



TEXAS INSTRUMENTS
HOME COMPUTER

DRAGONFIRE

The dragons took over the royal castle and the kingdom's treasures forcing the King to flee. In despair, he lamented the loss, but the young Prince, who knew every corner of the castle, offered to recover the riches. Impressed, the King agreed, but warned him: "Very well, but be cautious—watch out for the Dragonfire!"

"Do not fear, Father. Those fire-breathing lizards do not scare me."



TI-99/4A version by Brian Gray
+32K memory expansion required

Video Game Cartridge

IMAGIC



Prince Pip and the Dragons.

Dragons have driven the Royal Court from the castle! Without his vast treasures, the king cannot raise an army to defeat the scaly, fire-breathing invaders. His kingdom is ruled by lizards. Yet the young Prince Pip knows the castle's many bridges and storerooms better than anyone throughout the kingdom. He plots to loot the dragons of their plunder and regain the palace. "Brave boy," trembles his father, the king, as the prince leaves for the ramparts. "Please I beg for the sake of those who love you. Beware the dreaded dragonfire!"

Game Objective

Guide Prince Pip across the castle bridges and into the royal storerooms. Avoid all dragonfire, trolls, archers and pitfalls along the way.

Collect storeroom treasures and head for the exit once you have obtained them all. The next level will begin on a new bridge with greater obstacles.

Game Setup

Insert the **Dragonfire** game cartridge into the loading bay of the **TI99/4A** home computer and power on the system. Press any key to move beyond the TI99/4A startup screen.

The cartridge **menu** should appear on screen. If the menu does not appear, power off the computer and then restart after waiting several seconds.

The cartridge menu will have **two** options.



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PRESS

1 FOR TI BASIC

2 FOR DRAGONFIRE

Press the '**2**' key to select the **Dragonfire** game. The **title screen** with in-cartridge game instructions will appear.



The game's description and instructions will automatically scroll through the lower black text box. To advance the instruction text, press the space bar.

Instruction display will repeat upon completion. To begin the game, press the '**Q**' key at any time. The title screen will clear and the game play screen will appear.

Game Play

Guide Prince Pip over the castle bridges and into the treasure storerooms located within the castle towers to collect the kingdom's stolen treasures.

Dash, duck and jump to avoid all dragon fireballs, archer arrows, trolls and pitfalls. Collect all treasures from the dragon's lair to advance to the next level.

Game Items



Prince Pip



Current Level



Life



Drawbridge



Drawbridge Fireball



Drawbridge Arrow



Dragon's Lair Fireball



Dragon's Lair Troll

Levels

Each level consists of two distinct screens - a **drawbridge** screen and a **dragon's lair** screen. Completion of each screen in succession is required to advance to the next level.

Drawbridge Screen



Avoid the dragon's **fireballs** and archer's **arrows** as you guide Pip to the tower entrance. Mind the **drawbridge** gap along the way or you will fall into the castle's **moat**.

Dragon's Lair Screen



Avoid the dragon's **fireballs** as you collect the **treasures** strewn about the room's floor. Once all treasures are collected, the **door** at the top of the screen **will open** and allow Pip to advance to the next level.

As Pip advances in the game, the game will become progressively more difficult with more and faster fireballs, an arrow and troll.

Scoring

Points are scored by **collecting treasures** found in the dragon's lair (screen 2). Collect a treasure by positioning Prince Pip over the item on screen. A tone will sound, the treasure will disappear while your score increases.

Item	Points
	10
	20
	30
	40
	50
	100
	200
	300

Bonus points are scored when the current screen is completed within the allotted time. The **quicker** the screen is **completed**, the more bonus points are awarded upon completion of the screen

Play Mechanics

Use the **TI99/4A compatible joystick** controllers to move Prince Pip on the play screen.

Screen 1: Drawbridge

Pushing the **joystick left** will move Pip towards the left tower entrance. Pushing the **joystick right** moves Pip towards the right tower entrance. Pushing **down** on the joystick causes Pip to **duck**.

The **joystick button** will cause Pip to **jump**.

Pushing the joystick left or right and pressing the joystick button at the same time, causes Pip to jump in the direction of the joystick (left or right).

Screen 2: Dragon's Lair

Pushing joystick in any direction moves Pip in that direction. There is **no duck or jump** for Screen 2.

The troll can be defeated by attacking on his unarmed side. A **bonus of 1000 points** is awarded for defeating the troll.

Credits

Original game produced by **IMAGIC**, (1982)

Game design by Bob Smith, (1982)

TI99/4A Dragonfire port by **Brian Gray**, (2025)

Special thanks to **Ciro Barile** and www.ti99iuc.it

Thanks to **AtariAge** and the **TI99/4a Community**

Software is distributed free of charge

TEXAS INSTRUMENTS SOLID STATE CARTRIDGE

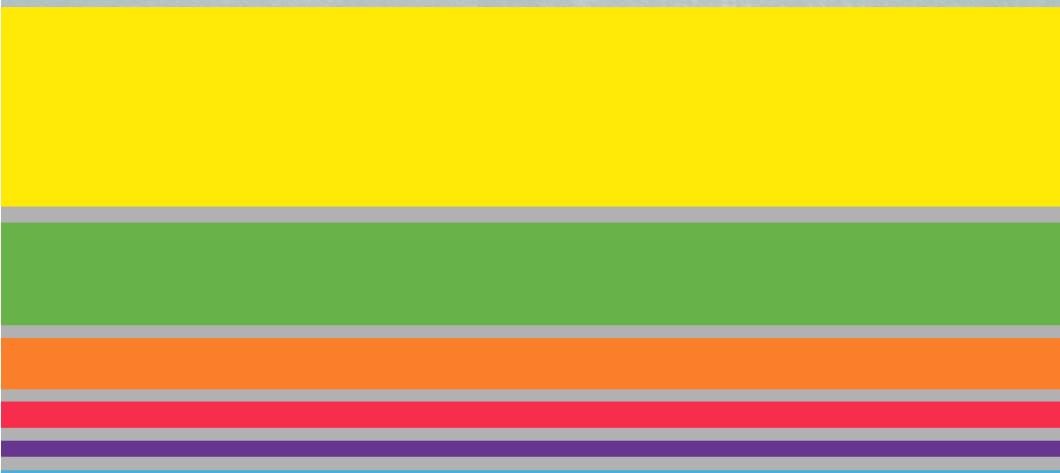


DRAGONFIRE

TI-99/4A version by Brian Gray - 2025

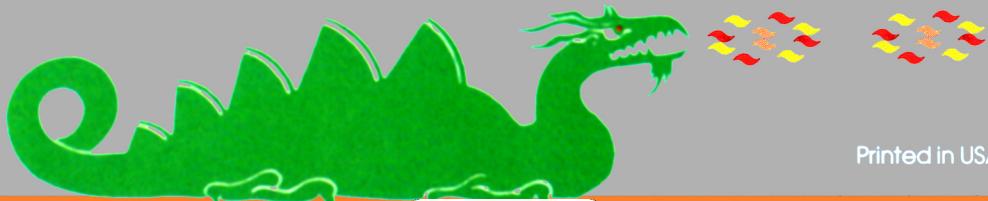
+ 32K





Original Game Program designed by Bob Smith
Texas Instruments TI-99/4A version by Brian Gray, 2025

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Printed in USA

IMAGIC