



Dragon Quest Adventure Game Version 3.2 Help Contents

This Help File is for the StoneAge Dragon Quest Adventure Game Version 3.2.





Dragon Quest Adventure- Version 3.2



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Background: The Inspiration

This game, as well as several other role playing adventure games, were originally designed and written for a Commodore B-128 PET OS in about 1987. With the advent of Windows, it became apparent that the old days of playing 'adventure' on the IBM mainframe (or VAX) were going away forever. I have always enjoyed playing these role playing adventure games, and think that this Windows format is easy to understand and to play. This game is intended to let the adventurer use a small amount of logic and imagination to solve the obstacles within this game. This game is dedicated to the people who have played these role playing games long before Windows was ever imagined.

This game is dedicated to my wife, **Princess Heather**.

I hope you enjoy the adventure!

StoneAge Software

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Background: The Story Begins...

Once upon a time... there lived a wise King named Ariasus, who was loved by his people and all was well. He had one beautiful daughter, whose name was Heather. The King was a very happy King, and life was good. All the pleasures of life, luck and good fortune followed Ariasus wherever he went.

At that same time, there lived a great **Dragon**, named Barth. Barth was his name, and so great was his wingspan that no one man could see from one wingtip to the other when Barth was closer than 100 meters to them. Not only was Barth extremely large, but the fire that brewed within him dwarfed the searing roar that emitted from his nostrils when Barth was upset or angered. This dragon was the son of Bard The Dragon Of Yore. In the centuries long forgotten, Bard ruled all the lands. But that changed, too, like everything else in this world. Before Bard died, though, he had a son whom he named Barth. Barth had been sent to continue the devastation and plunder, as had been the rule for centuries.

For many years Barth had all the treasures he could want. But, like all dragons, Barth could never get enough treasure for his lair. And when all of the people within his range had either been killed or driven away, and there was no more **wealth** to be had from the land, he went in search of further riches for his cache.

Thus... the pleasant days of Ariasus' realm became a thing of the past. Three times did the great Dragon, Barth, strike at the kingdom of Ariasus, and three times he was repelled. But the knights and townspeople grew weary, and many were killed. On the fourth attack, however, a spirit came from within Barth that he had never known before. His courage and disregard for danger allowed him to steal the king's staff, and Princess Heather.

Princess Heather, was a beautiful, elven shaped woman with rich chestnut hair and green eyes. Her smile was as perfume, and her gaze brought either warmth and happiness or a cold shadow; as would her mood be. The Princess and her father, the King were very close, and his torment to recapture his daughter and bring her safely back to him was growing desperate.

The King tried and tried to find a knight who might free him from his grief and embarrassment. Many knights have come and failed. **Are you up to the task?**



Playing The Game: Object Of The Game

This game is a role playing game which requires the player to lead a character through a series of obstacles to achieve a culminated ending. It may or may not be obvious as to the route to success. There is no specific order for some obstacles, while other obstacles **must** be achieved within a specific order. The inability to correctly maneuver through these obstacles may have varying effects. There is an element of chance to all confrontations, but the rule is that a player must have something to attack with, and something to defend against an opponent's onslaught. There is a character who can explain your charter, if you accept, and will instruct you as to how to become the success (your poor farmer father always wanted you to be). There are other **collectibles** spread through this game. These are worth points toward success as well, but you cannot carry them all around with you. How to collect full points is available through the course of this adventure.

There is an Online Help program for your unfamiliarities from the Help Menu.



Playing The Game: **Game Windows**

There are 5 major windows which are involved in this game. Each window serves a different purpose. The 'controlling' window is a Multiple Document Interface (MDI) window, with the other 5 game windows being MDI Children. These windows are where the commands are issued to play the game. Each window is automatically displayed when the game is started, and is present throughout the game. Each window may be minimized at any time. Click on the window type for more information.

