

BREATH OF THE DRAGON (PREVIOUSLY UNRELEASED)

SCENARIO

You are trapped in the inner circle of a double maze of caverns. You must find and escape through the gate which leads to the outer circle of caverns and then find the exit from these. You must maintain your energy while searching for the gate, but fortunately scattered about the caverns are crates of provisions which you can use to build up your energy. Unfortunately the caverns are populated with a number of roving nasties which you must avoid. When you have found the gate and think that you have enough energy to sustain you through the second half of your quest (there are no provisions in the outer circle of caverns) you should pass through the gate which will bring you to the outer circle of caverns. The cavern complex will be identical to the inner caverns (helpful for finding your way around provided you can remember the layout of the inner caverns) but there are no provisions or roving nasties (except for a rather angry eagle). Your problem now is to find the exit to freedom before your energy runs out. How much energy will you need to sustain you through the outer caverns? That's for you to decide. Also the gate will probably have moved.

HAZARDS

The walls and roofs of the caverns are fatal to the touch as are the rocks strewn around the cavern floors. The caverns are populated by a number of roving nasties:

- 1) Giant Spiders
- 2) Gnashers (mobile false-teeth)
- 3) Fire-breathing Dragons
- 4) Bouncing Balls
- 5) Flying Arrows
- 6) A Giant Eagle

Also in some of the caverns there are larger hoards of provisions. These are guarded by one of the following:

- a) A fire-breathing dragon.
- b) Fireballs falling from the roof.
- c) A floor which goes on fire.

Contact with any of the above results in loss of a life.

DIFFICULTY LEVELS

There are six different mazes of caverns. These are of increasing difficulty, maze 1 being the easiest. At the start of a game you can select which maze you wish to play by number (1-6). After selection you start the game by pressing (START). Also at any time you can abandon your current game by pressing (SELECT).

From maze 1 to maze 6 difficulty increases progressively as follows:

- 1) Number of spare lives you start with reduces.
- 2) Size of the maze increases.
- 3) Rate at which you use up energy increases.
- 4) Likelihood of encountering roving nasties increases.

LIVES

The number of lives you start out with will depend on the maze (1-6) which you have chosen. Each time you succeed in collecting one of the large hoards of provisions (represented by a stack of three crates) you receive an extra life. Each time you come in contact with one of the hazards in the caverns you lose a life. Once you lose your last life the game ends.

ENERGY

You start with 100 units of energy. Each time you collect a crate of provisions you get an extra 100 energy points. Energy is being used up all the time. Also each time you change screen you lose 5 energy points. If at any time your energy fails to zero the game ends immediately irrespective of how many lives you have left.

SCORING

You receive 100 points for each crate of provisions you collect. Also if you succeed in escaping from both sets of caverns all remaining energy is added to your score and you gain 100 points for each remaining life.

MAZE PLAN

At the bottom of the screen there is a plan of the maze which you are exploring. Each blue or gold rectangle represents one section of the maze (one screen) which you have not yet explored. The gold rectangles indicate sections of the maze which contain either a large hoard of provisions or possibly the gate.

When you enter a new section of the maze the plan of that section will appear coloured green. All other sections which you have explored will be coloured pink, while the section which you are currently in is coloured green helping you to keep track of your position. The maze is wrap-around in all directions. (e.g. If you exit from the right-hand side of the furthest right section you will appear at the equivalent vertical position in the leftmost section.)