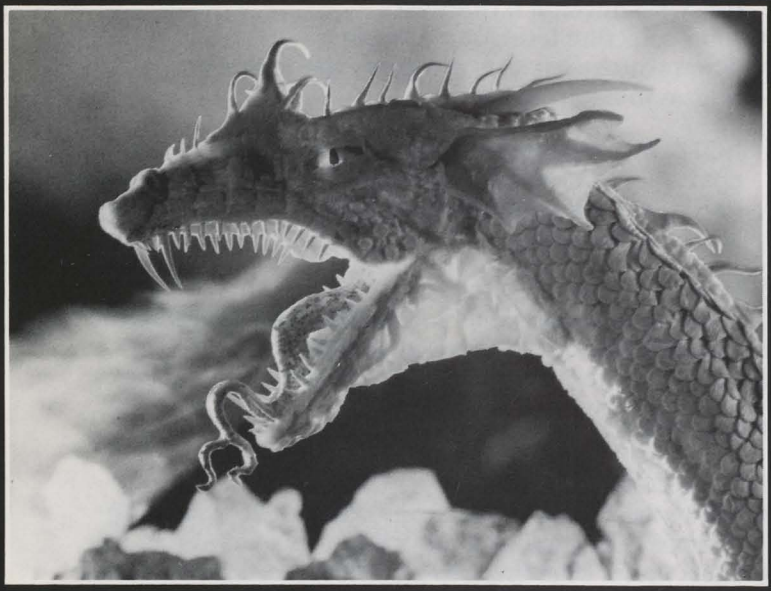
IMAGIC

DRAGONFIRE™

GAME INSTRUCTIONS



Dragons have driven the Royal Court from the castle! Without his vast treasures, the king cannot raise an army to defeat the scaly, fire-breathing invaders. His kindgom is ruled by lizards. Yet the young prince knows the castle's many bridges and storerooms better than anyone throughout the kingdom. He plots to loot the dragons of their plunder and regain the palace. "Brave boy," trembles his father, the king, as the prince leaves for the ramparts. "Please. I beg, for the sake of those who love you. Beware the dreaded dragonfire!"

GETTING STARTED

- Insert cartridge into ColecoVision system.
- Turn on switch.
- Controller symbol appears: Select number of players: Press 1 or 2.
- Castle symbol appears: Select skill level: Press key 0 (easiest) through 9 (hardest).
- After selecting level, game begins.
- When your seven lives are gone, game is over. Push reset button to begin again.

NOTE: If using joystick in one-player game, connect controller to Port 2 for making selections. In two-player game, replace controller with joystick during starting player's first turn.

STATUS ROW

Located at top of screen. From left to right it indicates:
Bridge Screen: Level-Lives-Player-Score.
Treasure Room Screen: Level-Score-Lives.

HOW TO PLAY

ON THE BRIDGE . . .

- Guide the prince across from left to right by leaning controller or joystick in direction you want him to run.
- Duck under high fireballs by pulling controller knob or joystick down.
- Jump over low fireballs by pressing button on controller or red button on joystick.
- Jump from a crouching position by simultaneously pulling down on controller knob or joystick and pressing button.
- The prince is safe from fireballs in doorway at right of bridge.

LEVELS 3-5: Red section of bridge opens and closes. Prince must leap gap.
LEVELS 6-8: Prince must dodge the archer's arrows.
LEVEL 9: Beware arrows and the open bridge!

INSIDE THE CASTLE . . .

- In the storeroom, the prince is safe inside doorway at right side. When certain of his course, he must collect every treasure, dodging the Dragon's fireballs.
- When all treasures are collected, escape through door at far left corner. After escaping, the prince reappears at the bridge ready for another raid.
- If two are playing, a turn ends when the prince escapes.
- At level 3-5, a magic troll appears. Beware him! He is the lizards' servant. If he touches the prince with his sword, he loses a life. But if the prince touches him, the troll is vanquished.
- At Level 6 and above, when the prince snatches a treasure an arrow is fired at him. Beware these archers! They too are the lizards' servants!

SCORING

RECOVER A TREASURE	100, 200, OR 300
VANQUISH A TROLL	1000

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VIDEO GAME CARTRIDGE
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IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

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