DRAGON DUEL

USER MANUAL

NDA

Setting up the game

Dragon Duel uses SDL2 libraries and needs
MSVC++ libraries installed on the device.

INSTALLING MSVC++

Insert your Dragon Duel floppy disk into an IBM compatible
PC or open the downloaded WinRAR file.

Locate the VC_redist.x86 executable and double click it.
Follow the onscreen install instructions trough.

STARTING THE PROGRAM

After installing the MSVC++ libraries, the program should
start without any errors.

Navigate the folder and locate Dragon_Duel.exe and double click it.
Afterwards, you will be greeted with the main menu.

SDL
Simple Directmedia Layer

NDA

Setting up your gaming peripherals

Dragon Duel game program has partial controller support
and full IBM keyboard and mouse support.

To play with controller support, please make sure that you have both
USB controllers plugged in before starting the program.

Dragon Duel has dedicated support for the following controllers:
- SEGA™ Genesis™ / Master System™ USB controller
- Atari™ 2600/5200/7800 Joystick
- XBOX ONE™ Elite controller
- Most Generic USB controllers

To play using the keyboard, please make sure that your IBM compatible
mouse and keyboard are plugged in before running the program.

NDA

Controller/Joystick info

Dragon Duel will support most of the USB
Joysticks and game controllers using the
SDL2 joystick library with the addition
of haptic rumbling (controller vibration) on
haptic capable controllers.

NOTICE: Both controllers need to be plugged
in before the program is executed for the desired
result.
The controller must not be unplugged while in session,
because the game program does not support
controller hot-plugging.

For the best user experience, the Atari™ 2600 or
SEGA™ Genesis controller is highly recommended.

Movement

Start Shoot

Move

Start Shoot

Shoot

Move

NDA

3
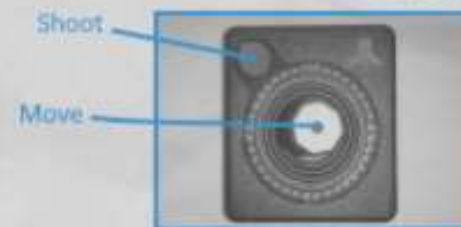
Main menu

Upon starting the program, you will be greeted
with the start screen.

Use your IBM compatible mouse or keyboard to start
the game by either clicking on the start game button or
pressing F on the keyboard.

Use your mouse to click on the desired CRT effect,
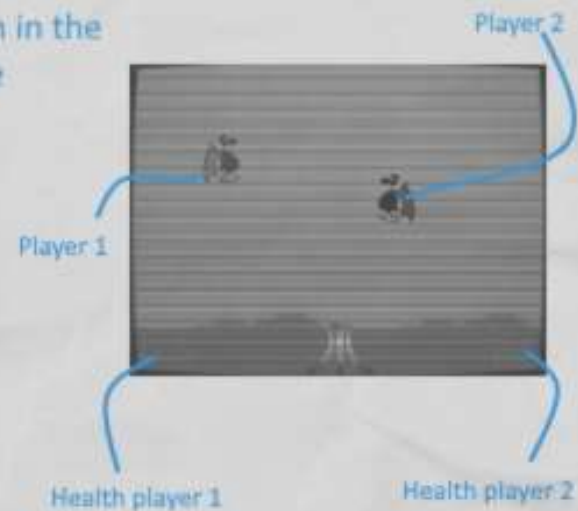on the bottom of the menu screen.

Use your mouse to click on the help button to open
the Dragon Duel user manual .pdf file.

Gameplay and controlling

The goal of the game is to defeat the opposing dragon in the pong-styled gameplay. Shoot the other dragon, dodge incomming attacks and emerge victorious!
Both players get 3 bars of health each.

Controls for both players (IBM keyboard)

Start game (F)   Shoot player 2 (RETURN)

Move player 1 (W,A,S,D)

Shoot player 1 (SPACE)   Move player 2 (Arrow Keys)

Player 2

Player 1

Health player 1   Health player 2

NDA

5

DRAGON DUEL

This game is a passion project, inspired by the original
Atari 2600 releases and is an open-source project available
on GameJolt, IndieDB, GitHub and Itch.io.
There are no ties with Atari, SEGA or any other companies.
Player sprites used in the game are modified versions of
the sprites used in the Atari 2600 release of "Adventure".

Any questions, feedback or concerns, message me on any
of the before mentioned platforms.

itch.io