



A

*This notebook chronicles  
my quest to save the Last Dragon.  
The journey was dangerous and long, yet I met  
many good people, and the memories will linger.  
I love Simbala as if it were my home.  
Yet evil persists there. I fear that  
someday I will have to leave Fandora  
and journey there once again.  
Perhaps this notebook  
will be of value then.*



*Amsel*

# Notes on the Journey to Simbala ~

**T**o commence **DRAGONWORLD** on the **Apple** series....

Load the program by inserting Side One into the disk drive. Turn the computer on.

## **And, on the Commodore....**

Before loading, disconnect all peripherals except the disk drive. Turn the computer on. Insert Side One into the disk drive, and enter:

LOAD "DISK", 8

## **Learning of New Features**

Before anything else, enter **NEWDATA**. This will allow one to see descriptions of any features in **DRAGONWORLD** which were added to the game after this notebook was written.

## **Selecting the Means of Following the Quest**

1. Enter **KEYBOARD** in order to use the keyboard. If a joystick is also available, enter **JOYSTICK**. No selection will cause the program to select the keyboard automatically.

At any point in the game, enter **KEYBOARD** or **JOYSTICK** to change from one means to the other.

2. Choose whether or not graphic images of the quest are desired. Enter **PICTURESON** if pictures should appear along with the text or **PICTURESOFF** if text only is desired. If no selection is made, pictures will be provided automatically.

This feature may be changed at any time during the quest.

**S** It is now time to begin DRAGONWORLD. Consult the following pages on "The Language of Simbala." Also, six special commands may be used now or at any point in DRAGONWORLD.

### **The first command: CREATE**

Use this command to create a Save Disk. If a fatal accident occurs, the Save Disk will grant the victim the opportunity to RESTORE (see explanation following), and resume the quest from a point prior to the fatality. Thus, when danger is imminent and death likely, or when a later return to a point in the quest may be desired, that point should be "saved," or recorded, onto the Save Disk (see the SAVE command description, following).

#### **In order to create a Save Disk:**

1. Enter CREATE.
2. The computer will read: PLEASE INSERT A BLANK DISK.
3. **If there is one disk drive:** Remove the game disk and insert a blank disk. Enter 1. The program will then format the blank disk you have inserted. When the disk drive light goes off, the Save Disk should be removed, and Side One should be inserted. It is now time to proceed with the quest.

**If there are two disk drives:** Insert the blank disk into the second disk drive. Enter 2. The program will then format the disk. The Save Disk may be left in the second disk drive throughout the quest.

**Beware:** The program will erase any contents of a disk that is being formatted as a Save Disk.

## **The second command: SAVE**

Use this command to save points in the quest to which there may be a need to return. To do this:

1. Enter SAVE.
2. The computer will read: PLEASE INSERT YOUR SAVE DISK.
3. If there is one disk drive: Remove the game disk, insert the Save Disk, and enter 1. Select the number of the next available position, or rename a position that was used earlier. Name the present point in the quest (up to ten characters). Finally, remove the Save Disk, insert the game disk, and resume the quest.

If there are two disk drives: Enter 2. Select the number of the next available position, or rename a position used earlier. Name the present point in the quest. The quest will then resume automatically.





### **The third command: RESTORE**

Use this command to return to a point in the quest previously saved.

First, when an unfinished quest should be resumed:

1. Load the program as usual by inserting Side One into the disk drive.
2. Enter RESTORE. The computer will read: PLEASE INSERT THE SAVE DISK.
3. Follow the instructions, and select a quest point from the list. The program will move to that point, and the quest may be resumed from there.

Second, for when a fatal accident calls for a return to a saved point:

1. The computer will ask: DO YOU WANT TO PLAY AGAIN?
2. If there is a desire to return to a saved point, enter RESTORE.
3. A message will indicate that the Save Disk should be inserted into the proper disk drive.
4. Select a saved point from the list. The program will move to that point in DRAGONWORLD.

