

TANDY®
Color Computer

Cat. No. 26-3098

DRAGON FIRE



IMAGIC



Dragonfire Program:
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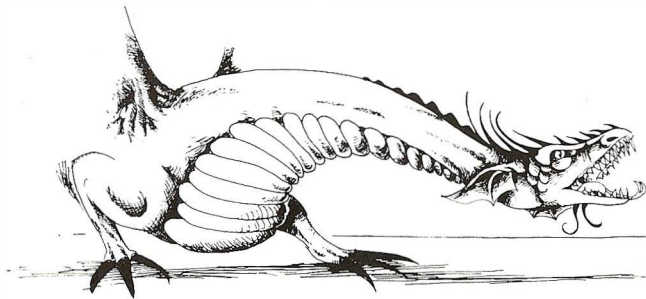
INTRODUCTION

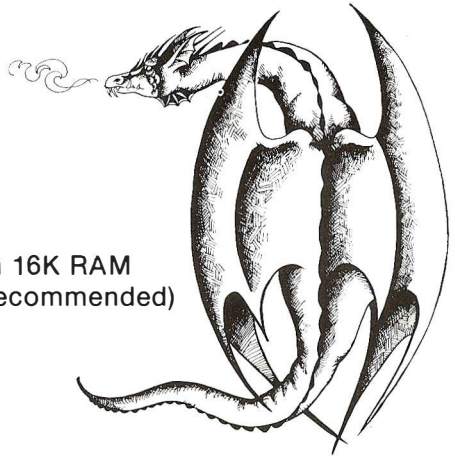
To reach the King's treasures, the Prince runs across the bridge. He must dodge fireballs tossed by Dragon hatchlings. He nimbly ducks under the high ones and leaps over the low ones. Fortunately, the fireballs can not hurt the Prince if he runs back into the tower at the right end of the bridge.

When the Prince reaches the left side of the bridge, he arrives in one of the treasure rooms filled with beautiful objects and a fierce dragon whose every breath can cost the Prince one of his six precious chances.

When the Dragon looks the other way, the Prince runs to each treasure and retrieves it for the King. The Prince can exit only after he retrieves the "key," then he may pass through the left doorway. He will then arrive at the next bridge, ready for another daring raid.

You can play Dragonfire by yourself or against another player.





System Requirements

- A Tandy Color Computer with 16K RAM
- A standard television (color recommended)
- Joystick(s)

Loading Instructions

1. Before inserting or removing the Dragonfire Program Pak™, be sure the computer is **off**. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television set, and move the antenna switchbox control to Computer (or Game). See your Tandy Color Computer Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back of the computer. If you have only one joystick, plug it into the **LEFT** jack.



4. Insert the Dragonfire Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.
5. Turn on the television, and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer. You may have to adjust the focus on the television or press the Reset button (located on the back of the computer) to obtain a clear picture.

Starting Play

Press **(1)** to start a one-player game or **(2)** for a two-player game.

To restart a game in progress, press **(BREAK)**.

To start a new game, wait 5 seconds after ending the previous game, then press the fire button on the joystick.

Game Play

The object is to cross the bridge without getting hit by a fireball. To avoid getting flared by the fireballs, you must duck the high ones and jump over the low ones, or run back into the tower.

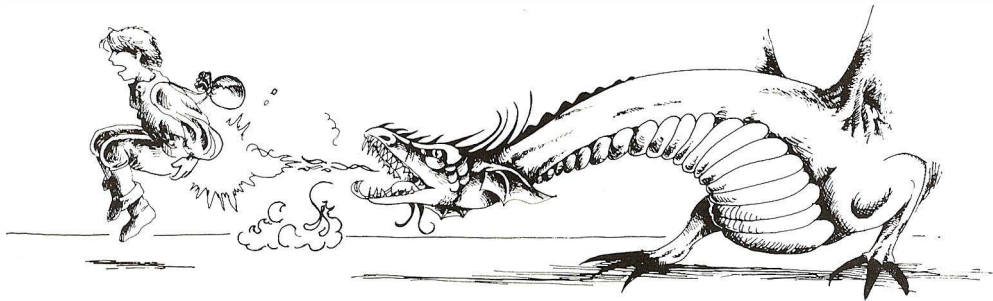
Move the joystick:

- ← to move left on the bridge
- to move right or retreat for shelter
- ↓ (toward yourself) to duck fireballs

Press the fire button to jump



J. BURRELL



You have six lives at the start of the game. Watch out for those fireballs. If you get flared, you will fall into the river. Each dive costs you one life.



Once inside the treasure room, retrieve the King's treasure while avoiding the dragon's fire. Simply touching a piece of treasure gives you possession of it. Once you have the key, you can exit through the left doorway to conquer the next bridge. As you advance from bridge to bridge, the feat of crossing a bridge becomes more difficult.



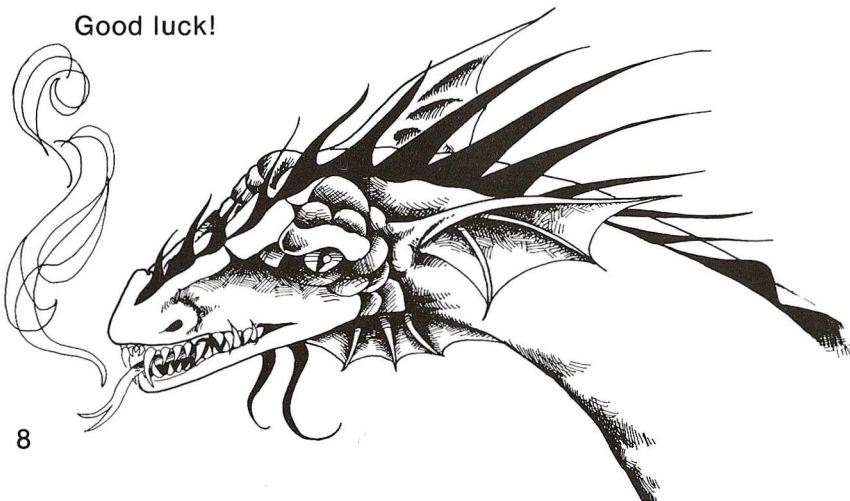
Scoring

You earn points for the amount of treasure you collect. As you cross each bridge, the number of points you receive for a treasure increases.

The bottom left corner of the screen shows:

- Your treasure score
- The number of conquered bridges ()
- The number of lives you have left ()

Good luck!



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