

# The Dragontorc of Avalon

## for the ZX Spectrum 48K

### INTRODUCTION

Welcome to the World of Adventure Movies. If you are familiar with the Spectrum then load the game, pass the security system and start playing. You will probably soon master the keyboard/joystick controls but if you have difficulty please refer to the relevant section of the Detailed Instructions.

**DRAGONTORC** is inhabited by a cascade of people and creatures for you to meet and match – Werewolves in Wolfwood, Wraiths in the Cursed Crypt, Dwarfs on Dreamdown and Bats in Hellsmouth Caverns. It will probably take you several hours of play before you meet them all. Good luck!

#### Hints to Get You Started

You start off in Wispwood with the spells MOVE, SERVANT and BANE at your command. To select a spell use Up or Down to wind the scroll. When the arrow indicates the spell you need, press Fire once to select it and a second time to activate it.

Notice that it is Maroc's astral projection which moves away – his body is left behind. We suggest that you take the Seal of Merlyn because you'll need it later on. The Wispwood is inhabited by Wisps and Elves. You can sample the arcade style features of Dragontorc by selecting BANE and attacking the Wisps but be careful of your energy level.

Explore the wood to collect the MISSILE spell. Find the stone and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with MISSILE – collecting further spells as you go. When you have completed Wispwood and the Vaults you'll get a message from Merlyn telling you where to go next.

#### Hints for Experienced Users

- 1) Dragontorc is not just a sequel to Avalon – it's a whole new world of experience. There are peoples and creatures who have lives of their own. How you deal with them is crucial to your progress.
- 2) You can now select the MOVE spell very quickly by hitting Left or Right whilst in "scroll" mode.
- 3) Other creatures are often unfriendly and may try to kill you. You will have to overpower them. Some, like the Elves, are fairly harmless. If you trade with them you will win their confidence and they will become more useful to you.
- 4) The characters of the other creatures will change as you progress depending on how you treat them. You may be able to win over the most dastardly enemies if you try hard enough – but you may get killed off several times in the process!
- 5) Each stone circle is a separate explorable area. Some circles have underground levels which are accessible through trapdoors etc.
- 6) If you are killed you return to the beginning of your current area. The objects that you were carrying remain at the place where you were killed although they may be picked up by one of the creatures in the game.
- 7) Leylines connect each area – mark them on the map as you discover them.
- 8) Make a note of Merlyn's messages as they appear because they usually only appear once.
- 9) Your score increases as you discover objects or spells, when you defeat enemies or unlock doors etc.
- 10) Your current rank is displayed posthumously when you are killed.

### DETAILED INSTRUCTIONS

This game has a number of features you will not have previously encountered and though you will quickly become accustomed to them, these detailed instructions are necessarily lengthy. If you get stuck you are advised to read the relevant instructions carefully.

#### Basic Control

The controls for Dragontorc are very straightforward – Up, Down, Left, Right and Fire. You are asked to select your keyboard/joystick preference before the game begins.

No other commands are necessary during play although the P and O keys freeze and unfreeze the game respectively and the Save and Load keys (S and J) can be used to SAVE the current game and LOAD it at a later date.

#### Loading a New Game

If you have a joystick then plug it into the edge connector at the rear of your Spectrum. Connect your cassette player to the Spectrum in the usual way. Place the cassette in the player, rewind if necessary and press the Play button. Type LOAD "" on the Spectrum keyboard and press the Enter key. Wait a few minutes and choose the joystick or keyboard option followed by Enter.

#### Winding the Scroll

When Dragontorc has loaded and the initial screens are completed you will be presented with a view of a forest clearing with a pathway on the right hand side. Maroc sits cross-legged in the centre and a large scroll is displayed at the bottom of the screen on which the words MOVE, SERVANT and BANE are written (these are spells). A large arrow points to the spell which will be selected when the 'fire' button is pressed. Moving the joystick up or down scrolls the list of spells slowly at first, then quickly. To scroll very slowly, just repeatedly touch the joystick up or down and the scroll will move one position at a time. When you have many spells it is best to fast scroll until you see the spell you need and then stop. Adjust up or down by the one touch method until the arrow points to the right place.

