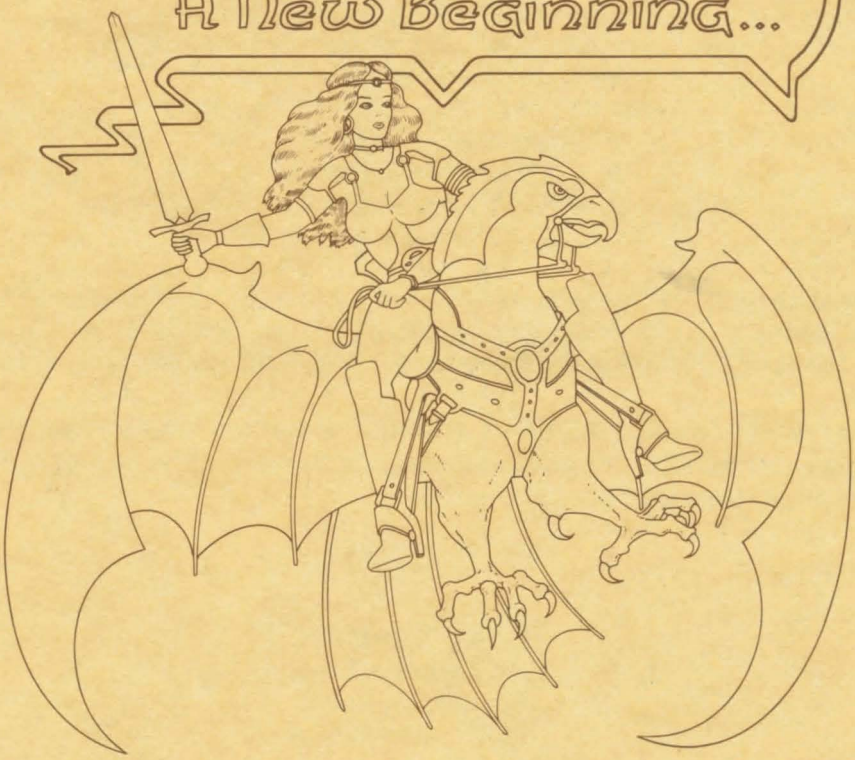
The First in the Questmaster™ Series

DONDRA

A New Beginning...



Spectrum HoloByte™

Spectrum HoloByte™

a division of Sphere, Inc.
2061 Challenger Drive, Alameda, CA 94501
(415) 522-3584

The First in the Questmaster™ Series

Dondra: A New Beginning...

Original concept, designed and produced by Sean B. Barger
Game text and story by Sean B. Barger, Greg Hopkins and Dave Kuchta
Programmed by SBB Software Associates
Apple II version by Allan Lamb
Apple IIgs version by Walter Horat
Commodore-64 and IBM versions by Jack Thornton
Apple II, Apple IIgs, IBM and C-64 graphics by Rick Incrocci
Apple II title artwork by Joshua Newsteder
Commodore-64 graphics edited by Jeffrey Stokol
IBM graphics edited by Timothy Dunn
Manual by Sean B. Barger
Package and 3-D design by Sean B. Barger and Karen Sherman
Package, 3-D and manual artwork by Ed Cassel

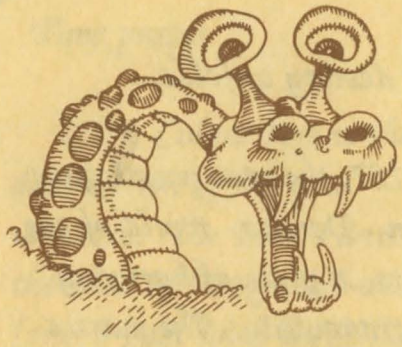
Special thanks to Brad Fregger, Gilman Louie and Phil Adam for giving me the chance. Tina Bedell (Mom) for the 3-D idea, Ernest Buff, The Lamb Family, Bernard Slome & Dominick Pagnozzi and Co., Katherine Axt, "Miss Kins" and the Cosmic Crew!

