dragonsphere

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MICRO PROSE

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⌒ CREDITS ⌒

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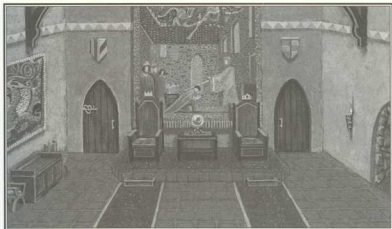
∽ INTRODUCTION ∾

Welcome to MicroProse's world of Animated Graphic Adventures! An AGA, as the name implies, uses animated graphics to tell an adventure story. This type of game has been compared to interactive movies, TV shows, and books. We prefer not to categorise our games in this way, since they are designed specifically for the personal computer: they are interactive computer adventures.

In DRAGONSPHERE, you control the actions of Callash, newly-crowned king of the nation of Gran Callahach. At the beginning of the game, during the intro, the dread Sanwe - a dimension-hopping sorcerer of vast powers - was imprisoned by the mighty spells of your court wizard, Ner-Tom. Sanwe was successfully trapped, but vowed that he would break free in 20 years. He also vowed to take his vengeance on you - at that time just a boy of 13 years.

Now, 20 years later, your father has died, leaving you in command of the kingdom. The sorcerer is beginning to break free from his imprisonment. You know this because Ner-Tom created a spell he called the *Dragonsphere*. The little dragon inside represents the sorcerer; the crystal globe surrounding it represents the spell that kept Sanwe trapped. As long as the globe remained whole, and the dragon quiescent, you knew you were safe.

Now the *Dragonsphere* is beginning to crack, and the dragon within beginning to stir.

DRAGONSPHERE was designed with two modes of play: "Novice," and "Challenging." "Novice" mode is precisely what it implies - there are many clues and hints within the game itself, either in the form of extra text or graphics. "Challenging" mode is for players who like a little more - the puzzles are more difficult, and fewer hints are given. Still, novice players should not be afraid to try the "Challenging" mode from the beginning.
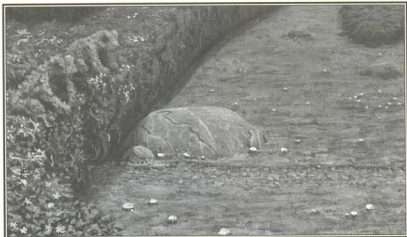
～ CD ROM INSTALLATION ～

urn on your computer making sure Microsoft Extensions have been loaded.
• Insert your game CD into your CD ROM drive.
• Switch to the drive letter for your CD ROM drive. For example if it is 'D', type 'D:' and press [Return].
• Type 'Install' and press [Return].
•Follow the on-screen instructions.

The Install program will recommend a drive and a directory to install to but you can change this if you wish.

MicroProse CD titles may install some files to your hard drive and some will temporarily use Expanded Memory and hard disk space to cache information to. This process will often take several minutes but will enable scenes to play much faster.

RUNNING THE GAME

After Installation, the install program will instruct you how to start each game. Repeat this process each time you play *Dragonsphere*.

Hardware Configuration Options: You can set *Dragonsphere* up to use your sound card and/or speech card. Follow the on-screen instructions to have the game recognise your special needs.

In some cases, even our system cannot detect your sound hardware, especially if you have a non-standard configuration. In other words, just because an option is gray doesn't mean you can't choose that option.

If the hardware option you select has special configuration options, a second series of choices allows you to specify Speech Address, IRQ, and DRQ/DMA. Standard defaults are given. Be careful - an error here could cause serious problems for your system. You may need to consult your sound system's set-up guide.

If you have a Roland MT-32 or LAPC-1, and a second system that supports digitised sound, after you select Roland you may have a second set of options for your digitised sound support.

If you select 'No Sound' during installation, you cannot turn on the sound during the game. Instead you must exit to DOS and re-run the install program to reconfigure your hardware.
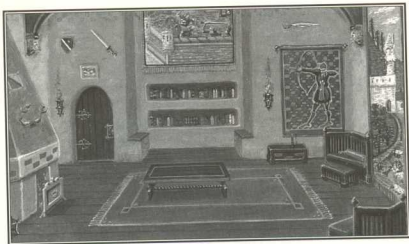
Game Play Options: *Dragonsphere* comes with many user-adjustable features, for your convenience. As you see in the red prompt box, these are:

> Mouse Interface
> Panning
> Room Fades

"Mouse Interface" lets you choose between the Standard and Hands-off modes. In standard mode, you have to click the mouse and hold it down in order to see what orders are available to you; in hands-off mode you just glide the mouse around at the cost of a slower execution time (see "Interface" on page 9 for more details).