#### Selecting the MOVE spell

To move, first align the MOVE spell with the arrow. Press the Fire button once and the scroll changes to display MOVE in the top left of the scroll – this is the spell you have selected. Three M's to the right of MOVE tell you you have three or more uses of the spell left. On the far right is a staff – this is the carrier of the MOVE spell and you will notice that Maroc is carrying a staff in his right hand. Underneath is the phrase 'project thy soul' which is a clue to the effect of the MOVE spell.

Press the Fire button again and the staff on the scroll will flash. This tells you that the MOVE spell is now activated. Pressing the Fire button again de-activates the spell and the scroll returns.

There is a second, emergency, method for selecting MOVE. Deselect your current spell by pressing Fire and hit Left or Right. Move is selected immediately.

Try selecting and deselecting MOVE by either method a few times. When you have finished make sure the staff on the scroll is flashing.

#### Energy Level

Across the bottom of the scroll is a flame. This is a display of the energy you have left. The longer the flame the more your energy.

#### Moving around

You can now use the keyboard or joystick (depending on which was originally selected) to move the wizard around. Notice the wizard cannot pass through the trees but he can move down the gravel paths (represented by dots on the "ground") to an adjacent location.

Explore the Wispwood Forest. There are magic items for you to collect by moving Maroc so that he passes over them. You will encounter Wisps and Elves as you move around.

Below the Forest are the Lost Vaults of Locris. Each location in the Lost Vaults is separated by a door. To open the door take Maroc (the wizard) up to the door knob and the door will open. Now take Maroc through the door. This operation will take a little practice but you will soon master it.

#### Collecting Spells

If Maroc collects a magic item the demon at the top of the screen flashes. When this occurs, turn off the MOVE spell by pressing the Fire button. You will usually see that a new spell has been added to your Spell List. Sometimes you will collect a duplicate of a spell which you already have in which case your Spell List will be unchanged. However you will now be able to use the spell more times. For example if you collect more than one copy of the MISSILE spell you will be able to fire it more times before it becomes exhausted.

#### The SERVANT Spell

The SERVANT spell gives you control of a sprite who can pick objects up, give them to you or to other characters by way of trade, take things from your sack, throw objects, hit things with objects, etc. He is moved with the control keys or joystick. He cannot release an object unless he is switched off by moving him off the bottom of the screen, or unless Maroc or someone else takes the object. The name of the object appears on the scroll.

The sack on Maroc's back can hold a small number of objects. When you have collected a few objects using the SERVANT and placed them in the sack, find a quiet place and experiment taking things from the sack and replacing them. When taking an object from the sack steer it away from Maroc or he will take it back again. You will be able to use the SERVANT to look through the objects in the sack by moving the sprite to and from the sack.

#### Exploring Dragontorc

As you move about you will encounter various people and creatures, some friendly who may help you, some unfriendly and dangerous. If they attack you they will drain your energy. You can deal with them by attacking with a spell or object, running away and escaping through a leyline, frightening them, or making friends with them. They may have objects to give you or they may steal objects from the place you are in. You may be able to trade with them.

Dragontorc is very complex. There are over 250 rooms, forest clearings, caves, crypts and stone circles to explore, connected by magical leylines. Just like an ordinary adventure you must do the correct sequence of things to progress in the game. Here are some clues to help you:

- \* Almost all significant objects are coloured differently from the location in which they are found.
- \* Some exits are locked and you must find the key.
- \* Some exits are invisible until you solve a problem.
- \* There are some spells and objects to help you maintain your energy as you penetrate further.
- \* Merlyn will give you instructions whenever he can. This will usually be when you find an artifact with energy – enabling him to transmit his thoughts to you. His instructions will appear on the scroll and you will need to write them down as they may only appear once.

