

DRAGONFIRE

For Nokia 9210/9290

USER'S MANUAL

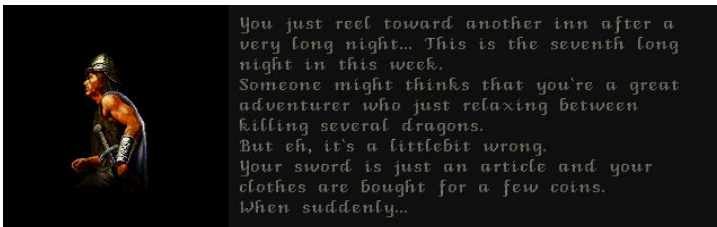
Note: the demo version can be downloaded at <http://redshift.itworks.hu/dragonfirefresh.sis>



When you start the game, you see this main menu. You can start a new game, load a saved one, or save the current state, or even exit at all.

You can get this screen if you press 'ESC' while you walk around in the game.

Note: Load/Save is disabled in Demo version.



After a while (preloading bitmaps), the game is appeared. There're some information on the right side:

- 1. Wielded weapon** (if you haven't got any, a fist is shown)
- 2. Wwared armor** (if any)
- 3. Used shield** (if any)
- 4. Hit points** (relative to your maximal hit points. If the sign shows it's full, you can have 15/15, 40/40, etc. Depends on

your level.)

5. Spell points (also relative)

6. Money (you have)

7. Heal potions (in your pack)

8. The hero himself

You can walk around using the arrows. Some things may block your move (trees, river, houses...).



When you walk 'into' an object that is accessible, a dialog screen will appear. You may read something about that thing.

Advice: Read everything. You'll need it.



While you walk around, you can press 'I', 'D', 'P' at any time. I means 'Inventory', D means 'Drop', 'P' means Pick up.

'I' and 'D' will show you ABSOLUTELY the same screen. They're just for being easy-to-use. When you press any of this two buttons, the upper picture appears. It allows you to examine your pack's content (move the golden border, the 'caret' using the arrows). If you press 'D' now on an item, you drop it. Don't worry, you'll find it on the ground at anytime. Also after load/save.



Try to press 'TAB' key now. The screen changes, you see the items on the ground at your current place (lower picture). The 'P' button can be pressed to pick up an item.

Note: if you initially press 'P', then you see the 'Ground' view at once. You can still change between views using 'TAB'.



In the Inventory screen, you may use the 'W', 'U' buttons on weapons, armors, shields. 'W' means wear/wield, 'U' means use. They do the same.

The two pictures show that I didn't wield a weapon, and after press 'W', on the right side, an icon shows that the currently



used weapon.



Find the shops! You can buy equipment there, of course if you have enough money (upper picture). This screen works such like *Inventory*. You can change the views between *Shop* and *Inventory*. In the shop screen you can buy, and in the inventory view you can sell, and also wear/wield.



Note: there's a special item, **Spell book**. You can buy only one, and you cannot drop, sell it anymore. It's yours. If you buy **Spell scrolls**, their content is immediately copied to your spell book (must have one).

Note: you can see your spell book's content with '**S**' button (Stats), while you walk around. But you can cast a spell only while you're fighting.



If you've killed a monster, or after drop something, you can see a small bag on the ground. Press 'P' when you're on it, so you can pick up the contents.



In some houses, huts, and with peasants in the village, you can talk. You may hear information what you need. Depends on whether you meet him/her first time, or not, and depends on happenings.



Inns are also important: you can have meat there, and a possibility to try your luck.

With the second option, you can have meat, for some gold coins, and it'll fill your hit points to maximum.

Sometimes better than **quaff** several potions to fill your hp. But when you quaff a heal potion, an amount of hp AND sp are also restored. You can use the **Quaff** command while you walk around, and while you're fighting.

With the third option you can try your luck. I suggest you should stop when you win some money... 😊



Investigate the temple, also. It can be found only in Nalym.

You can have a mental aid with the second option, which fills your sp to maximum.

The third option is donate, and after select it, you'll be blessed (higher hp and sp, and these signs will be green instead of red & blue. Try it!)



You attack a monster by simple runs to it. The fighting screen automatically appears. **BEWARE!** If you stand at front of a monster, it'll attack you, so the first hit is made by him! Wait while it goes to you, and attack it then! So the first hit will be yours.

(The upper screen shows that the wolf has the first hit).

You can do three actions while fighting:

- **Attack with a weapon** (you can change between weapons with 'TAB', but the change will take a turn)
- **Cast a spell** (if you have a spell book and spells in it, and of course you need enough spell points. But changing the current spell with 'TAB' **will NOT take a separate turn**)
- **Run away** (the monster may block you for a while... depends on levels and luck)



When you've killed the monster, you receive **Experience Points**, and you may advance to the next level, if you've enough xp (check it with 'S' button – Stats). Advancing to the next level fully automatic, you don't have to do anything. When you've killed a monster, or receive some experience points in another way, and you've reached the needed experience, then



an information line appears: **You've made a level!!!**
Note: advancing to the next level is disabled in the demo version.

The bottom picture shows that when you attack using a spell. Note that different monsters have different magical resistance. So some monsters should be attacked by spells, some shouldn't. (F.e. dwarves have a relatively high magic resistance, **but bugs can be attacked effectively using Energy Blast**)



In Nalym, you can buy a map about the whole realm. A red flag shows the current position. You can see this map using **'M'** while you walk around.



Using the 'S' button, you can examine the information set about your hero. The **'Next Level'** is important: you'll advance at the shown experience points when you reach it.



Whenever you enter swamp or desert area, a different set of preloaded bitmaps is needed. Please wait for a while.



I hope you won't see this screen often. **Maybe you should save sometimes (using ESC, then Save).**

Note: Save is disabled in demo version...

HAVE A GOOD LUCK IN THE GAME!