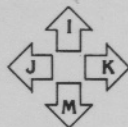


## DRAGON FIRE BASIC COMMANDS

I—Moves the cursor up.  
 J—Moves the cursor left.  
 K—Moves the cursor right.  
 M—Moves the cursor down.  
 N—"No Sound."  
 S—"Sound"



R—"Rapid Start"—allows you to go directly to the maze with computer selected name, character, weapon and points.  
 Q—allows you to quit and save the game.

Whenever you see a flashing cursor the computer wants you to read what's on the screen, then press Return. If the computer is asking a Yes or No question, pressing Return will always default to a Yes answer.

In all other cases the computer will give you a choice: (y/n), (n/o), or a set of numbered items. You then respond with a numeral or letter, but not a complete word.

## DRAGON FIRE SUPPLY LIST

**Remember:** the items you buy will raise your attributes. Spend your coppers only on items which will raise your weakest attributes. You will be given only one chance to buy supplies.

### WINSOME WILLY'S WEAPONS SHOP

You may buy two weapons from Willy unless you're a wizard. The wizard is only permitted two, nonmagical daggers.

Weapon	Price	Strength Increased By:
Spear	4 Coppers	2
Dagger	4 Coppers	2
Hand Axe	4 Coppers	2
Mace	6 Coppers	3
Sword	10 Coppers	5
Battle Axe	8 Coppers	4
Morning Star	6 Coppers	3
Lance	4 Coppers	2
Pike	6 Coppers	3
Crossbow	20 Coppers	8

### STABLES AND SMITHY

Horse	Price	Will Raise Your Speed:
Draft Horse	30 Coppers	1
Light Horse	50 Coppers	2

### FLIVER'S & SONS, ARMORERS

You are allowed one suit of armor from Fliver's; two would be much too bulky to maneuver in. Raising your armor class makes it harder for a monster to hit you.

Armor	Price	Raises Your Armor:
Leather Armor	10 Coppers	1
Chain Mail	30 Coppers	2
Plate Mail	50 Coppers	3
Helmet	15 Coppers	1
Shield	15 Coppers	1

### THREE-FINGER JOHN'S TAVERN

Item	Price	Raises Your Life Points:
2 Loaves of bread	2 Coppers	5
Standard Rations Package	5 Coppers	15
Iron Rations	10 Coppers	30
Quart of wine, in skin	2 Coppers	5