or **A**). If you pick **S** for Skill, you'll further be asked whether the skill is a Lore skill, a Knowledge skill, (including Magic skills and Bureaucracy), or an Ability (most other skills). Then you'll be asked what you want to do from a final list of skills or items. After picking what you want to do, you may be asked for a target; for instance, with Bandage skill, you'll be asked which character you want to bandage. When you find a spell scroll, **Use** the scroll to read it. If you have the appropriate magic skill, you will then remember that spell forever.

**Experience:** This command brings up the character point allocation screens (see *Creating Characters*). If you're notified that a character gains a level, you may wish to go to the Experience screen so you can use the newly gained character points to learn some skills immediately.

**Automap:** This brings up the overhead view that shows where you have travelled on the present map. In Automap, you may use the **I-J-K-L** keys to move up, left, down, and right on the overhead view. Black areas are places you have not entered, you must walk through an area to place it on the automap.

**Number keys and arrow keys:** You may press any number key to bring up the **View** screens for a character. The left and right arrow keys adjust the speed of message display during combat. You may also advance to the next message simply by pressing any key.

**Creating macros:** Type **<ALT><F1>..<F10>** to begin creating a macro for that function key. The macro may contain up to 32 keystrokes, but may not include an existing macro. When finished, type **<ALT><F1>..<F10>** to save it off, using the same function key you used to start the macro. **NOTE:** Macros will not be saved when you save the game. To use your macro, simply press the appropriate function key to play it back exactly as you recorded it.



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## VIEWING CHARACTERS

When viewing a character, either by typing the character's number or clicking on the character with the mouse, you'll first be presented with the choices at right. Choosing **Abilities** will give you a list of the character's skills and levels, choosing one of the magic classes will give you a list of the known spells in that magic class. Picking **General Overview** will bring up a list of most of the character's attributes and equipment, and it's on this screen that your character can equip items for use.

```
View. . .
General overview
Abilities
Low magic
High magic
Druid magic
Sun magic
Misc magic
```

The screen to the right is an example of a **General Overview** for Kreeplowe. At the top of the screen are his attributes. **Attack** shows his AV and **Defence** shows DV. Note that a "12/14" Health means that Kreeplowe has been hurt for 2 points of Health. If he's hit for 12 more points of damage, he will die. You may press any letter that's next to a carried item if you want to **Trade** the item

### Kreeplowe's statistics

```
Str:14      Dex:24      Int:10      Spr:10
Attack:6    Defense:6   Level:1     AC:2
```

```
Health: 12/14      Stun: 6/14
Power: 0/0         Exp: 573
```

### Carried items

```
A) Gold          $1271
B)-Battle Axe    —
C) Bolts         #10
D)+Gauntlets     —
```

to another character, **Drop** the item for good, or **Equip** the item so you have it ready for use instead of just toting it around.

If you press **A** for your gold when looking at the **General Overview**, you'll get a screen where you can:

- Pool Gold:** All party members give all their gold to one character
- Share Gold:** That character's gold is divvied up equally to all party members
- Trade Gold:** Give any amount of gold to one other character



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The minus sign next to Kreeplowe's battle axe means that he cannot equip the item – in this case, it's because you need a 17 Strength or higher to use a battle axe. The plus sign next to the gauntlets means that Kreeplowe has successfully equipped the gauntlets – he's wearing them so they protect him in combat. The #10 next to the Bolts means that Kreeplowe is carrying 10 bolts.

Note that you can equip one each of armour, shield, gauntlets, boots, weapon, and helm, and you can equip as many miscellaneous items as you want. To equip a weapon that launches missiles, like a bow and arrows or a crossbow and bolts, you must first equip the weapon, then the missile.

One final note about viewing characters: At almost any time, you can press another character's number to jump to that character, even when you're looking at spells or items or your gold.

## THE MAIN SCREEN

Under each character's name will be two or three coloured bars. The first (purple) indicates the character's current health, the second (green) indicates stun, and the third (blue) indicates power and will only be listed if the character has a magic skill. If the bar is all the way to the right, that statistic is at 100% of its maximum value.



# **Dragon Wars** <sup>TM</sup>

## **Technical Support**

If you have any queries about this product, Electronic Arts' Technical Support Department can help. Call (0753) 46465 or 49442 Monday to Friday between 9:00am and 6:00pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of computer you own
- Any additional system information (like type and make of monitor, graphics card, printer, hard disk, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you are having

**A CLUEBOOK IS NOW AVAILABLE FOR DRAGON WARS.  
FOR FURTHER INFORMATION, PLEASE CALL THE  
ABOVE NUMBER.**



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