Dragon Quest Adventure Game Version 3.4 Help Contents

This Help File is for the StoneAge Dragon Quest Adventure Game Version 3.4.

Dragon Quest Adventure-   Version 3.4

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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!

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Timothy W. Stone, President

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 be 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.

Some objects cannot be picked up because of an unfriendly character obstacle, or because a necessary object is not in the possession of the player.   An example of this is that a small, leather pouch is required to pick up food, or other small items.   The limit of objects carried consecutively is 13.   No regard has been made to an object's relative mass.   A player may not hold more than 13 items at any time, regardless of the combination of objects.

There is a portion of the game which requires the player to have light.   It would make sense that if a character climbed into a cave or similar area, light would be needed to see.   This is the case in Dragon Quest.   There were not a lot of tools available to adventurers during the dark ages., and you'll just have to do the best you can with what you have.   There are a number of good things which cause sparks.

Don't forget to eat something, now and then.   But remember that there are other living beings which are hungry, too.

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

MDI Form
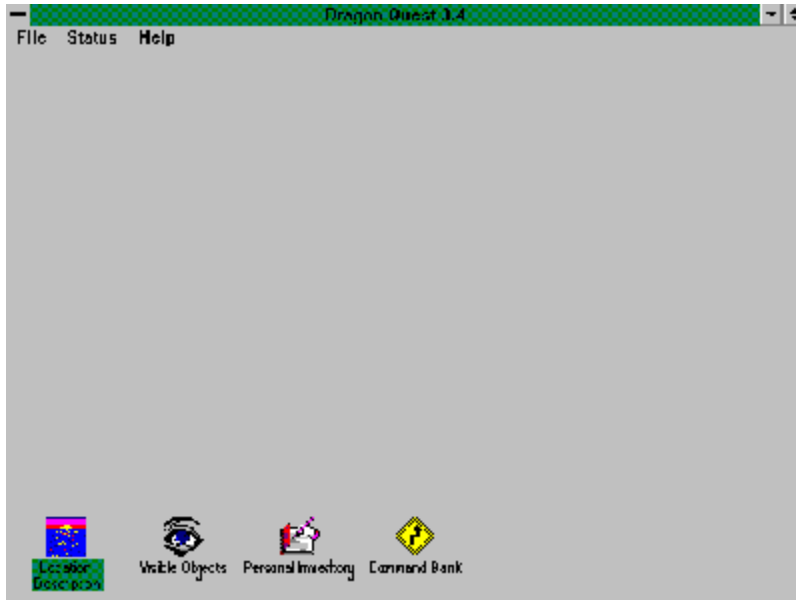**Visible Objects**
Inventory
Location
Command Bank

Multiple Document Interface (MDI) Window

This Window is the controlling (parent) window for all of the other (child) windows.   All of the children on the MDI form are shown in the minimized state.   The child windows have been minimized to show the player which window is the MDI window **.**

This is the window to minimize, if a player wants to put the game on hold for a period of time.