If you have questions regarding the use of *Dondra*, or any of our other products, please call ***Spectrum HoloByte*** Customer Support between the hours of 9:00 AM and 5:00 PM Pacific time, *Monday through Friday*, or write to:

(415) 522-1164

Spectrum HoloByte™
2061 Challenger Drive
Alameda, CA 94501
Attn: Customer Support

Published by Spectrum HoloByte™ a division of Sphere, Inc.
Spectrum HoloByte is a trademark of Sphere, Inc.
Questmaster™ is a trademark of Sean B. Barger
Copyright © 1987 by Sean B. Barger
Apple II, Apple IIgs are registered trademarks of Apple Corporation
IBM is a registered trademark and IBM PC, PC/XT, PC/AT, and PCjr are trademarks of International Business Machines Corporation
Commodore-64 is a registered trademark of Commodore Business Machines



DONDRA

A New Beginning...

Your destiny unfolds...

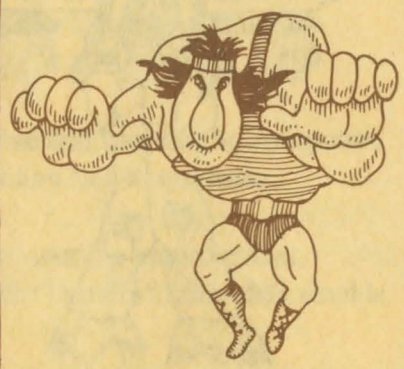
2187, the year your legacy began. Dondra, world of the Elders...a place of harmony and tranquility. The masses were content and at peace with each other. War was virtually nonexistent and the wisdom of the Elders had been undisputed for over 100 years.

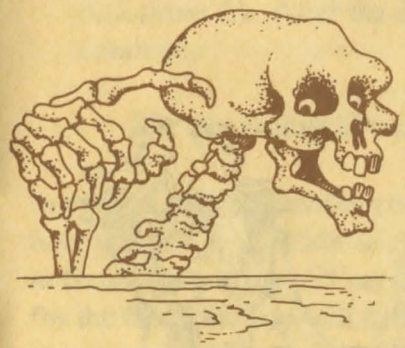
Meanwhile, in another dimension...

The universe is filled with pestilence, crime and disease. Colnar is the being who rules all evil, controlling everyone and everything. He is planning time travel to another state of being, a new universe which is prevalent with happiness, so that he may once again spread his evil ways.

Time passes...

2199, Colnar begins the domination of his new universe. The Elders anticipate the need of foreign aid and form a pact with the Tellasien race of Halcar, a neighboring planet. "The Tellasien race must defend the Elders against any evil forces. If life is taken for naught...then they must avenge."





Colnar has reached Dondra and has initiated his devious plan to abolish this nucleus of organization. After taking over the minds and bodies of a neighboring town, Colnar's now evil warriors brutally attack and slay all of the people in the main city of the Elders. The last remaining wisemen, using telepathy, summon their defenders just before being killed...

The legacy begins...

Player Instructions

Loading the game

Apple II version:

Put in the "Boot disk Side 1" in drive one and turn on the computer. After the title and credits page appear, hit any key to continue.

Apple IIgs version:

Put in the "Boot disk" in your start-up drive and turn on the computer. After the title and credits page appear, hit any key to continue.

If you are already in the Apple IIgs Finder start-up environment, simply put in the "Boot disk" and open the "Dondra" icon, then double click on "Dondra" to begin.

Commodore-64 version:

Put in the "Boot disk Side 1" in drive one and turn on the computer. After a few seconds type LOAD "*",8,1. When the cursor reappears type RUN. The program will take a few minutes to load. After the title and credits page appear, hit any key to continue.

IBM PC CGA/EGA and Tandy versions:

Load the appropriate version of DOS, then put in the "Boot disk" in drive one and type DONDRA at A>. (This will run the program from disk drive A). After the title and credits page appear, hit any key to continue.

The beginning: (First time player notes)

In your travels on Dondra you will be generating experience based upon how you perform in this world. You will also gain items that can be used in future Questmaster™ modules. Therefore, when you boot this program for the first time you will be asked to supply a name to assign to your character. This may be up to ten letters in length. Keep in mind that the name you tell the program now will be used until you RESET the game (See Special functions). Even though you may be terminated many times during game play, you will always be reincarnated after being brought back to the "Boot disk".