### **The fourth command: RESTART**

This command grants an opportunity to return to the beginning of the quest and start again.

### **The fifth command: ACTION**

This command should be used to practice any of the action games that will be encountered during DRAGONWORLD. The consequences of your practice will not affect the quest.

Enter ACTION to see a list of these action games:

**Bogs and Bats** – Shoot all the bats, whether large, medium, or small ones, that attack in the swamp. Beware that the largest bats will shoot fireballs at the quester, while the medium and small ones will simply swoop from above and hit. But, don't shoot the largest bat at the end—it will carry one to safety.

**Maze of Madness**—Successfully traverse the labyrinth of pit-falls and corridors. Avoid falling over cliffs or the maze must be started again. The ladders slant in one of two different directions; either group of ladders might disappear at any moment, causing the quester to fall and lose the way.

**Dragonstones**—A popular diversion in Simbala, it is played to win money: talmas may be collected by choosing stones of the right color. To gamble, first pay fifteen talmas, or obtain credit for that amount from the proprietor. At each level of play (there are four), there will be two colors of stones, one the winning color and the other the losing color. The object is to catch all of the dragon's stones of one color. If you choose the winning color, and successfully catch just those stones, you will win talmas. If you successfully catch only the stones of the losing color, a consolation will be offered—catch the stone of the small dragon flying across the screen and you will be able to take home several more talmas than you began with.

Use the I, J, K, M keys when using keyboard controls. Use the space bar to fire (if necessary). It is possible to return to the quest after playing any of these games, simply by pressing the Return key.

### **The sixth command: QUIT**

If there is a need to abandon the quest without saving it, enter QUIT. This command may also be used in the event of a fatality, if there is no desire to restore a saved quest.

# The Language of Simbala

## Customs of the Language

**C**ustoms of the Language  
Speech while in Simbala should consist of succinct, precise commands. A verb (FEED, SEARCH, TAKE) should always start the command; and a noun, whether a person, a place, or a thing (HAWKWIND, BAZAAR, SWORD), should follow the verb. The word THE may be used before a noun (TAKE THE SWORD).

Multiple nouns should be separated from each other by means of a comma or and, such as:

