

DRAGONFIRE™

GAME PROGRAM INSTRUCTIONS

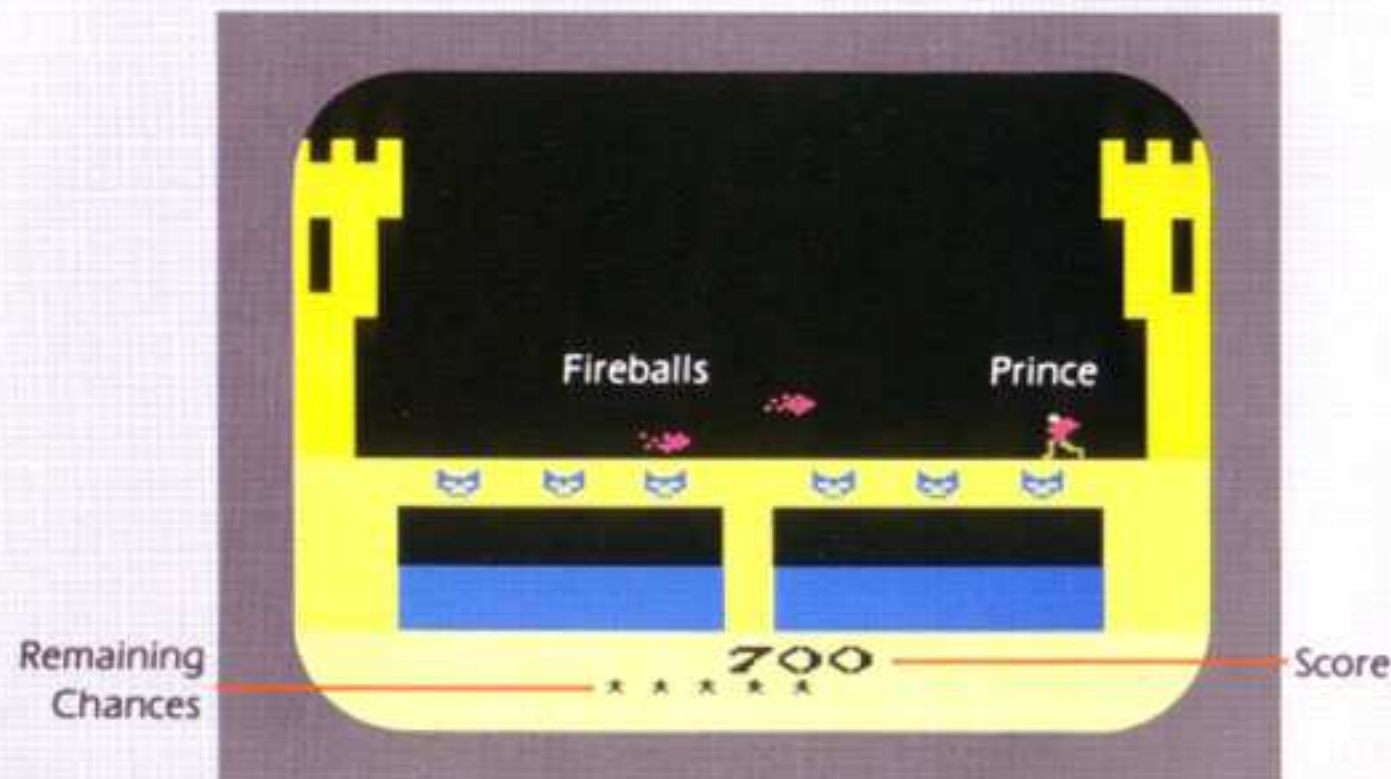
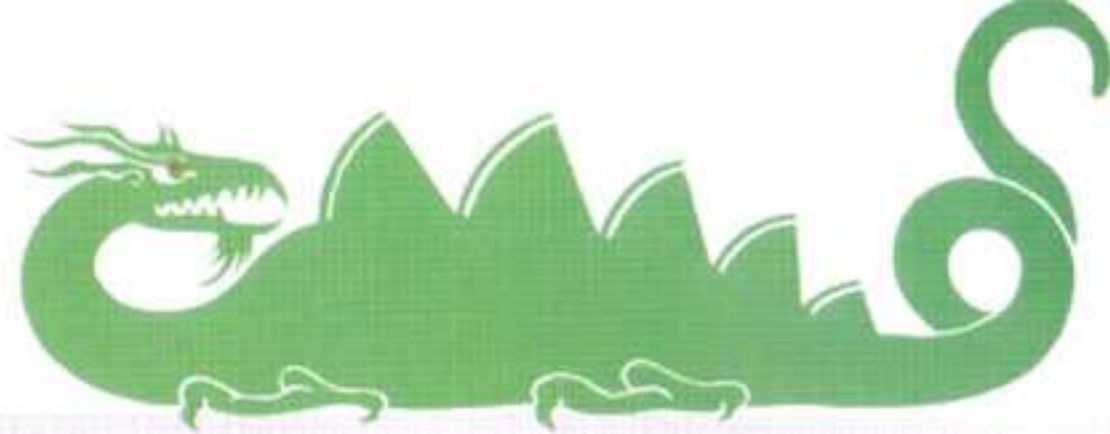