"Panning" lets you control the speed at which certain large locations in the game "scroll" across the screen. You can change the setting to "Instant," if you have a particularly slow machine; but the scrolling effect is more of a "jump" in this case. The "Medium" speed is a compromise between the two.

"Room Fades" lets you choose the "special effect" which is used when Callash walks from one location to another. "Smooth" fades give you the fanciest but slowest transitions. "Fast" gives you the fastest, but least fancy transitions. "Medium" is a compromise between the two.

⌒ GETTING STARTED ⌒

*I*f you start the game right after installing, it's easy to do: as it says on the screen, "To play NOW, type: DRAGON." Press [ENTER].

If you want to play some other time, you must first switch to the directory containing your *Dragonsphere* game. If you chose the default answer during installation, your game is in the MPS\DRAGON directory, so type "C:" and hit [ENTER], and then type "cd \MPS\DRAGON" and hit [ENTER]. Make sure the CD is installed in your CD drive now type "DRAGON" and [ENTER] again.

If you put *Dragonsphere* into some other directory, change to that directory first (substitute your directory names for MPS\DRAGON above).

THE TOP MENU

You'll see the opening animation the first time you run the game, followed by a menu of choices (the second and subsequent times you run the game, you'll just get the menu).

TOP MENU

Your menu choices are:

Start	Intro
Resume	Exit
Restore	Credits

"Start" starts a brand new game of *Dragonsphere* from the beginning. You'll be asked to choose a difficulty level for your game when you do this.

"Resume" restarts the very last game you were playing at the point at which you saved or quit.

"Restore" restores a saved game. You may want to do this in the middle of a game if you don't like the way things are going.

"Intro" lets you watch the opening animation again.

"Exit" sends you back to DOS.

"Credits" shows you a list of the numerous individuals who made *Dragonsphere* possible.

PLAYING

Once you choose to Start a New Game, you'll see the interior of Castle Callahach. Your character, Callash, is awakened by his wife, the Queen Fiona. She asks you to meet her in the council chamber at your earliest convenience.

If you have experience at this sort of game, you're probably already up and running. If you're familiar with animated graphic adventures but are unsure how to use our interface, you can skip to the next section.

If you're a novice to AGAs, we will walk you through the first little bit of the game. If you prefer to discover all of this on your own, skip ahead to the next section.

- To answer Fiona, choose either of the listed replies at the bottom of the screen. Continue to do this until the conversation ends and Fiona leaves.

- Move the mouse around. As the pointer passes over various "hot spots" (active screen areas), the current command, shown at the bottom of the screen, will change. This command is actually performed when you click the left mouse button (LMB) in that area of the screen; these include "Look at Bust on Wall" and "Look at Wall Arches." Most hot spots have a specific command of Walk To or Walk Across.

- Double-click (click twice in a row, fast) with the LMB on the "Look" command at the bottom, below the viewscreen. This gives you a general "Look Around" description of the room you are in. It's a good idea to do this every time you enter a new location.

- Click on Look and then on any of these hot spots. A text message will pop up and tell you a little about the object(s) you clicked on.

- Try Pulling the Fireplace Screen. The first thing that happens is that Callash gets out of bed and gets washed up; then he changes clothes. Finally, control is returned to you, refreshed and ready to go!

- Build and execute the following commands to see what happens: Open Chest, Open Window, Look Decorations, Look At Book, Take Book, Open Book. As you can see, sometimes it takes just the right command to get what you want.

- Put the cursor over the door at the east end of the room; when it becomes a GO cursor, click and travel into the room next door (the queen's bedroom).

- In the queen's bedroom, try Looking Around, Looking At things, and Taking things. When you're done, put the cursor at the bottom of the screen and GO out into the hall. Look for things to examine, and people to talk to. It is suggested that you complete every "conversation" with every character in the game. Much of the story-telling in *Dragonsphere* lies in the conversations with characters.