Experience

You will be given experience during your travels based upon:

Total Number of saves
Number of times terminated
Number of objects gained
Elapsed time

These results will be used to calculate your total experience gained. To view your experience at any time during game play type: EXP or EXPERIENCE.

Basic command entry

In this program there are many different ways to enter commands. You may use the standard two-word method, ie: GO NORTH [RETURN], or you may type CONTROL-N, or you may press the joystick forward and press button (0) to move, or you can simply press N [RETURN]. When entering a command you will usually need an ACTION word and an OBJECT word. Some standard commands might be: LOOK DOOR, READ SIGN, TAKE KEY, OPEN DOOR. To enter and execute your commands you will be using something called a "parser" or the link between your nimble fingers and the computer of your choice. When typing in a command the prompt or starting point is indicated on the bottom of the screen as: ENTRY>. After familiarizing yourself with the program for a while using some of the basic commands above, try some of the following methods of getting around in Dondra.

Advanced command entry

If you enjoy being more verbose in your description of actions and objects this parser will accommodate you. For instance, the basic commands from the previous paragraph could have been entered: READ THE SIGN ON THE DOOR, TAKE THE KEY OFF OF THE FLOOR, OPEN THE DOOR. You may also use multiple actions and multiple objects in the same sentence. If, for instance, you knew what you wanted to do in a particular room you could: GET THE KEY AND THE WRENCH THEN

OPEN THE NORTH DOOR. This would immediately take the key and the wrench from the floor and open the north door in that order.

Your capabilities are not limited to what is on the screen at the present time. You may also move between screens, look at objects, and do just about anything in the same sentence, i.e.: OPEN THE DOOR THEN GO NORTH THEN LOOK AT THE MURAL. When getting or dropping items you may also use commas: TAKE GEM, VIAL, SACK.

Multiple command entry

One of the special text handling capabilities is the multiple command entry. You may type in a lengthy number of commands one after the other with a period between each: TAKE THE GEM, VIAL AND ROPE.GO NORTH.GO UP.GIVE THE GEM TO THE MAN.GO DOWN.GO SOUTH.GO SOUTH.GO WEST. Each of the commands will be executed in the order received until they are completed. Remember, if something was entered incorrectly, then the chances are the commands that follow will not properly execute.

Travelling on Dondra

Remember that you are always looking out of the eyes of Terna, the last of the Tellasien race. We have tried to make it as easy as possible to understand your position at each location, while trying to maintain a proper perception of your facing. When you move to a location the description shown will give you a good understanding of your surroundings. In many cases it is possible to look in more than one direction. To accomplish this you may: LOOK SOUTH (This will display the south wall or scenery).

In your travels on Dondra you will encounter many strange beings which in some way have to be dealt with. Sometimes you might have to give them something or perform some action, to make them more friendly. You will also find that there are many "timed" events which keep you on your toes and prevent stagnant game play.

Keyboard movement:

Earlier we discussed basic and advanced commands which gave you an understanding of the parser. We said that you can GO NORTH to move to the next location in a northerly direction. You may GO in any direction you can think of: NORTH, SOUTH, WEST, EAST, NORTHWEST, NORTHEAST, SOUTHWEST, SOUTHEAST, UP, DOWN. You can even GO AROUND or GO BEHIND many things (hint, hint). However, it is not necessary to type GO every time: N,S,W,E,NW,NE,SW,SE,U,D [RETURN] will get you around very quickly. After you have mastered these movement commands, try the ones below.

CONTROL- movement commands (See HELP screen):

To immediately move [N]orth, [S]outh, [W]est, [E]ast, [U]p or [D]own, simply type the CONTROL key at the same time with the corresponding direction, i.e.: CONTROL-N will move you immediately north (no carriage return needed). This makes quick movement a breeze!