Dragons have driven the Royal Court from the Castle.

"O we are lost, lost!" laments the King. "Without our vast treasures we cannot raise an army 'gainst these accursed dragons. Our Kingdom must now languish under lizards!"

"Nay, not so, my liegel" replied the young Prince. "None knows that Castle, those many bridges and storerooms, better than I. Give me leave and I shall loot those lizards of their plunder and restore my lord to his birthright."

"Brave boy," said the King, fully pleased. "But," he added darkly, "beware dread dragonfire!"



On The Bridge

Game Objective

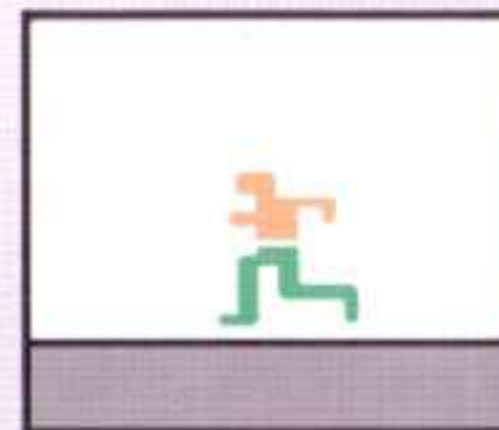
To reach the King's treasures, the Prince runs across the bridge. He must dodge fireballs tossed by Dragon hatchlings. He nimbly ducks under the high ones and leaps over the low ones. Fortunately, the fireballs can't hurt the Prince if he runs back into the tower at the right end of the bridge.

When the Prince reaches the left side of the bridge, he arrives in the storeroom. He's inside a hiding place he can return to any time. The storeroom is filled with beautiful objects—and a fierce dragon whose very breath can cost the Prince one of his seven precious chances!

When the Dragon looks the other way, the Prince runs to each object and retrieves it for the King. And when he has bravely cleared out the room of its treasures, a way of escape appears. He runs to it and reappears on the bridge, ready for another daring raid.

Help the Prince get as many treasures as possible, before he's hit by fireballs or Dragonfire seven times!

Game Play



- First, run to the treasure room at the left end of the bridge.
- To move the Prince right, toward safety, push joystick right.
- To move the Prince left, toward danger and the treasures, push joystick left.
- Watch out for dragons' fireballs! They're thrown high and low.
- If the Prince is hit by a fireball, he loses one chance.
- To duck, pull joystick toward you.
- To jump, press the red button.
- The Prince leaps farther when he's running toward the fireballs, not just standing still.
- The Prince can jump while he's ducking, to avoid fireballs that come close together.
- To jump while squatting, pull joystick toward you and press button at the same time.