- Take your time "looking" at objects. Many times you will receive clues and other useful information by reading the "look" descriptions in every "room" (location) in the game.

- When in doubt, try variations on a basic command. If Taking something doesn't have the effect you thought it would, try Pulling or Pushing instead.
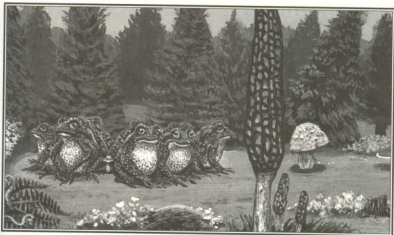
～ INTERFACE ～

T he MicroProse Adventure Interface is designed for maximum efficiency and minimal fuss. By using the listed commands at the bottom of the screen, the special commands for each item, and the default commands for most of the "hot spots" on the screen, you can deliver a great variety of orders without ever putting your fingers on the keyboard!

GETTING AROUND

If you want to move somewhere, click with the Left Mouse Button (LMB) on the thing or in the area toward which you want to move. If "Walk to" or "Walk across" is not the default command for that area or thing, try walking to a spot nearby.

When you want to go to a new screen, move the mouse until the cursor becomes a "GO" symbol. Click the LMB and you'll GO to a new area or "room."

In some locations, it is possible to "jump" across a room to save time. To do this, click on the spot where you want to go, then hit the SPACE BAR. Callash will automatically jump to that position. This will not work in rooms in which "jumping" might allow you to skip over a puzzle!

BUILDING COMMANDS

All hot spots have a default command associated with them (such as "Look at torch" or "Push panel"). By clicking on a hot spot with the LMB, you automatically invoke its default command.

If you want to do something special with a hot spot or item, you can build a command of your own. For example, to throw a book at a statue, click on "Throw," then "Book" (if it's in your inventory), then the statue, and watch the command build (we supply the missing words, like "at" or "in"). The command line now reads "Throw Book at Statue." Of course, throwing things is not always appropriate!

USER-DEFINED DEFAULT

This is a sophisticated way of saying that although we've set an individual default command for everything, there are probably certain things you want to do to every item you find. "Looking" is a good example of this and this is the initial user-defined default.

To invoke this default, click on any hot spot using the Right Mouse Button (RMB). This will Look at whatever you click on.

You can change this default (that's why we call it "user-defined") by clicking on a command with the RMB (such as "Take"). This becomes the new user-defined default. Now you can RMB every object, attempting to take it (but you will be allowed to take only certain objects).

INVENTORY ITEMS

Objects: There are many special items that you can pick up and carry around with you, such as a Goblet you'll find in the Ballroom, or a sword given to you as a present. Once you pick up an item, it is listed at the bottom of your screen in your inventory box.

INVENTORY MENU

A representation of the item is visible whenever you click on that item's name with the LMB (clicking on the item or its name using the RMB will invoke the user-defined default). When building commands, you can click on the name of the item or its icon in order to supply nouns for your sentence.

Special Commands: Although we've created a list of verbs for you to use (including Look, Take and Talk to), we couldn't give you enough flexibility with such a small list. So you have Special Commands.

Whenever you click on the name of a special item, the icon is accompanied by a list of verbs on the lower right side of the screen. These verbs can be used to build commands, but always include the special item they accompany. For example, you can "Use the Sword to Attack" or "Fill the Goblet."

If you end up with an inventory list bigger than the box that holds it, use the scroll bar at the side of the list to get at items not currently visible. You can also click an item name, hold the mouse button down, and drag up or down to get to other parts of the list.

DOUBLE-CLICK COMMANDS

To get a general "look around" at your current surroundings, double-click (click twice in a row, fast) on the Look command using the LMB. It's a good idea to do this every time you enter a new location.

We have also provided a way for you to access the Options Menu without using the keyboard. Just press both mouse buttons at once! Incidentally, this works with the INS and DEL keys pressed simultaneously.

LOOK AROUND MENU

CONVERSATIONS

You'll have several opportunities during the game to converse with one of the other characters in the story. This can usually be initiated with the Talk To command.

Once the conversation is started, you'll notice that your commands disappear from the interface box at the bottom of the screen; they're replaced by several

CONVERSATION SCREEN

different lines of text. Use the mouse to select the one you'd like Callash to say.