The Visible Objects
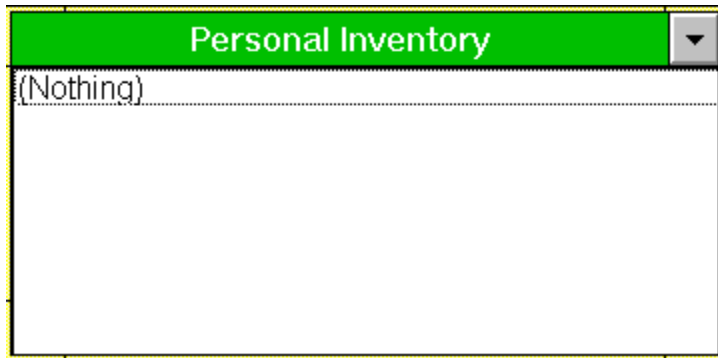
Visible Objects

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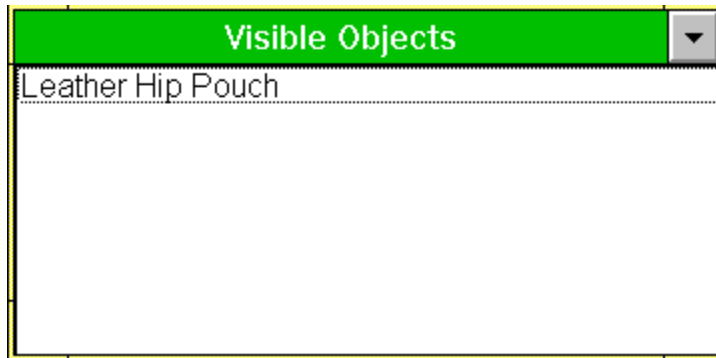
The Visible Objects Window displays objects that the player is observing while they are at that location.   This is the window from which objects will be picked up from, and deposited when objects are dropped by the player.
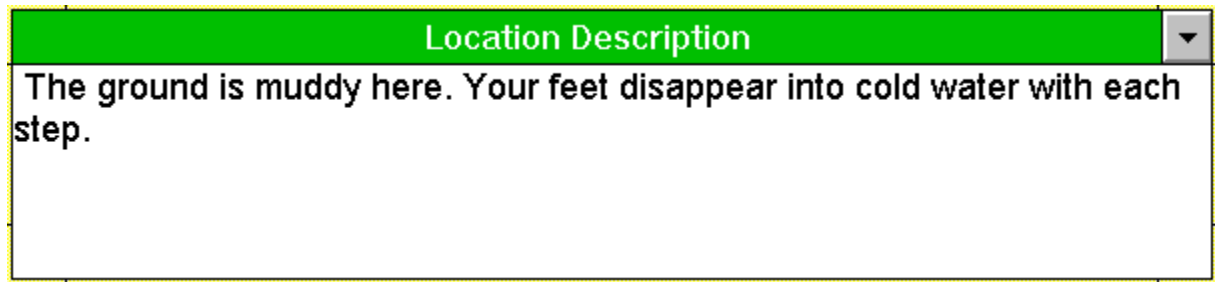
The Personal Inventory Window

Personal Inventory

(Nothing)

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

Location Description ▾

The ground is muddy here. Your feet disappear into cold water with each step.

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

Dragon Quest - Command Bank									▼
Light	Read	North	South	East	West	Up	Down	Open	Strike
Dig	Enter	Smash	Blow	Throw	Get	Drop	Attack	Eat	Drink

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
Status
Help

Menus - File Menu

The following File Menu options are available:

New   -   Start a new game an 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.

Menus - Status Menu

Score...   - The current player score is displayed.
Turns...   - A message box is displayed, indicating how many turns the player
                  has used.
Inventory...   - Displays the game status window, showing all of the articles owned
                  by the player, and which are not.   An overall player score is
                  displayed.

Playing The Game: Available Game Commands

The following commands are available for this game:

light	**dig**
read	**enter**
north	**smash**
south	**blow**
east	**throw**
west	**get**
up	**drop**
down	**attack**
open	**eat**
strike	**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.   It should be said here that some actions in this game are dependent on the transfer of some object from the playing character to an obstacle character.   The method for this transfer is generally (but not always) for the player to 'drop' the object so that it becomes available to the obstacle character.

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.