Joystick movement:

You are slumped over the machine, it is time to pack in a heavy hacking session and you couldn't type another move...don't despair! Pick up that joystick which is hiding under all the graph paper and type CONTROL-J. (This command will toggle your joystick on or off.) When you press the joystick in any direction you will see the corresponding movement command at the ENTRY: prompt. When you press the Button (0) it will then immediately move you in that direction. When you want to go Up and Down you will need to hold down the Button (1) and move the joystick forward and back to make your selection. When you want to type something into the computer, let the joystick self-center (there is no need to disable the joystick to type in your commands). Always keep in mind: "The sun rises in the west and sets in the east."

Special functions

Type in the COMMAND or [SUBSTITUTE]:

HELP= This screen may be accessed to help you remember some of the features available to you.

EXPERIENCE [EXP]= Displays your present Questmaster™ statistics as well as the elapsed time.

TIME [CONTROL-T]= Will quickly display your elapsed time since you began your quest. This time will be a factor in calculating your experience.

CONTROL-J= Toggles joystick function on and off; it can be used at any time for immediate movement. (If you have any problems with the joystick recognition, make sure that it has been adjusted properly.)

CONTROL-R=

** This will purge your character from the disk and make you RESTART FROM THE BEGINNING **

This function is available so that you may begin again from the start. However, your character can only be readied for transportation to other Questmaster™ modules when you have COMPLETED THE QUEST, bringing the Crystal Prism of Heheutotol back to the starting location. At that point, your character will be permanently moved to another location on the disk and he can then be transported to a new module whenever needed. Upon completion the program will automatically perform the relocation on the diskette and let you assign a name which will create a new character. Keep in mind that you may only have one character in the "completed" location.

* Note: Please read instructions in future Questmaster™ modules on how to relocate your character from this Quest and begin by using all your experience gained.

Saving and Loading positions

This feature is provided so that you may return to any of twenty-six locations previously saved after you quit or have been terminated (by one of the strange or evil beings you might encounter on Dondra). There is a "catch," however; the number of times that you save a game is counted and WILL NEGATIVELY AFFECT YOUR EXPERIENCE. We hope this will give your character an air of permanence, rewarding the more cautious and penalizing the frivolous adventurer.

At ALMOST any time during play you are permitted to restore as well as save your present statistics to the saved game diskette. To do this simply type: LOAD GAME OR SAVE GAME.

Apple II version:

The screen will clear and you will be instructed to insert your saved game diskette and press [RETURN]. If you have a second disk drive press D and you will see the disk drive indicator change on the screen. A second drive is convenient because your disk swapping will be reduced to a minimum. After putting in the appropriate disk and pressing [RETURN] a select game menu will appear. If using the LOAD command, only previously saved games will be indicated. If using SAVE you may type a new letter not indicated or you may elect to write over an old one. Any letter from A to Z is available in SAVE mode.

Apple IIgs version:

You may type SAVE GAME or LOAD GAME, or use your mouse and pull down the FILE menu to select these commands. SAVE a game under any filename you wish onto any standard PRODOS diskette. You may then LOAD any of your previously saved files at any time during play.

IBM/Tandy versions:

Games may be saved under any filename onto any standard MS-DOS diskette. You may then LOAD any of your previously saved files at any time during play.

Commodore-64 version:

You will be instructed to insert your saved game diskette and press [RETURN]. Put in the appropriate disk and press [RETURN]; a select game menu will appear. If using the LOAD command, only previously saved games will be indicated. If using SAVE you may type a new letter not indicated or elect to write over an old one. Any letter from A to Z is available in SAVE mode.

How to prepare a saved game diskette:

Apple II and Commodore-64 versions:

Format a blank disk using a standard version of DOS. (See your computer's appropriate reference manual). You are now ready to SAVE and LOAD games. We suggest that you label your diskette clearly for future use so that your brother (or other assorted family member) does not use it as a disc for the very anxious frisbee-catching dog that you might have. (You're saying to yourself, "That never stopped him before.")

Apple IIgs and IBM PC/Tandy versions:

There is no need to prepare a formatted diskette for these versions. (See the SAVE and LOAD commands above.)

Basic Commands

Some basic commands to get you started are: Use, Open, Take (All), Drop (All), Say, Look, Kick, Read, Go. This is only to help the beginner. There are hundreds of words this program will recognize and execute, so do not hesitate to try anything.

