



A

*This notebook chronicles
my quest to save the Last Dragon.
The journey was dangerous and long, yet I met
many good people, and the memories will linger.
I love Simbala as if it were my home.
Yet evil persists there. I fear that
someday I will have to leave Jandora
and journey there once again.
Perhaps this notebook
will be of value then.*



Amsel

Notes on the Journey to Simbala



TO COMMENCE DRAGONWORLD

See next for loading instructions.

Learning of New Features

Before anything else, enter NEWDATA. This will allow one to see descriptions of any features in DRAGONWORLD which were changed after this notebook was written.

Selecting the Means of Following the Quest

1. Enter KEYBOARD in order to use the keyboard. If a joystick is also available, enter JOYSTICK. No selection will cause the program to select the keyboard automatically.

At any point in the game, enter KEYBOARD or JOYSTICK to change from one means to the other.

2. Choose whether or not graphic images of the quest are desired.

If no selection is made, pictures will be provided automatically. Enter PICTUREOFF if only text is desired, or PICTURESON if pictures should appear along with the text.

This feature may be changed at any time during the quest.



Before you Begin the Quest

It is now time to begin *DRAGONQUEST*. Consult the following pages on "The Language of Symbols." Also, four special commands are important as you embark on your journey.

The first command: CREATE

Use the **CREATE** command to create a Save Disk. If danger appears imminent, the Save Disk will let you "restore" to that point in your quest if you have previously saved it onto the Save Disk (see "Save").

To create your Save Disk:

1. Enter **CREATE** and press **RETURN**. Follow all instructions on the screen.
Beware: The program will erase any contents of a disk being formatted as a Save Disk.
2. When the disk drive light goes off, the Save Disk should be removed, and the game disk re-inserted. The mission can continue.

The second command: SAVE

Use this command to save points in the quest to which there may be a need to return.

1. Enter **SAVE** and press **Return**. Follow instructions on the screen.
2. Select the number of the next available position, or rename a position that was used earlier. Name the present point in the quest (up to ten characters). Then remove the Save Disk, re-insert the game disk and resume the quest.

The third command: *RESTORE*

Use this command to return to a point in the quest previously saved.

First, when an unfinished quest is to be resumed:

1. Load the program as usual and enter *RESTORE*. Follow the instructions on the screen.
2. Select a quest point from the list. The program will move to that point, and the quest may be resumed from there.

Second, in the event of a fatal accident:

1. The computer will ask, *DO YOU WANT TO PLAY AGAIN?* Y or N?
2. Press Y, which will automatically restart the game.
3. Enter *RESTORE* and follow the same directions as above.

The fourth command: *RESTART*

Enter *RESTART* at any time to return to the beginning of the game.



The Language of Simbala

Customs of the Language

Speech while in Simbala should consist of succinct, precise commands. A verb (FEED, SEARCH, TAKE) should always start the command; and a noun, whether a person, a place, or a thing (CHALKWIND, BAZAAR, SWORD), should follow the verb. The word THE may be used before a noun. (TAKE THE SWORD).

Multiple nouns associated with the same verb should be separated from each other by means of a comma or and, such as

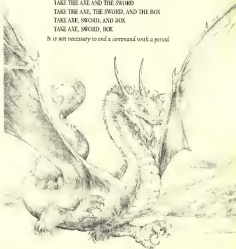
TAKE THE AXE AND THE SWORD

TAKE THE AXE, THE SWORD, AND THE BOX

TAKE AXE, SWORD, AND BOX

TAKE AXE, SWORD, BOX

It is not necessary to end a command with a period



Several separate actions may be included in one command, but actions must be separated by the word **THEN**. For example:

TAKE THE BOOK THEN READ THE BOOK

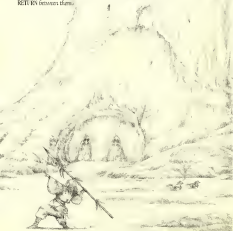
TAKE THE BOOK THEN OPEN THE BOOK THEN READ THE BOOK

OPEN THE BOX AND THE POUCH THEN CLOSE THE DOOR

TAKE ALL will result in all articles being taken. Instructions should be specific and logical. **HIT THE NAIL** may elicit the response **WITH WHAT?** Complete the command: **HIT THE NAIL WITH THE HAMMER**

Be aware that instructions for complicated tasks should be entered in a logical order. For instance, one cannot set sail in a boat without the command **UNTIE ROPE**. Likewise, if one enters **UNTIE BOAT** before **ENTER BOAT**, the boat will certainly drift away, leaving the traveler on the shore. Also, if it is necessary to **BOARD THE RAFT**, be sure to **GET OFF RAFT** before trying to explore new surroundings.

Commands should not be over two typed lines in length. If longer commands are needed, separate commands into logical sequence and press **RETURN** between them.



Errant Speech

Commands that make no sense in Simbala—if they appear impossible, if they employ objects not at hand, if terms are foreign or of another land—will elicit a response advising the adventurer to think again. Upon such a response, a different phrase should be tried.