These are the Windows

Status

Visible Objects

Inventory

Location

Command Bank



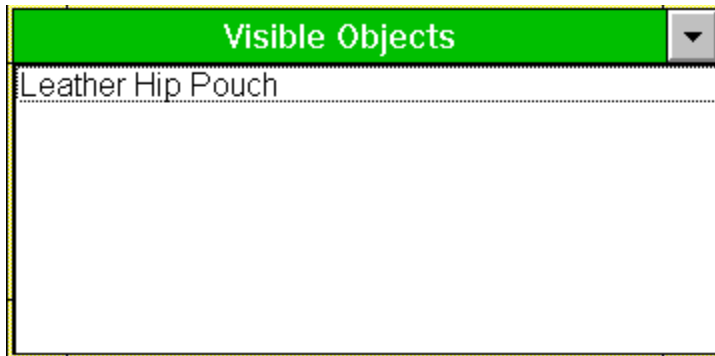
The Game Status Window

Status Window		
Score	Turns	Inv
0	1	0

The Status Window displays the statistics related to the game at the current moment. If you want further information on the current **points**, how many turns you have used, or what your carry limit is, just click on the applicable command button.



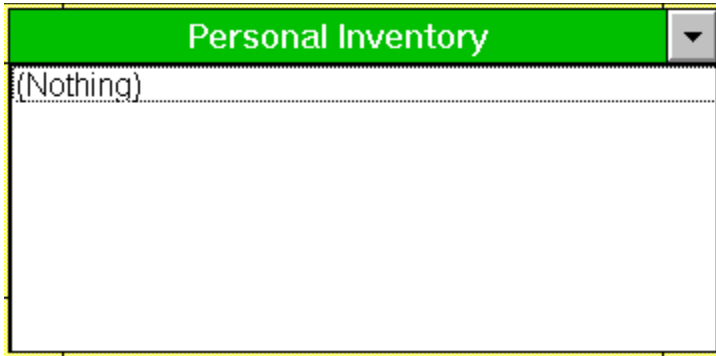
The Visible Objects



The Visible Objects Window displays objects that the player is observing while they are at that location. This is the window from which objects will be picked up from, and deposited when objects are dropped by the player.



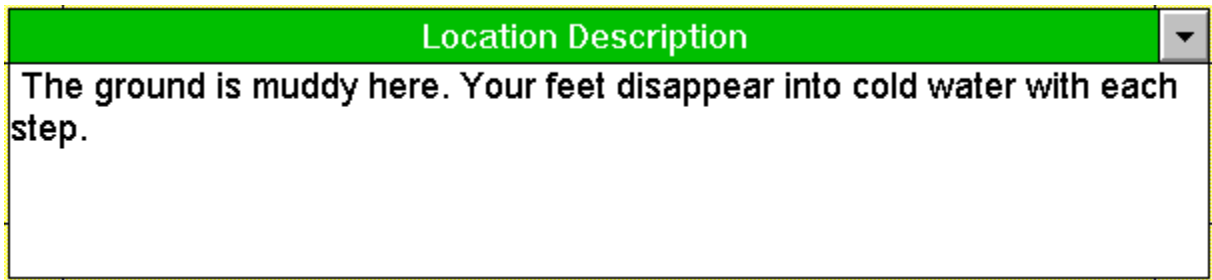
The Personal Inventory Window



This window lists all of the objects that a player is currently holding. There is a limit to the number of objects which may be held at one time.



The Location Window



This window displays what the player currently sees regarding their surroundings. Objects displayed in this window are not available to be retrieved by the player, but are merely observations made at the current game location. No further information on a location is available beyond what is displayed in this window.



The Command Bank Window



This window contains the command buttons for movement or other actions. Most commands are only available at differing times throughout the game. If a command is not available, it will be displayed as any other disabled command button within Windows. In this example, the commands with the black text are enabled, and the buttons with the red text are disabled. Click on the command button for more information on that command.



Playing The Game: Menus

There are only two menus available to the user. These menus are on the Status Window. Click on the menu type for more information.