#### Making a Map

If you wish to pause to make a map or for any other reason press the 'P' key to freeze the game and the 'O' key to unfreeze it.

Each stone circle on the map is the location of a separate explorable area. A separate map can be made for each area. Some areas have underground levels that overlap the ground level requiring two maps.

#### Leylines

As you discover leylines mark them in on the map of Britain.

#### Spell Display

At the top of the spell display is the spell name which is a clue to the spell's use, and a number of magic tokens. This part of the scroll is replaced by the name of the part of the underground citadel you have reached whenever you pass into a new room.

#### Magic Tokens

The number of tokens indicates how many more times the spell may be used. When there are three tokens, the spell may be used three or more times more. When only two tokens appear it warns that you can only use the spell twice more. On the spell's last use, only one token is displayed.

#### Energy Display

On the lower half of the spell display is a dragon's tongue of flame. This is a visual display of your remaining energy. When the flame grows short and disappears you will die and be returned to the beginning of your current area. An audible beep can be heard every time you lose or gain energy. The higher the beep, the more energy you have.

#### Background Spells e.g. BANE

Background spells when activated last until you switch them off. You are allowed to select another spell while these spells are running, for instance, you can MOVE whilst UNSEEN. When activated, the spell list is displayed. The background spell name, shown on the small scroll on the bottom right of the screen, reminds you that you have a background spell running. Energy used by the spell will be deducted every few seconds. To turn background spells off, reselect the spell and press Fire.

#### Foreground Spells e.g. ENERGISE

These have an instant effect when activated after which the spell scroll is redisplayed.

#### Cursor Spells e.g. SERVANT

These display some form of object whilst active and the object can be directed with the keyboard controls or joystick. To switch the spell off, press Fire or move the object off the bottom of the screen.

#### Missile Spells e.g. MISSILE

These are rather like cursor spells. The spell energy is fired from Maroc to the cursor by pressing Fire and switches off automatically after firing. The spell may also be switched off without firing by moving the cursor off the bottom of the screen.

#### Scoring

A digital score is updated every time you acquire spells, useful objects, defeat enemies, unlock doors etc. Each time your energy is depleted and you return to the first location your current rank is displayed. In this game Maroc starts as a Magician. There are eight ranks he can master, each divided into eight stages:

STAGES	RANKS
Apprentice	Magician
Minor	Sage
Lesser	Lore Master
Learned	Warlock
Wizard	Wizard
Chief	Sorcerer
High	Guardian of Lore
Supreme	Lore Lord

You start the game as an Apprentice Magician. It is not possible to go down in rank in this game.

#### Saving and Loading an Old Game

The game may be saved in its current state at any time by pressing 'P' to freeze the game, placing a blank cassette in your recorder and pressing the Save key. On completion, or if an error is detected or Break is pressed, press 'O' to restart the game.

An old game can be reloaded by first LOADING the original "Dragontorc" cassette and then pressing the Load key and LOADING the cassette on which you saved your previous game. If an error is detected or Break is pressed then the game resets for you to try to LOAD your saved game again.

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# The Lost Realms of the Dragontore