It is highly recommended that you complete all the conversations in the game, as much of the "story-telling" lies in the dialogue.
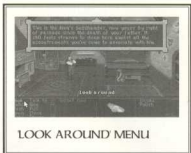
KEYBOARD INTERFACE

We highly recommend a mouse - but if you have no mouse, the game will accept your keyboard commands.

Cursor Keys: The cursor keys (on the numeric keypad, or the gray cursor keys if you have them) move the mouse pointer around.

Tab: You can move between the game screen and the interface box by pressing the Tab key.
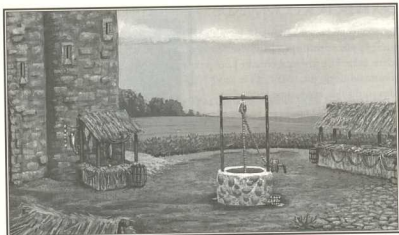
INS and DEL: The INS key on the numeric keypad acts like the LMB, allowing you to invoke commands and highlight special items. The DEL key is the equivalent of the RMB, allowing you to define or invoke the default command.

⌒ USER OPTIONS ⌒

*A*ny time during the game, you can press the F1 or the ESC key and call up an Options Menu. This allows you to fine-tune the way the game works for you.

The Menu Options are:

Save Game	Game Play Options
Restore Game	Resume Current Game
Check Score	Exit From Game
CD-ROM Options	

"Save Game" saves the current game to disk. Pick a slot in which to store the game, and give it a name or comment to help you remember where you were. Select Save or hit ENTER.

You can play this game again any time, using the Restore Game option. You can always save a game without calling the Options Menu, by pressing F2.

GAME PLAY MENU

If you want to erase a previously saved game, select that slot, type in the new name or comment, and save it again. If you select "Clear," the highlighted slot will simply be erased.

"Restore Game" lets you abandon the game currently being played and substitute a different saved game from disk. Pick the game you want and select Restore or hit ENTER.

This is especially useful if you saved recently, but don't like the way things have been going; just restore the previously saved game and "go back in time." You can always restore a saved game without calling the Options Menu, by pressing F3.

"Check Score" allows you to bring up your score and ranking. Your score and

ranking increases as you progress through the game. You can also bring up your score by pressing F4.

"Resume Current Game" leaves the menu box and puts you back in the game.

"Exit from Game" lets you quit and return to the top menu. Your game will automatically be saved in a special place, to be summoned up when you choose the "Resume Last Game" option from the Top Menu.

"Game Play Options" calls up another menu for you to choose from. You can also access this menu by pressing F5.

This menu has:

Music is On/Off	Interface
Sound is On/Off	Room Fade
Speech is On/Off	Panning

"Music" lets you turn music on and off.

"Sound" lets you turn sound effects on and off.

"Speech" lets you turn digitised speech and sound on and off.

"Interface" lets you switch between the default ("Hands Off") mode (as you move the pointer, the current command shows at the bottom of the screen) and the Standard "only if I ask you" mode, in which you must hold down the LMB in order to see the commands. The advantage to this mode is that it allows the game to run a little faster; also, some users might be more comfortable with this mode.

"Room Fade" lets you choose the "special effect" which is used when Callash walks from one location to another. "Smooth" fades give you the fanciest, but slowest transitions. "Fast" give you the fastest, but least fancy transition. "Medium" is a compromise between the two.

"Panning" lets you control the speed at which certain large locations in the game "scroll" across the screen. The default is a smooth, slow speed, meant for faster machines. You can change the setting to "Instant," if you have a particularly slow machine; but the scrolling effect is more of a "jump" in this case. The "Medium" speed is a compromise between the two.

"CD-ROM Options" calls up another menu for you to choose from. You can also access this menu by pressing F6. This menu has:

Speech is On/Off
Speech Text is On/Off

"Speech" lets you turn digitised speech and sound on and off. Note that this same menu option is available in the "Game Play Options" menu listed above. If you change this option in one of these menus, it will automatically be changed in the other.

