DRAGON WARS™

Reference Card: IBM/Tandy & 100% Compatibles

UPGRADES: We will replace your Dragon Wars 5.25" disks with one 3.5" disk if you send us your original disks (not the box) and a check for $5.00. See the address on the manual's inside front cover.

BEFORE YOU BEGIN

You must play with a non-write-protected backup of Disk One, 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 the 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 the 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 One 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..
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 One.

From a hard disk:

1. While in your DW subdirectory, copy ***.tpw** from your Bard's Tale I Character

Abandonware France - 2026

disk and ***.tw** from your Bard's Tale II Character disk..
2. Run **dwtran** from the DW subdirectory and follow the directions on screen.

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 your 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.
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 **E**, your mouse, or the up and down arrow keys to select an ability, and then use the

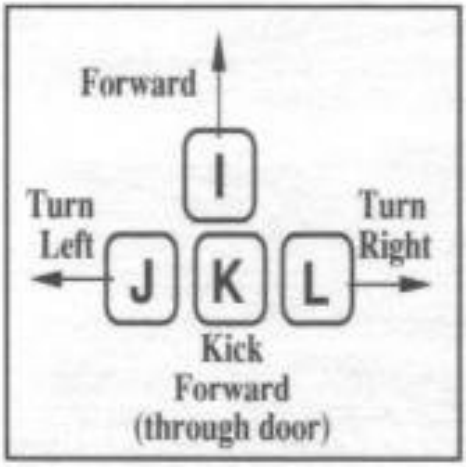
```
Bonehead has 50 left.
   Skill        Amount   Cost
A) Strength     :10      :1
B) Dexterity    :10      :2
C) Intell.      :10      :1
D) Spirit       :10      :2
E) Health       :10      :2

+ add 1
- subtract 1
z next menu

Stun      :10
Power     :10
```


Abandonware France - 2026

+/- keys or the 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.)
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 left will take you where you want to go when walking 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. You may also use the arrow keys to navigate around. The left and right arrows 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.

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**
Q	**Quit game**	?	**Automap**
<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

Abandonware France - 2026

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 selections you wish. 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 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 multipurpose 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 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 the 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** on page 2). 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

Abandonware France - 2026

on the present map. In Automap, you may use the **I-J-K-L** keys or arrow 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. (e.g. Type <ALT>-<F3> to begin a macro for <F3>). 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 your game.**

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

To use your macro, simply press the appropriate function key (<F1>...<F10>) to play it back exactly as you recorded it.

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 left. 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.

The screen to the right is an example of a General Overview for Kreeplowe. At the top of the screen are his

```
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      --
```


Abandonware France - 2026

attributes. "Attack" shows his AV and "Defense" 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 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

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 armor, 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 colored 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.

Abandonware France - 2026