Wyrmerag Realm of the Shapshifter

Wyrnwood

Citadel of Morag Witchqueen of the North

Webwood

The Seven Sisters

Lost Kingdom of the Brigian

The Druids Last Sanctuary

Stoneways

The Witchwoods

Lost Realm of Dovic

Wishwood forest where the lost vaults of Iocris are hidden

Lost Realm of Troynova

Camulod Seat of the High King of Old

Wierdhenge

Wolfwood

Dreamdowns

The ruined Fortress of the Cantii

The Dragons Teeth Hidden lies the Sanctuary of Halgor

Lost Realm of Dumnovia

The Greatwood of the West

Torhenge The Cursed Crypt of the Western Kings lay within

Lost Kingdom of the Cantii

## The Dragonlore of Avalon



When sons of Troy did win this land  
There lived a mighty king called Bran.  
He carved a realm from shore to shore,  
Strong in peace and feared in war.  
But all things change. All men must die  
As times and seasons pass us by.  
So he summoned to his side  
The Lords of Lore from far and wide  
And bade them forge for his weak son  
The Dragonlore of Avalon.  
With utmost skill ne'er since displayed  
The Dragonlore was wrought as bade  
And when Bran's mighty soul did pass  
To dwell within the Isle of Glass  
A powerful force he gave his son:  
The Dragonlore of Avalon.  
But power strong is power to heal  
And power same the strength to kill.  
His mortal mind could not restrain  
The Lore of ages in his brain.  
A tyrant king in torment spread  
His bitter reign of fear and dread.  
The supreme lordlord tried in vain  
To seize the torc now Halgar's Bane.  
Scattered remnants of the wise  
Did seek to mend the lands' demise.  
Far from the Orient they brought  
The Crystal Gem of Antithought.  
While the King in torment slept  
Into his room the Lore Lords crept.  
When crystal touched, all power gone,  
They stole the Lore of Avalon.  
But as they gazed upon the Torc  
The sleeper stirred and then awoke.  
The King's hand reached in action swift  
And grasped the Torc that deadly gift.  
A grim faced warrior drew his blade  
And with a mighty blow he made  
A rift between the hand and arm.  
The Torc fell down amidst alarm.  
The hand with power lit up the gloom  
And crawled in terror from the room.  
Although the Lore Lords searched around  
That living hand was never found.  
The Torc could never be unmade  
Lest all the power of magic fade.  
So from the Dragonlore they cast  
Five crowns for sons of Royal caste  
And carefully they did devise  
The realm that each might rule in pride.  
The Torc of Power must ne'er be one -  
The Dragonlore of Avalon.



## Scenario



Many years have passed since Maroc vanquished the Lord of Chaos and banished him from his earthly realm, freeing the soul entombed within the spell of Avalon, Wrathbane. The Rod of Power and the Servant Ring are Maroc's only reminders of this terrible encounter. Long he has wandered, avoiding the affairs of men living the life of a nomad in the great forests where the old magic still lingers.

The fragile peace of Britain had been threatened by many dark forces ever since the last legions of Rome left to shory up their crumbling empire. Vortigern, Lord of the five kingdoms of Britain, struggled to hold his lands united in the face of the onslaught of the barbarian nations who were sweeping across the North Sea from the troubled plains of Europe. In desperation, he employed a Saxon army recruited from the very forces of his enemies to guard his eastern shores.

For several years the Saxons fiercely defended the British realm, but Morag the Shape-shifter, Witch-Queen of the North, was twisting their hearts, weaving webs of treachery and deceit. At a great feast given by the Saxons for Vortigern and his warrior lords, the hosts turned and treacherously murdered the king and his followers. The night of the long knives threw the five kingdoms into turmoil, and the Saxons prepared to conquer them each in turn.

Morag the Shape-shifter cared not for Britons or Saxons. Her purpose was to recover the five crowns made for the legendary Dragonlore of Avalon, so that she might remake the Torc of Power. She rejoiced when her evil plan succeeded in giving her the first part, Vortigern's crown, the Crown of Dumnowia.

One night not long after the night of the long knives, Maroc sat gazing into the glowing embers of his camp fire, hypnotised by the dancing patterns as the cold night wind fanned the ashes. As he watched, a strange numbness overcame him and he felt touched by some magical presence which faded away as quickly as it had come. He started, thinking he had heard a voice but no-one emerged from the gloom. He lay down to sleep but he was restless and could not settle, feeling as if someone or something were trying to break into his consciousness. In the cold hours before the dawn, he surrendered to the alien disturbance, packed his sack and started walking.