"Speech Text" lets you turn speech text boxes on and off. You can only turn speech text off if digitised speech is on; this means that you don't have to look at the text as you hear the characters speak.
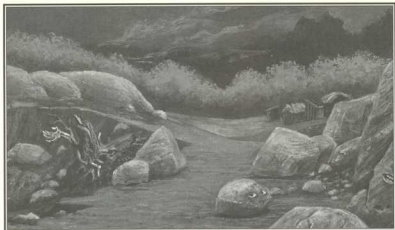
## ～ APPENDICES ～

DRAGONSPHERE DESIGN NOTES

There's no sense in trying to deny that the fantasy AGA market is a dangerous one. The fine King's Quest™ series from Sierra virtually defines the state of the art, and recent entries from Westwood and others have made some stiff competition. So why do a fantasy AGA? Well, two reasons.

1. We think we've got the best product: We're proud of our animation techniques, our painted backgrounds (and the talented artists that create them!) our smooth walker, our interface, our puzzles, our story, our music – pretty much every aspect of AGA design. We like to think we have the competition beat in every category, and we hope you think so too (if you don't, drop us a line and say what you think we could improve).

2. We love the genre: Most of us come from the heyday of Tolkien, and love fantasy and its rich worlds of magic. Most of us have dreamed of writing a fantasy novel or designing a fantasy game that could capture people's imaginations the way ours were captured back then. And, of course, most of us love playing these kinds of games. Again, we hope you do too.

With *Dragonsphere* we tried to create a fantasy AGA with a plot and puzzles more intricate and involved than that of any AGA ever written. To this end, there are some twists and at least one big surprise that we're hoping will knock your socks off. We also aimed for a rich variety of characters, each of whom had an interesting personality, and a world that would be simultaneously intriguing and comfortable for everyone. A tall order!

Add to that our standard MicroProse AGA design goals (intuitive puzzles, interesting conversations, NEVER require a Restore to finish the game), and you have quite a product. We at MicroProse hope you enjoy playing *Dragonsphere* as much as we enjoyed creating it.

Doug Kaufman, MPS Labs, July 1993
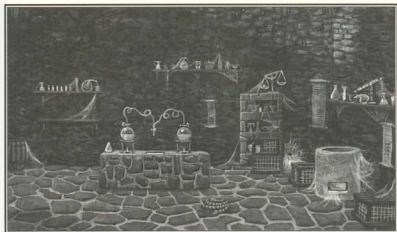
～ TECHNICAL NOTES ～

T his section will help advanced users fine tune their systems for maximum performance. You do not need to read this section to play *Dragonsphere*. You only need to read this section if you are having trouble getting the game to run correctly (runs too slow, runs out of memory, etc.) or if you are a "power user" who enjoys squeezing the last drops of performance out of a game. Reading this section may enable you to improve the speed of the game; it may also help you free up more memory in your system which can be used to activate more optional features or to correct a "No More Memory," "No More EMS," or "KernelNoEMS" error.

SPEED

If you have a slower machine and the graphics in the game seem to be slow or "clunky," try turning off some of the optional features. Set your "Panning" speed to "Medium" or "Instant," and set your "Room Fade" to "Medium" or "Fast" (these options can be changed using the INSTALL program or from the "Game Play Options" menu during the game). You can also set your "Interface" to "Standard" to improve graphics performance - in this mode, menu options are only highlighted when you hold down the mouse button.

If you are experiencing long delays when walking from room to room, we suggest that you install some sort of "disk cache" program in your system. A disk cache will improve your load times dramatically. The SMARTDRV.SYS disk cache is distributed with many Microsoft(R) products, including DOS 5.0; other vendors also sell even more advanced disk caches. A disk cache can be installed by placing the appropriate "device=" line in your CONFIG.SYS file (several sample CONFIG.SYS files are provided in the section below). If you have a 4 megabyte system, we recommend that you use at least 512k as a disk cache. If you have a 2 megabyte system, use only 128k, because *Dragonsphere* uses high memory for other purposes as well.

MEMORY

Dragonsphere is designed to take advantage of all of the memory resources of your system (EMS, XMS, UMB, and so forth) in order to give you the best possible performance. *Dragonsphere* requires at least 575,000 bytes free conventional memory (as reported by the DOS "CHKDSK" or "MEM" command) in order to run correctly. To increase the amount of free memory available in your system, we recommend that you remove all resident programs except for mouse drivers, memory managers, and disk caches from your system before playing *Dragonsphere*. If you have DOS 5.0, you can also use the "dos=high" command in your CONFIG.SYS file to free up even more memory (refer to the sample CONFIG.SYS files provided below). In a pinch, you can also cut 20k off the memory requirements by running the INSTALL program and setting your "Music and Sound Card" to "No sound".