Ring: There is a ring which is buried.   The dragon keeps all his treasure close to him it seems.   You must be somewhat persistent in your labor.   No good hole was dug with but one shovel full of dirt moved.
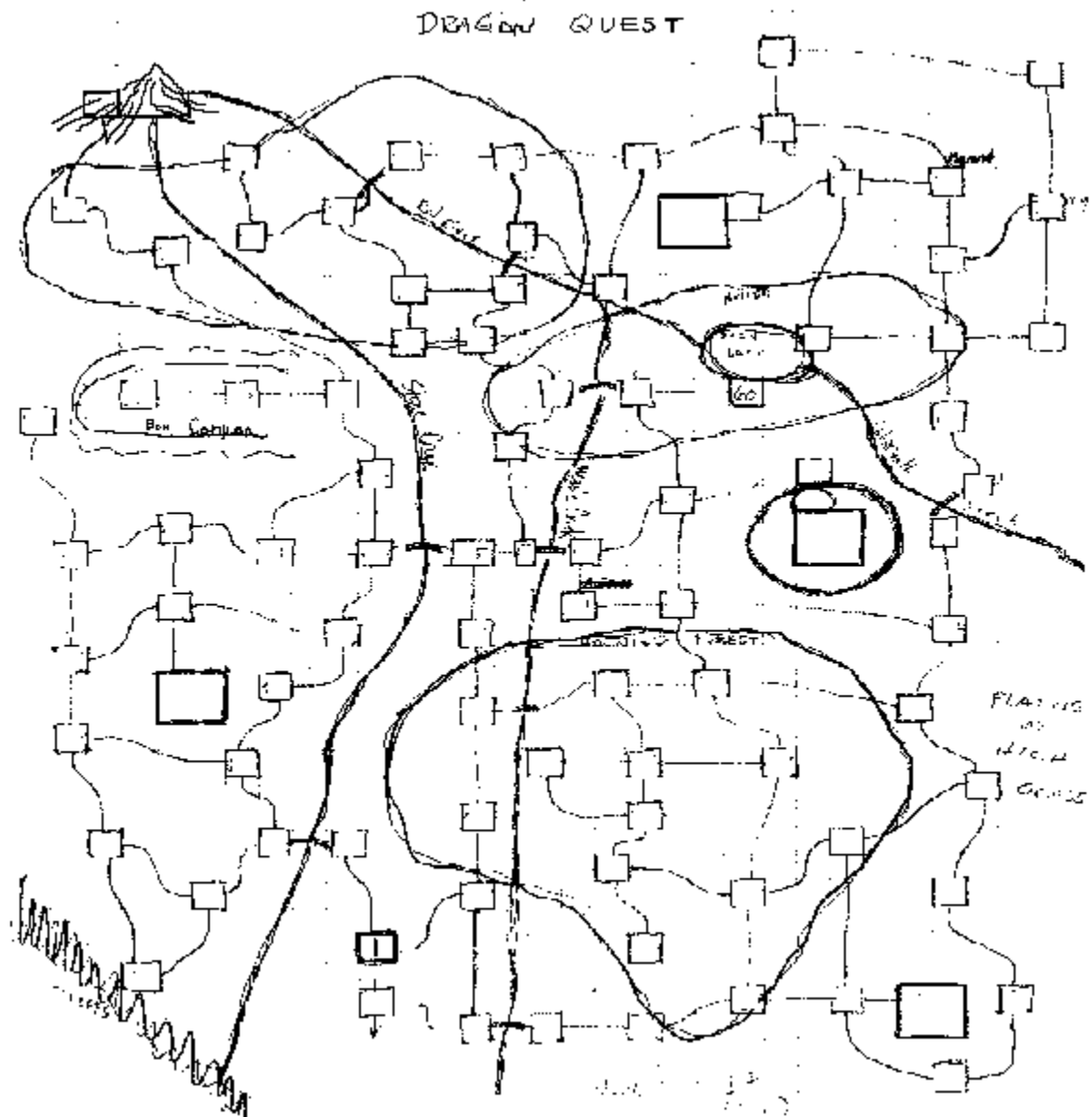
Mirror: Beware - if you're not protected an adventurer could get killed.   This spot demands the only use for one of the command verbs.

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.

![Mount Doom icon] **Mount Doom**

This is the home of the Dragon's lair.   Mount Doom was not named so aptly without greater warriors than thou approaching to save the Princess Heather.
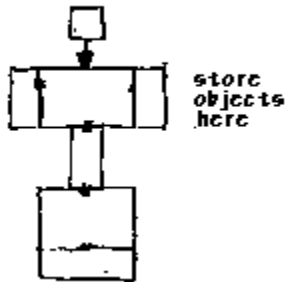
![dragon icon] **Castle #1**

This castle is completely surrounded by a moat.   You must have both the rope and the grappling hook before you may cross.   Don't toss too soon - or you're out of luck.


store
objects
here

The Cyclops respects all adversaries, but does not tolerate forwardness.   The Cyclops and Ivan have battled for years for control of the northeastern regions.   Both are strong adversaries, but both do have an Achilles heal.   Ivan likes the herbs, and the Cyclops has a bit of a drinking problem.   This commonality has lead to the dominance of neither, and the smothered anger of both.