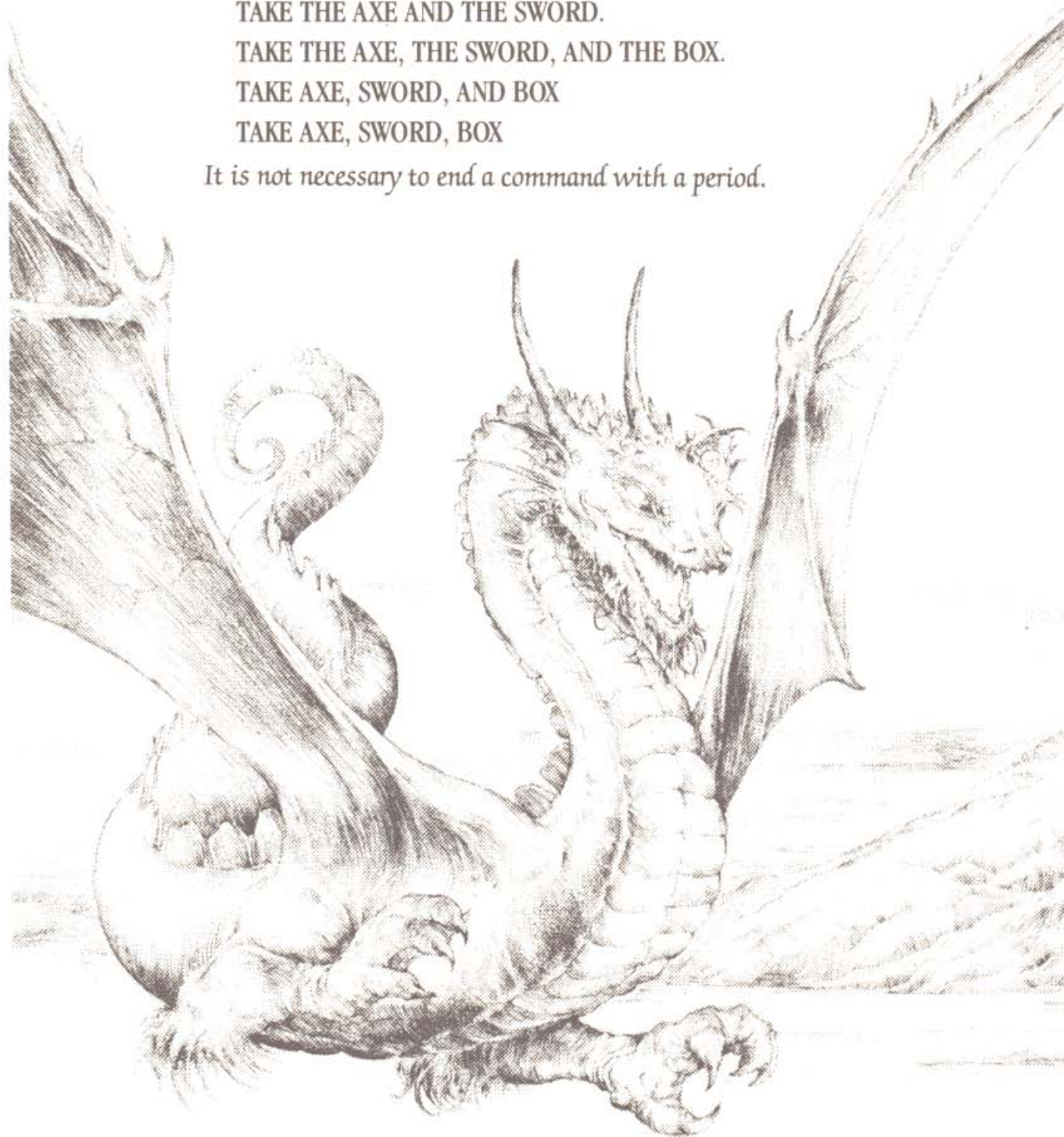
TAKE THE AXE AND THE SWORD.

TAKE THE AXE, THE SWORD, AND THE BOX.

TAKE AXE, SWORD, AND BOX

TAKE AXE, SWORD, BOX

It is not necessary to end a command with a period.





Several separate actions may be included in one command, but actions must be separated by a comma or the word THEN. If, in a string of actions, a noun is repeated, the noun may be replaced with IT. For example:

TAKE THE BOOK THEN READ IT

TAKE THE BOOK, OPEN IT, THEN READ IT

OPEN THE BOX AND THE POUCH, THEN CLOSE THE DOOR.

TAKE ALL will result in all articles being taken. Instructions should be specific and logical. HIT THE NAIL may elicit the response WITH WHAT? Complete the command: HIT THE NAIL WITH THE HAMMER.

Be aware that instructions for complicated tasks should be entered in a logical order. For instance, one cannot set sail in a boat without the command UNTIE ROPE. Likewise, if one enters UNTIE BOAT before ENTER BOAT, the boat will certainly drift away, leaving the traveler on the shore. Also, if it is necessary to BOARD A RAFT, be sure to GET OFF RAFT before trying to explore new surroundings.



### **E**rrant Speech

Commands that make no sense in Simbala—if they appear impossible, if they employ objects not at hand, if terms are foreign or of another land—will elicit a response advising the adventurer to think again. Upon such a response, a different phrase should be tried.

### **C**onversing with Friends and Strangers

To speak to another person or creature in DRAGONWORLD, simply enter TALK <name> or ASK <name>, as in

TALK TO ALYN

ASK ALYN.