Conversing with Friends and Strangers

To speak to another person or creature in DRAGONWORLD, simply enter **TALK TO (name)** or **ASK (name)**, as in

TALK TO ALYN

ASK ALYN

If a person or creature speaks, respond to them by entering the remark as any other command would be entered. **SAY NO** It is not necessary to add quotation marks ("NO").

A new acquaintance might have information that would be of value, and might ask "What do you want to know?" Answer with a statement that begins with **ASK (name) ABOUT**. Name the topic of choice.

Finally, when the help of Hawkwind is needed, enter **ASK HAWKWIND** or **TALK TO HAWKWIND**.

Replenishing Funds

There will also appear, with the list of possessions, a tally of the money remaining to be spent. If funds are depleted, consider visiting the Gaming House in the Bazaar, where the game of Dragonstones (described in the section named **ACTION**) may be played for admission, the coin of the realm. The games may be played as often and for as long as desired.

I nvestigating the Surroundings

Move about in Simbala by entering directions as full sentences (GO NORTH, GO DOWN), specific directions (SOUTH), or abbreviations (SE, NE, W, E, and so forth). UP and DOWN may be abbreviated U and D, respectively.

Should the surroundings need to be explored, enter SURR or LOOK (L). A description of the environment will appear. For further details about any given item, enter EXAMINE (name of item) or INSPECT (name of item).

Keep at hand the implements for map-making, in case there is risk of losing the way.

P ossessions

To obtain a complete list of possessions—money, weapons, provisions—enter INVENTORY (I). Study the list and inspect unfamiliar possessions closely. For a description of any chosen item, enter INSPECT (item) or EXAMINE (item) as above.

T he Dragonpearl and Other Special Powers

Five times in the course of a quest—and only five times—the Dragonpearl may be invoked. This Dragonpearl is a magnificent apocryphal stone which contains the memories and perceptions of the Last Dragon and those that came before him. The holder of the Dragonpearl possesses great power. Use this power wisely. Enter DP when the aid of the Dragonpearl is sought. The quest will be resumed in a different, safer place.

Also, seek Hallowford at his home early in the quest; his counsel will be invaluable.

Wordlist

VERBS

Add	Collect	Excite	Laugh	Repay	Swing
Agree	Comfort	Flag	Launch	Resume	Talk
Ask	Console	Flame	Leap	Return	Talk
Answer	Consume	Flare	Leave	Reverse	Teach
Apply	Convince	Fly	Left	Refit	Tell
Argue	Cook	Follow	Light	Ring	Thank
Ascend	Cover	Free	Like	Rope	Throw
Ask	Cover	Gather	Loan	Rew	Threaten
Astute	Crack	Get	Look (L.)	Rail	Tie
Attack	Crack	Get	Love	Sail	Toggle
Bash	Decipher	Go	Lower	Say	Van
Be	Descend	Go	Make	Scramble	Watch
Beat	Deserve	Grow	Maintain	See	Wax
Beck	Dig	Guard	Maintain	Send	Wax
Belt	Disembark	Hack	Offer	Set	Unfasten
Bet	Disengage	Hang	Open	Shower	Unfold
Blew	Disinfect	Help	Order	Shout	Unfold
Board	Disinfect	Hit	Padlock	Show	Unhook
Borrow	Drag	Hit	Pass	Signal	Unlock
Break	Drunk	Hold	Play	Sing	Unwater
Breathe	Drop	Hook	Pick	So	Unwind
Breathe	Eat	Hang	Place	Slide	Use
Bride	Endorse	Hurt	Play	Smooth	Wash
Built	Empty	Murder	Pour	Smear	Wash
Burn	Enter	Ignite	Prepares	Sound	Wash
Buy	Escape	Insert	Prove	Soothe	Wax
Call	Examine, Etc.	Inspect	Dry	Speak	Wax
Call	Exit	Inventory, Inventory	Push	Spread	Wax
Carry	Exploit	Invade	Purchase	Sprinkle	Wax
Catch	Entanglement	Join	Push	Stall	Wash
Chase	Evade	Jump	Put	Stand	Tell
Choose	Evade	Kill	Raise	Start	
Chop	Fear	Kill	Read	Stand	
Clear	Feed	Kiss	Reason	Star	
Climb	Fight	Knock	Refuse	Strike	
Close	Fill	Lend	Release	Sure	
	Push	Launch	Remove	Swim	
	Put	Launch	Repair		