File
Help



Menus - File Menu

The following File Menu options are available:

- New - Start a new game and initialize all game variables
- Open - Start from a game already saved to disk
- Save - Save the current game to a file which already exists
- Fast Exit - Exit the game immediately - do not stop go - do not collect \$200.
- Exit - Exit the Game and check your game status



Menus - Help Menu

- Contents - Calls this Help program.
- About... - A dab of --- [StoneAge Software](#) --- self promotion is in order.



Playing The Game: Available Game Commands

The following commands are available for this game:

light
read
north
south
east
west
up
down
open
strike

dig
enter
smash
blow
throw
get
drop
attack
eat
drink



Playing The Game: Hints

Most of the characters which appear to be bad - are bad. Some of the creatures need to be dealt with and others do not. Some should be avoided altogether. Some (but not all) of the obstacles are listed below.

The Moat: In the days of yore, it would have been a good practice of any knight to carry with him tools which might allow them to climb over or across obstacles. First you must have something to throw, and second, you have something to hold onto to the object you're throwing.

Ivan: Ivan has a subliminal passion for earthy delights. Let's just say Ivan is a vegetarian.

Ring: There is a ring which is buried. The authors' nickname is 'Rango Sarducci'. All that can be said is that if Rango buried it he would have made a sign.

Cyclops: The cyclops isn't really much different than Ivan, except that the Cyclops has a bit of a drinking problem.

Mirror: Beware - if you're not protected a knight could get hurt.

Dragon: There are no secrets here, except to say that the Dragon is a very fearsome character, and the more weapons you have the better off you are.

There is some element of luck. Good or Bad. Having the right weapon or solution does not always inherently solve the obstacle.



Status Window - 'Score' Button

This button displays a screen which has a list box containing all of the prizes the player has collected, and their value points.



Status Window - 'Turns' Button

This button will tell you how many turns you have used during the current game.



Status Window - 'Inventory' Button

This button displays the number of objects held by the player and what their object carrying limit is.

This command will ignite the appropriate object - if both the object and something to light it with are both being held.

This command allows the player to read a book, or other object being held by the player.

This command moves the player to the north one move.

This command moves the player to the south one move.

This command moves the player to the east one move.

This command moves the player to the west one move.

This command moves the player to the up.

This command moves the player to the down.

This command allows the player to open an object that requires it.

This command is an offensive move toward an opponent.

This command allows the player to dig, as long as they possess something to dig with.

This command allows the player to move into a building or entrance. Double-clicking on an object to be entered will accomplish the same thing.

This command smashes or breaks the appropriate object.

This command causes a shrill squeal to be heard if the player is holding a whistle..

This command is an offensive command, used toward opponents.

This command allows the user to pick something up that is visible in the Visible Objects Window..

This command allows the player to drop an item. Any item dropped will appear in the Visible Objects window..

This command is a [drastic](#) offensive move toward an opponent..

This command allows the player to acquire nutrition.

This command permits the player to take a cool drink of water.



Playing The Game: Points

This game has 10 objects which have point values assigned to their possession or current location. These objects are encountered as you travel through this game and are identified by being prefaced and suffixed by a star (*) as in * Herbs *. These objects are:

First of all, (and certainly most important) - Princess Heather (500 points),
Gem Studded Sword (200 points),
Large Diamond Ring (400 points),
Imperial Stamp (100 points),
Dragon's Treasure (400 points),
Columbines (100 points),
Gold Coins (200 points),
Herbs (100 points),
Gem Studded Crown (300 points),
King's Wooden Staff (100 points)



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Timothy W. Stone, President

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Personal Information:

Name: (MR. MRS. MISS MS.) _____

Address: _____

City: _____

State/Zip: _____

Country (if not USA): _____

Disk Information:

_____ I need a disk(s)

_____ I have a copy of the ordered program, and just need the registration password

_____ 3.5" HD disk(s) _____

_____ 5.25" HD disk(s) _____

Order Information:

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_____ Send me the Dragon Quest Adventure, Version 3.1 @ **\$15 per disk**

_____ Send me the StoneAge Adventure Series, Version 3.1 @ **\$25 per disk**

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