If a person or creature speaks, respond to them by entering the remark as any other command would be entered: SAY NO. It is not necessary to add quotation marks ("NO").

A new acquaintance might have information that would be of value, and might ask "What do you want to know?" Answer with a statement that begins with ASK ABOUT. Name the topic of choice.

Questions to those who know of the future may bring pearls of wisdom in response, but may also need recompense.

Finally, when the help of Hawkwind is needed, enter ASK HAWKWIND or TALK TO HAWKWIND.

### **R**eplenishing Funds

There will also appear, with the list of possessions, a tally of the money remaining to be spent. If funds are depleted, consider visiting the Gaming House in the Bazaar, where the game of Dragonstones (described in the section named ACTION) may be played for talmas, the coin of the realm. The games may be played as often and for as long as desired.

### **I** nvestigating the Surroundings

Move about in Simbala by entering directions as full sentences (GO NORTH, GO DOWN), specific directions (SOUTH), or abbreviations (SW, NE, W, E, and so forth). UP and DOWN may be abbreviated U and D, respectively.

Should the surroundings need to be explored, enter SURROUNDINGS (SURR) or LOOK (L). A description of the environment will appear. For further details about any given item, enter EXAMINE <name of item> or INSPECT <name of item>.

Keep at hand the implements for map-making, in case there is risk of losing the way.

### **P** ossessions

To obtain a complete list of possessions—money, weapons, provisions—enter INVENTORY (I). Study the list and inspect unfamiliar possessions closely. For a description of any chosen item, enter INSPECT <item> or EXAMINE <item> as above.

### **T** he Dragonpearl and Other Special Powers

Five times in the course of a quest—and only five times—the Dragonpearl may be invoked. This Dragonpearl is a magnificent opalescent stone which contains the memories and perceptions of the Last Dragon and those that came before him. The holder of the Dragonpearl possesses great power, including the ability to be restored from the dead. Use this power wisely. Enter DP when the aid of the Dragonpearl is sought. The quest will be resumed in a different, safer place.

Also, seek Hawkwind at his home early in the quest; his counsel will be invaluable.

# Wordlist

## VERBS

Agree	Decipher	Go	Open	Slide
Aid	Descend	Greet	Order	Smash
Answer	Destroy	Guard	Pay	Soothe
Apply	Dig	Hack	Pick	Speak
Argue	Disembark	Hang	Place	Spread
Ascend	Dismount	Help	Play	Sprinkle
Ask	Dive	Hit	Pour	Stand
Attack	Don	Hold	Present	Start
Bash	Drag	Hook	Pry	Steal
Bend	Drink	Hug	Pull	Surroundings, Surr
Bide	Drop	Hurt	Purchase	Swim
Bite	Eat	Hurtle	Push	Swing
Blow	Embrace	Insert	Put	Take
Board	Empty	Inspect	Raise	Talk
Borrow	Enter	Inventory, Inv, I	Read	Taste
Break	Escape	Invoke	Refuse	Tell
Breath	Examine, Ex	Jump	Release	Thank
Breathe	Exit	Kiss	Remove	Throw
Bribe	Explore	Knock	Repair	Tie
Burn	Extinguish	Land	Repay	Topple
Buy	Fandora	Lash	Rescue	Toss
Call	Fasten	Lasso	Return	Touch
Carry	Fear	Laugh	Reverse	Turn
Catch	Feed	Launch	Ride	Unfasten
Chase	Fight	Leap	Ring	Unfold
Choose	Fish	Leave	Rope	Unfurl
Claw	Fit	Lift	Run	Unhook
Climb	Fix	Light	Say	Unlock
Close	Flag	Loan	Scramble	Unmoor
Comfort	Flame	Look	Send	Untie
Console	Flee	Love	Set	Use
Consult	Fly	Lower	Shatter	Wait
Continue	Follow	Make	Shout	Wave
Cook	Free	Mount	Show	Wear
Count	Get	Move	Signal	Wet
Crawl	Give	Offer	Sit	Yell