There is one final alternative.   It involves a great deal of thrashing, noise and one-on-one combat.   The outcome is never guaranteed, nor impossible.
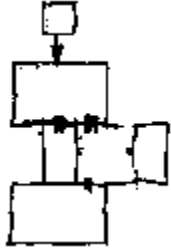
 Castle #2
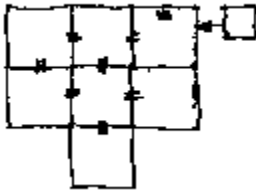
Once inside,   the player may realize, after a great deal of meditation and thought, that Ivan has a subliminal passion for earthy delights.   Let's just say Ivan is a vegetarian.   The solution to this obstacle is to transfer the object of Ivan's weakness to him.   He'll never bother you again.   If you don't know which weakness we're talking about, just ask, Herb.   Sometimes you have to give up something you need for the long objective.

There is one final alternative.   It involves a great deal of thrashing, noise and one-on-one combat.   The outcome is never guaranteed, nor impossible.

 Castle #3

This castle has lots to offer a traveler who may be short on ways to stay alive.


Everything in this castle has been ransacked.   You must fight your superstitions and take a chance to get the coins, left undisturbed for many years.   Beware - a player could get hurt without the proper protection.

His Majesty, the King's Castle

If it glitters - you can count on it being worth a lot!   This is the King's castle.   You owe your life and all that you have to the mercy of the King himself.   Were it not for his grace - all would work for him, and no incentive.
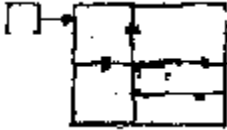
The game may be decided right here within these walls.   There are so many ways to get yourself into trouble when you are visiting the King.   Don't get too greedy too soon or you've had it.

Haunted Forest

None of the woods in these regions seem to be safe these days.   What   - with people starving, and trying to squat on good land just to eat?   Times are hard everywhere, but these woods are particularly dark.

Wolves run these woods, too.   A player could do better to stay out of these woods, but then sometimes it just can't be helped.   One good word of advice is to stay away from the things that wolves like to prey on - red meat and man.   Sometimes the order gets mixed up, so its best to stay away from the wolves when you happen to possess something that you both were planning on for dinner.

You'll find a small, leather pouch in these woods.   Each traveller needs something to hold onto small valuables, to keep from having to cup them in their hand all the time.

The Hilly Region

Two sources of water run from the northwest into this area.   These bodies of water are Stone Creek, and the Red River.   Both are choked with debris being swept downstream from the destruction of the Dragon.   Times used to be that the fishing was great, and the smell of the tress made for good times.

Now,   these two waterways find themselves looking for a "tree-hugger" to save them - uh... but then that's another story...

Columbines, and other hardware needed for the journey into the Dragon's lair can be found here.   Good luck.

Box Canyon

There are some great weapons in this area, however this is a box canyon - and you won't be able to talk your way out of this predicament.

You need the help of the only creatures who can improve your situation.   If you don't have your whistle - you're out of luck.

 Dead Lake

This lake maintains a very small, but mighty group of alligators.   They like the herbs which grow so abundantly near this polluted lake.   Ivan likes them, too, but Ivan's never been able to get all of the fingers he stuck out (to retrieve these herbs) back again.   Ivan's just got his books, and that's all he can think about.   If you want the herbs, you'll have to fight for them just like Ivan does.   Its a toss-up as to whether you'll fare any better than Ivan does on a good day.

If you DO get some herbs, Ivan asks you to bring some to him.   Ivan will love you for it.

 Start Here

East ->

This is where you journey starts.   You're out on your own, and even the author can't help you now.   Your feet are wet, or did you even notice?

Good Luck!
Rango

 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 along as they posses 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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