HIGH (EMS) MEMORY

Both the floppy and CD-Rom versions require at least 800k of EMS memory. The CD version requires 736k (753,664 bytes) in order to deliver digitised speech. To provide *Dragonsphere* with enough EMS memory, you need a system with at least 2 megabytes of memory. You also need to have a program called an "EMS Driver" installed. The EMM386.EXE driver is supplied with many Microsoft products, including DOS 5.0; other vendors also sell even more advanced memory drivers. We highly recommend Quarterdeck's QEMM386™ or Qualitas' 386MAX™. An EMS driver can be installed by placing the appropriate "device=" line in your CONFIG.SYS file (several sample CONFIG.SYS files are provided in the section below).

If you have additional EMS (or XMS) memory beyond the amount required, *Dragonsphere* will take advantage of that as well to improve the game's speed and performance. Usage of this memory happens automatically without the need for any special intervention on your part.

TROUBLESHOOTING

A "NoMoreMemory" error indicates that you do not have enough conventional memory free. *Dragonsphere* requires at least 575,000 bytes of free conventional memory in order to run properly. Refer to the section on "MEMORY", above, for information on how to increase your conventional memory. Try using one of the sample CONFIG.SYS files provided below.

A "KernelNoEMS" error indicates that you do not have an EMS driver installed. *Dragonsphere* requires an EMS driver in order to run properly. Refer to the section on "HIGH MEMORY", above, for more information on how to install an EMS driver. Try using one of the sample CONFIG.SYS files provided below.

A "NoMoreEMS" error indicates that *Dragonsphere* found an EMS driver but could not allocate enough memory (818,200 bytes). Refer to the section on "HIGH MEMORY," above, for more information *Dragonsphere*'s EMS memory requirements.

Sample CONFIG.SYS Files

Below are some sample CONFIG.SYS files that you may wish to use as a pattern for your own:

(4 Megabyte 386 with DOS 5.0)

```
file      =25
buffers   =25/X
dos       =high,umb
device    =C:\dos\himem.sys
device    =C:\dos\emm386.exe 1640
device    =C:\dos\smartdrv.sys1024
```

(4 Megabyte 386 with DOS 5.0 and QEMM386)

```
files     =25
buffers   =25/X
dos       =high
device    =C:\qemm\qemm386.sys ram
device    =C:\qemm\loadhi.sys C:\dos\smartdrv.sys 1024
```

(2 Megabyte 386 with DOS 5.0)

```
files     =25
buffers   =25/X
dos       =high,umb
device    =C:\dos\himem.sys
device    =C:\dos\emm386.exe 256
device    =C:\dos\smartdrv.sys 768
```

USA ONLINE SUPPORT SERVICES

MicroProse USA provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following Online Services for Modem Users. All are staffed by our Online Service Representatives, Quentin Chaney and Brian Hellesen.

MicroProse Bulletin Board Service (MPS•BBS)
USA (410) 785-1841, with settings of 8,N,1, and supports up to 14400 baud, 8 Lines, 24 hours a day, 7 days a week.

America Online: Industry Connection, Keyword: "MicroProse", Address: MicroProse

CompuServe: Game Publishers Forum, Keyword: "Go GAMPUB", Address: 76004,2223

Delphi: GameSig, Address: MicroProse

Fidonet: MicroProse Conference, Node 1: 2617/107

GEnie: Scorpia RT, Keyword: "Scorpia", Address: MicroProse

Internet: Address: 76004.2223@CompuServe.Com

MCI Mail: Address: MicroProse

PC-Link: Computer Forum, Keyword: "MicroProse", Address: MicroProse

Prodigy: "Game Club", Address: XHFK15D

Promenade: Industry Connection, Keyword: "MicroProse", Address: MicroProse

Q-Link: Computer Forum, MicroProse Section, Address: MPSLabs.

CUSTOMER SERVICE & TECHNICAL SUPPORT

Telephone help is available
Monday to Friday,
2pm to 5pm by calling:

0454 329510

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