There are also some command substitutions that will make your travels a little easier. L is the same as typing in LOOK, I= INVENTORY and all of the directions can be abbreviated. When typing in commands these abbreviations will also work in a full sentence structure, i.e.: LOOK AT THE SOUTH DOOR THEN OPEN THE SOUTH DOOR.GET THE KEY THEN KICK THE KEY SOUTH.GO SOUTH = L S DOOR.OPEN S DOOR.GET KEY.KICK KEY S.S

Your Quest on Dondra

This futuristic land has many mountains, deserts, streams, fields and cities. You will find that aspects of this world are different from any other you have known. Even though you have never been there, you remember your father telling you, "The sun rises in the west and sets in the east."

To "win" you must set forth in this strange and forbidden land to find the Crystal Prism of Heheutotol and return to the starting location. Upon return, you will gain a new power which can be used in future Quests!

• *Imagine, for it is all but a dream...* *sbb*

Notes on Copy Protection and Piracy

Nobody likes copy protection. It is deemed a necessary evil by software manufacturers; it is a response to a global problem: Piracy. Without piracy there is no need for copy protection. As the user you can help eliminate piracy by not copying this or any other piece of commercial software for other than backup purposes.

A friend and designer, Michael Schwartz.

There was extensive time and effort put into this program to make a personal dream come true. We will continue striving to create quality products and appreciate your continued support.

Designer - Sean B. Barger

Spectrum HoloByte™ Ninety-Day Limited Warranty

To the original purchaser only, Spectrum HoloByte warrants the magnetic diskette on which this software product is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the diskette should become defective, it may be returned to Spectrum HoloByte for a replacement without charge, provided you have previously sent in your Warranty Registration Card to Spectrum HoloByte or send proof of purchase of the program.

Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the diskette as provided above. If failure of a diskette has resulted from accident, abuse or neglect, Spectrum HoloByte shall have no responsibility to replace the diskette under the terms of this limited warranty.

If the diskette should fail after the original ninety-day limited warranty period has expired, you may return the diskette to Spectrum HoloByte at the address noted below, accompanied by a check or money order for the applicable replacement fee as outlined on the Warranty Registration Card, a brief statement describing the defect, and your return address. Spectrum HoloByte will replace the diskette provided that you have previously returned your Warranty Registration Card to Spectrum HoloByte, and the diskette retains the original product label.

ANY IMPLIED WARRANTIES RELATING TO THE DISKETTE, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM DATE OF PURCHASE. PUBLISHER SHALL NOT BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MIGHT NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Spectrum HoloByte™
division of Sphere, Inc.
2061 Challenger Drive
Alameda, CA 94501
(415) 522-3584

Spectrum HoloByte™ Software License Agreement

THE ENCLOSED SOFTWARE PROGRAM IS LICENSED BY SPECTRUM HOLOBYTE™ TO CUSTOMERS FOR THEIR USE ONLY ON THE TERMS SET FORTH BELOW. USING THE ENCLOSED DISKETTE INDICATES YOUR ACCEPTANCE OF THESE TERMS.

Spectrum HoloByte hereby grants you a non-exclusive license to use the enclosed software and manual subject to the terms and restrictions set forth in this Software License Agreement.

This manual and the software accompanying it are copyrighted, with all rights reserved. You may not copy or otherwise reproduce any part of the software or the manual, except that you may load the software into a computer as an essential step in executing the software on the computer. The original and any back-up copies of the software and the manual are to be used only in connection with a single computer. You may physically transfer the software from one computer to another, provided that the software is used in connection with only one computer at a time. You may not transfer the software electronically from one computer to another over a network. You may not distribute copies of the software or the manual to others. YOU MAY NOT USE, COPY, MODIFY, TRANSFER, SUBLICENSE, RENT, LEASE, CONVEY, TRANSLATE, CONVERT TO ANY PROGRAMMING LANGUAGE OR FORMAT OR DECOMPILE OR DISASSEMBLE THE SOFTWARE OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.

Spectrum HoloByte™

a division of Sphere, Inc.
2061 Challenger Drive
Alameda, CA 94501