# Wordlist

## VERBS

Agree	Decipher	Go	Open	Slide
Aid	Descend	Greet	Order	Smash
Answer	Destroy	Guard	Pay	Soothe
Apply	Dig	Hack	Pick	Speak
Argue	Disembark	Hang	Place	Spread
Ascend	Dismount	Help	Play	Sprinkle
Ask	Dive	Hit	Pour	Stand
Attack	Don	Hold	Present	Start
Bash	Drag	Hook	Pry	Steal
Bend	Drink	Hug	Pull	Surroundings, Surr
Bide	Drop	Hurt	Purchase	Swim
Bite	Eat	Hurtle	Push	Swing
Blow	Embrace	Insert	Put	Take
Board	Empty	Inspect	Raise	Talk
Borrow	Enter	Inventory, Inv, I	Read	Taste
Break	Escape	Invoke	Refuse	Tell
Breath	Examine, Ex	Jump	Release	Thank
Breathe	Exit	Kiss	Remove	Throw
Bribe	Explore	Knock	Repair	Tie
Burn	Extinguish	Land	Repay	Topple
Buy	Fandora	Lash	Rescue	Toss
Call	Fasten	Lasso	Return	Touch
Carry	Fear	Laugh	Reverse	Turn
Catch	Feed	Launch	Ride	Unfasten
Chase	Fight	Leap	Ring	Unfold
Choose	Fish	Leave	Rope	Unfurl
Claw	Fit	Lift	Run	Unhook
Climb	Fix	Light	Say	Unlock
Close	Flag	Loan	Scramble	Unmoor
Comfort	Flame	Look	Send	Untie
Console	Flee	Love	Set	Use
Consult	Fly	Lower	Shatter	Wait
Continue	Follow	Make	Shout	Wave
Cook	Free	Mount	Show	Wear
Count	Get	Move	Signal	Wet
Crawl	Give	Offer	Sit	Yell

## NOUNS

Alchemist	Chute	Duke	Her	Magnifier
Alembic	City	Elixir	Him	Man
Alyn	Cliffs	Encyclopedia	Hole	Map
Amber	Cloak(s)	Ephrion	Hook	Menu
Arm	Coldrake	Fingers	Horn	Mirror(s)
Armor	Conch	Fire	Horse(s)	Moat
Armorer	Corrundum	Fireplace	Inventory	Monarch
Arrows	Cover	Flame(s)	Island	Money
Artwork	Cowl(s)	Flute	Islet	Monkey
Assassin(s)('s)	Craft	Forest	Ivory	Monster
Axe	Crypt	Fork, Tuning	Jade	Mooncrystal
Back	Crystal	Furnace	Jewel(s)	Mosaic
Bar(s)	Cupola	Gag	Kandesh	Noises
Beach	Cure	Gates	Key	Oar(s)
Bear	Dagger	Gems	Kiln	Ocean
Beggar	Dazikar	Girl	Knocker	Ointment
Bell(s)	Depths	Glass	Kuln	Paddle(s)
Belongings	Diamond	Graffiti	Ladder	Palace
Blackstar	Door(s)	Groom	Leaves	
Board	Doorway	Grunting	Light	
Boat	Dragon	Guard(s)	Liver	
Book(s)	Dragonbane	Hammer	Loan	
Boulder	Dragonmount	Hand	Lock	
Box(es)	Dragonpearl, DP	Hawk	Logs	
Branch	Dragonsblood	Hawkwind		
Break	Dragonscale	Help		
Breathis				
Bribe				
Bush(es)				
Cage				
Castle				
Cauldron				
Cenotaph				
Chain				
Chamber				
Chest				