For many days and nights he travelled, sleeping and resting little. The quickly alien sensation grew each day. He did not know why or where he was going. He travelled until he came to a clearing deep within a great forest. He sensed power emanating from an old tree stump. It was hollow filled with the sodden leaves of Autumn. He dug amongst the leaves and his hand touched metal, not cool dead metal but warm vibrating steel with the unmistakable energy of magic. He stared at the artifact he had been drawn to and trembled. It was the great seal of Merlyn, last of the Lore Lords, guardian of the Dragon heir.

As he peered into the emblem of the great Dragon, the power passed through his shaking arm, stirring his nerves until it seemed as if he were floating on a bed of warm air. Again he heard a voice. This time it was recognizable, but faint. It was the voice of Merlyn, his old tutor.

"Maroc, at last... you are the only one who can help me... listen..." He told Maroc the terrible deeds of Morag, concluding, "For many years I have been her prisoner." Merlyn's voice was weak and his last words as it faded to a murmur were, "Seek the Ley Rod..." Maroc could hear only the rustling of the leaves. He shivered suddenly aware of the cold damp air. His knees weakened and he slumped to the ground. As he lay recovering, he wondered what lay before him.

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you need it to play DRAGONTORC

	A	B	C	D	E	F	G	H
0.	0964	7805	0858	5942	0. 0440	5371	6001	6557
1.	5915	8694	3417	8209	1. 3018	2810	2687	9656
2.	7975	9889	9984	8789	2. 8496	6071	8746	5671
3.	8069	4785	4458	9274	3. 4068	9877	7291	9471
4.	5867	2897	5895	3662	4. 9051	4040	9220	4455
5.	4187	7645	1618	7249	5. 4616	1373	4610	1777
6.	5401	9536	8695	4832	6. 9798	4426	9136	9247

	A	B	C	D	E	F	G	H
7.	1492	5867	7869	6878	7. 7608	5810	3355	2415
8.	4077	6905	0558	6709	8. 1056	1232	5441	4525
9.	1259	9548	7695	0633	9. 0908	9000	2616	9682
10.	8684	7669	8584	8382	10. 7880	6494	7064	9565
11.	6887	6764	5464	8878	11. 5648	7289	5052	5552
12.	4450	5587	7874	7734	12. 3889	2783	8331	3593
13.	9242	1564	6459	4619	13. 5400	1385	9447	6541

	A	B	C	D	E	F	G	H
14.	8047	5756	9954	0459	14. 4696	9301	6736	0595
15.	2905	2965	7778	0279	15. 7977	2204	4270	4553
16.	6341	3809	0818	5973	16. 1548	2651	7607	0456
17.	1458	9564	2854	9875	17. 5988	6023	5790	6627
18.	8079	7788	8478	8774	18. 9181	8888	7070	7783
19.	6362	6696	8458	8875	19. 5848	5149	4387	9156
20.	7761	4674	7944	3649	20. 8129	9448	3080	9190

	I	J	K	L	M	N	O	P
0.	1611	6615	1848	4958	0. 6617	5042	1623	4755
1.	1609	0637	4939	1289	1. 3006	3499	8043	9727
2.	7374	9666	8975	7767	2. 4075	4962	9593	8795
3.	9647	7864	5558	6247	3. 8081	7771	6583	8075
4.	5640	5638	8449	5649	4. 7137	4821	4085	5355
5.	4285	0509	5898	0904	5. 5499	0377	8757	8084
6.	4294	8539	3604	0985	6. 0548	6159	3357	4686

	I	J	K	L	M	N	O	P
7.	7465	7664	6474	6852	7. 6737	1120	6037	6707
8.	3009	7817	0848	5855	8. 7917	1143	3276	3523
9.	1829	6468	6586	8455	9. 9937	3183	8725	5537
10.	9496	8968	6657	7574	10. 7967	6967	5371	6466
11.	5081	5995	9549	4385	11. 9997	4042	8666	9072
12.	8485	6824	9487	9848	12. 2797	9393	6220	9423
13.	4414	0478	1484	5279	13. 5089	5885	5687	0794