NOUNS

Alchemist	Bash(x)	Diamond	Gag	Joke	Mirror(x)
Alchemist	Cape	Dringhy	Garrison	Jewel(x)	Mist
Alchemist	Capt	Doctor	Garnet	Jouana	Mistard
Ally	Castle	Door	Gates	Kendish	Money
Amber	Cauldon	Doorway	Gems	Key	Monylander
Arm	Conatoph	Dragon	Garl	Kin	Murder
Armar	Cham	Dragonbane	Gloss	Kneeler	Murder
Armour	Chamber	Dragonstone	Graftu	Kola	Monocystal
Arrows	Chet	Dragonpearl, DP	Grown	Ladder	Mosaic
Art	Chair	Dragonblood	Grinding	Love	Musa
Artist	City	Dragonacle	Guard	Leaves	Name
Artwork	Clack(x)	Dragoness	Hammer	Library	Nexus
Ashes	Coltside	Dragoness	Hard	Luffy	Oct(x)
Assault(x)(x)	Conch	Drunk	Harsh	Love	Opera
Ass	Cover	Duke	Harshword	Lotus	Overnest
Back	Cover(x)	Ekare	Hell	Lock	Opening
Bar(x)	Crack	Encyclopedia	Help	Logo	Paddle
Barometer	Craft	Ephoria	Her	Magister	Peasantry
Barrel	Crypt	Fugate	Hes	Mina (Min)	Palace
Base	Crystal	Fun	Hole	Map	
Beggar	Cupola	Fractal	Hook	Mast	
Belly(x)	Cure	Flame	Horn	Maze	
Belongings	Custard	Flare	Horse	Mind	
Bench	Dagger	Flare	Instrument(x)	Mina	
Blackstar	Danger	Food	Inventory	Mine	
Board	Darkler	Forest	Island		
Boat	Dealer	Loch, Towing	Isle		
Boat(x)	Depth	Lumina	Ivory		
Boulder					
Box(x)					
Branch					
Breast					
Brick					
Breath					
Bride					
Bride					
Brick					



Wordlist

Passage	Sentry(ies)	Tense	Window	Soften
Pat	Sergant	Taxon	Windows	Station
Pattern	Shag	Thick	Woolship	Sleeping
Pigment	Shell	Thief	Wine	Sleeping
People	Ship	Thieve	Winkles	Small
Philosopher(s)	Shore	Things	Wolf(s)	Smashed
Physician	Shoemaker	Threat	Womans (Womans)	St:O (observation for Song & Dances)
Piece	Shuff	Time	Wood	Stop
Piece(s)	Skyhigh	Transact	Xylophone	Thin
Pin	Snake	Trash		Thin
Place	Song	Trap		Thin
Plank	Sootybug	Trash	MISC.	Together
Plaque	Sound	Brackets	Again	Unleashed
Plasma	Soup	Tap	All	White
Pod(s)	Spikes	Taploar	Along	Yes
Potion	Sphinx	Tea	And	
Pray	Stable	Teak	Back	
Procedures	Staircase	Tea	Bag	
Put	Stain	Tearing Fork	Black	
Radius	Stairway	Tarot	Box	
Reach	Stairwell	Underbrush	Deal	
Prear	Stairwood	Udder	Embossed	
Quartz	Stellar	Udder	Empty	
Raft	Sand	Udder	Flat	
Rayon	Stone(s)	Vines	For	
Ring	Steel	Viper	Gold(s)	
Risk	Stuff	Volcano	Inside	
Room	Stump	Volcano	Large	
Rope(s)	Supply	Wagon	Little	
Roughness	Swan	Water	Lord	
Saddle	Sweet	Wall	Long	
Sail(s)	Talk	Warrior	Misgiving	
Sail	Talk	Water	Mute	
Salt	Talk	Wharf	No	
Scale	Talk(s)	Wharf	Off	
Sea	Talkwood	Whole	Sand	
Sea	Threat	Wheel		

DIRECTIONS

Down, d
East, E
In (side)
North, N
Northeast, NE
Northwest, NW
Out
South, S
Southeast, SE
Southwest, SW
Through
Up, u
West, W

Notes to Aid the Quest

Isle	RLTY		
Woodship	UCPS		
Sawsp	PGH		
Thief	JRMURPY		
Kids	YRYPD		
Arms	DAMDCBE		
City	YRKYD		
Dark Cell	4VLT		
Alchemist	PCBI MGRJPTOTAN UGFBAGJ		
Tutor	IJBAND		
Tavern	XGF-HZB		
Physician	LAF LDFOCJGAB		
Armory	XNRL-CHPB		
Cavepath	LRUT		
Densbridge	ANNJBAND		
Meeting Hall	YRKYD		
Leaf Cell	LDONKORLEAPD	OTRRJ	
Strong Room	CKRP	Bayan Clearing	6ATDP
Bridge Maze	AKRCL	Waterfall	HMLNO
Mosaic	XJAP	Wells	JNCHX
Treasury	CKRP	Lava	PCBI
Bottom of Lake	PMEO	Wharf	YGPB
Island	LNCTJ	Capeh	CKRP
Altar	OTANCHUPC		
Dragon	DAF "LAPTESOO LLSAPO YDS UNAMJ"		
Library	XPMAI EUP YRPM JGFBMLJCA		

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 3 4 / ' " &
 A N I H D Y U J G C V P M L S R X O E K I S 9 B T 5 L W Q Z " &

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