# Wordlist

Passage	Skeleton	Torch
Pate	Skiff	Tormalion
Pattern	Skylight	Trapdoor
Payment	Smoke	Tree
People	Soothsayer	Tuning fork
Philosopher('s)	Sound	Turret
Physician	Spikes	Underbrush
Piece(s)	Splint	Vados
Pit	Stable(s)	Vault
Place	Stairs	Vines
Plank	Stairway	Visor
Plaque	Stairwell	Volcano
Platform	Starsword	Volume
Pod(s)	Statue	Wall
Possessions	Stone(s)	Warrior
Pot	Stuff	Water
Potion	Stump	Waterfall
Pouch	Supplies	Wealdsman
Prince	Swim	Weeds
Raft	Sword	Wheel
Rayan	Table	Windriders
Ring	Tablet	Windship
Rock	Tailor	Wine
Room	Talma(s)	Wineskin
Rope(s)	Tangleweed	Wolf('s)
Rowboat	Tanium	Woman
Sail(s)	Tanna	Wood
Salve	Tasran	Xylophone
Scale	Thalos	
Sea	Thief	
Seat	Thieves	
Sentry(ies)	Things	
Shafts	Throne	
Shell	Titanium	
Ship	Tooth	
Shore	Topaz	

## DIRECTIONS FUNCTIONAL COMMANDS

Down, d	ACTION
East, E	CREATE
In	JOYSTICK
North, N	KEYBOARD
Northeast, NE	NEWDATA
Northwest, NW	PICTURESOFF
Out	PICTURESON
South, S	QUIT
Southeast, SE	RESTART
Southwest, SW	RESTORE
Swimming	SAVE
Through	
Up, u	
West, W	

## MISCELLANEOUS

And
Back
But
Embossed
Large
Locked
No
Sloping
Small
Song & Dance (S&D)
Steep
Then
Untitled
While
Yes

# Notes to Aid the Quest

Island	PAUY		
Windship	UCP3		
Swamp	PGB		
Thief	JRMURPY		
Kuln	YRPJD		
Altar	ERBY XP3AT		
City	YRRYD		
Dark Cell	ERBY MRK3		
Alchemist	I3Y PCBI MRRBJPFOYAN UGPBAJ3		
Tailor	2 JR4NO		
Tavern	YAT3 XNRRE		
Armory	XNRRE O4RPE		
Library	XP3AT ERRP EPRL 3BJFJNRL3ECA		
Cenotaph	URPT		
Drawbridge	ANN JR4NO		
Meeting Hall	YRRYD		
Lead Cell	LDCNRORLD3PO		
Strong Room	CKRPF	Rayan Clearing	4AY3P
Hedge Maze	AKRCE	Waterfall	H343NO
Mosaic	X3AP	Walls	JNCMX
Treasury	CKRPF	Lava	PCBI
Bottom of Lake	O4CM	Wheel	YGPB
Island	UNGY3	Cupola	LGNN GL PRL3
Platform	OYAPO4RPE		
Dragon	OAF "EAPT300 U3APO YD3 UNAM3"		

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 3 4 / ' " 2  
 A N I H D Y U J G C V P M L S R X O 6 K F 8 9 B T 5 E W Q Z " 2



Produced and Developed by Byron Preiss Video Productions, Inc.

Technical Design and Direction: Lee Jacknow

Written by: Byron Preiss and Michael Reaves

Additional Text Material: J. Brynne Stephens

Senior Systems Programmer: Michael P. Meyer

Illustrations: John Pierard

Additional Illustrations: Walter Martishtus

Arcade Game Designs: Robert Strong, Architect, and Byron Preiss

Opening Sequence Design: Alex Jay, John Pierard, and Jeffrey Schneider

Technical Consultant: Seth McEvoy

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Packaging Art: Kenneth Smith and John Pierard.

Map: Alex Jay and Tom Orzechowski.

Notebook Design: Cynthia R. Randall

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BANTAM BOOKS

414 E. Golf Rd.

Des Plaines, IL 60016

Department DWJ23426-9

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State \_\_\_\_\_ Zip \_\_\_\_\_



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