Exit Location
(When Room
Is Cleared)

Dragon

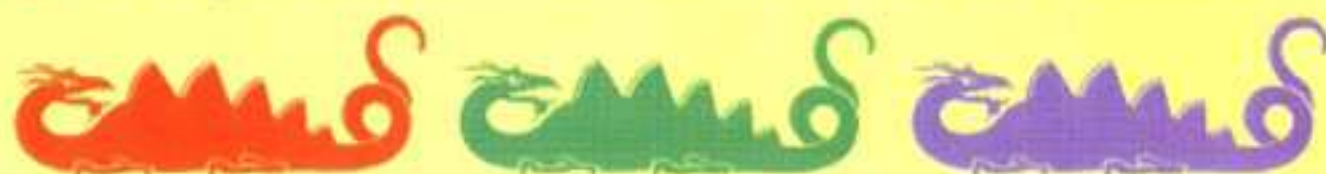


Hiding
Place
(Entrance)

In The Treasure Room

- Cross the bridge safely and you will reach the treasure room.
- Push joystick left to leave the hiding place.
 - The Prince can return to this hiding place for safety whenever he's in the room.
- Move the Prince to every object in the room—but watch out for the Dragon!
- When the last object has been taken, the exit appears at the upper left screen. Move the Prince to the exit, and escape.
- After escaping, you reappear on the bridge. Get ready for another raid and another Dragon. The treasures may be more valuable each time, but beware:

Every Dragon You Meet Is Harder To Beat!



- The game is over when the Prince has been hit seven times by fireballs on the bridge or by Dragonfire in the treasure room.
- Your final score flashes on the screen.
- To play again at the same level, just press the red button.
- To change game variation or number of players, pull Game Reset switch, **then** press the button.

Scoring

 JUG 10 pts	 LAMP 10 pts	 GOBLET 10 pts
 HELMET 60 pts	 CANDELABRA 60	 CHEST 200 pts
 HARP 200 pts	 DIAMOND 400 pts	 CROWN 400 pts



Game Variations

Pull Game Select Switch To Set Variation:

Selection Number Of
Displayed Players

You Start With. . .

1	1	1	DRAGON #1 (green and mean, but slow)
1	2	2	
2	1	1	DRAGON #3 (blue, and getting smarter)
2	2	2	
3	1	1	DRAGON #5 (red, and very mad!)
3	2	2	
4	1	1	DRAGON #7 (orange, smart, mad and fast!)
4	2	2	

- 1 Player games: Take as many objects as you can until your 7 lives are lost.
- 2 Player games: Opponents use different joystick controllers and take alternate turns. Each player's turn continues until his prince clears out the treasure room and escapes.
 - Players will find different treasures, but the same Dragon.
 - Left player takes the first turn.
 - Left player's score is black; the right player's is red.
 - Scores flash alternately at the end of the game, when players have each used all 7 chances.

Tactical Tips

- Don't spend any more time on the bridge than you have to. Cross it as fast as you can and you'll encounter fewer fireballs.
- If you face an impossible combination of fireballs on the bridge, run back to the right tower if you can make it in time. . . you're safe there. Or make the Prince squeeze through close-trailing fireballs by jumping from a crouch (pull joystick and press button at the same time).
- In the treasure room, run fast to the objects. **KEEP MOVING!** Return to the hiding place if you need a rest, because the Dragon never stops hunting.



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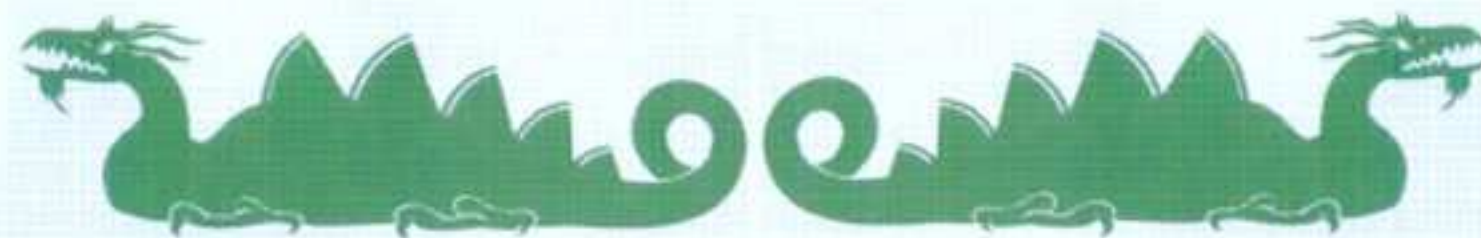
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