	I	J	K	L	M	N	O	P
14.	0936	8978	0429	5863	14. 8721	7573	8285	0464
15.	4234	7669	6814	6929	15. 1050	1064	1661	7467
16.	1331	4619	5908	5808	16. 4904	5272	3440	1476
17.	8194	1846	2807	7883	17. 9071	2898	1615	1506
18.	6889	8476	8478	6968	18. 6891	6590	9666	9562
19.	8497	4495	8695	8964	19. 9451	4293	5181	7457
20.	2585	7925	9488	9245	20. 9440	2384	4497	8591

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	A	B	C	D	E	F	G	H	
21.	9224	1576	7449	4818	21.	1778	0949	7147	4416
22.	8286	4699	4878	9933	22.	2947	0093	5595	6047
23.	5681	7666	7929	5563	23.	2065	3172	7600	0567
24.	7043	5829	2438	7723	24.	5840	1834	5231	5436
25.	1261	9456	1574	2899	25.	9648	6389	2625	1518
26.	2485	7544	5994	7878	26.	7677	9669	9767	9576
27.	8853	7489	7765	6389	27.	4080	5477	5356	8587
	A	B	C	D	E	F	G	H	
28.	7895	2686	9456	9248	28.	9894	3194	8267	2525
29.	5659	8798	1597	7783	29.	7881	9649	9657	9345
30.	5468	9434	4896	9886	30.	5147	3992	5641	8396
31.	4149	5867	5575	5463	31.	6465	4872	6640	6052
32.	5874	0634	0837	5857	32.	4038	5148	4247	4445
33.	5846	8989	8585	5733	33.	8178	2869	7330	9756
34.	9679	6667	7464	9768	34.	8060	6969	7582	7653
	A	B	C	D	E	F	G	H	
35.	9778	4595	9849	5954	35.	8758	4242	8782	8054
36.	4752	3896	5696	9855	36.	3780	5689	2666	9481
37.	5040	0699	5697	9398	37.	0881	7586	1310	5063
38.	6745	5794	5584	4866	38.	9607	4401	9006	3547
39.	6497	1667	4478	6859	39.	7710	3671	5777	6434
40.	6568	7915	2558	7719	40.	1156	1948	0622	5655
41.	6813	2494	9954	2846	41.	9716	7995	8702	3574

	I	J	K	L	M	N	O	P	
21.	4287	0567	8655	6859	21.	5006	5486	0175	9455
22.	5060	2969	7674	8796	22.	2634	5482	8123	3204
23.	1975	5669	5675	4363	23.	4071	5869	6236	7444
24.	6036	2537	5564	2747	24.	2551	2417	2243	5473
25.	5430	4769	5575	0833	25.	2524	9817	7620	6531
26.	7577	9697	8599	8794	26.	8856	8370	8760	8084
27.	4855	9649	9468	9864	27.	4689	6083	7540	4785
	I	J	K	L	M	N	O	P	
28.	5499	4997	4855	4493	28.	5555	9884	9645	2583
29.	8383	9646	8615	0845	29.	5957	6902	5451	1306
30.	4438	8429	5886	8893	30.	5457	9882	5065	8605
31.	7437	5877	6645	7238	31.	5861	7641	7655	6244
32.	1848	1648	1827	7332	32.	2411	7040	2540	5555
33.	5133	2985	5684	4829	33.	6987	8477	9604	8554
34.	5170	9969	6847	7376	34.	5468	6364	8682	7487
	I	J	K	L	M	N	O	P	
35.	5592	4648	6769	5353	35.	5048	5151	5757	5185
36.	9435	7427	9499	8829	36.	2691	3879	6036	7192
37.	1467	6655	0408	5818	37.	0761	7743	4600	0684
38.	9694	4679	4879	8934	38.	7170	3745	5080	8725
39.	6472	6509	7804	6949	39.	2168	7950	6722	6564
40.	0247	4444	1864	4858	40.	0071	1229	4167	2655
41.	3938	3426	8949	7839	41.	2187	8328	4721	7486