

DRAGONHEART

FIRE & STEEL



THE
DARK AGES
JUST GOT
DARKER.



INSTRUCTION MANUAL



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SYSTEMS REQUIREMENTS

- Windows 95
- 486DX2/66MHz PC
- 1 MB SVGA PCI or VLB graphics card
- 8 MB RAM, double-speed CD-ROM drive
- 10MB free hard drive space

INSTALLATION

Turn on your computer. Insert the Dragonheart CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate). An Installation options screen should appear.

If this screen does not appear, you will need to try a manual install. To do so,

- Double-click on the MY COMPUTER icon.
- RIGHT click on your CD-ROM drive icon.

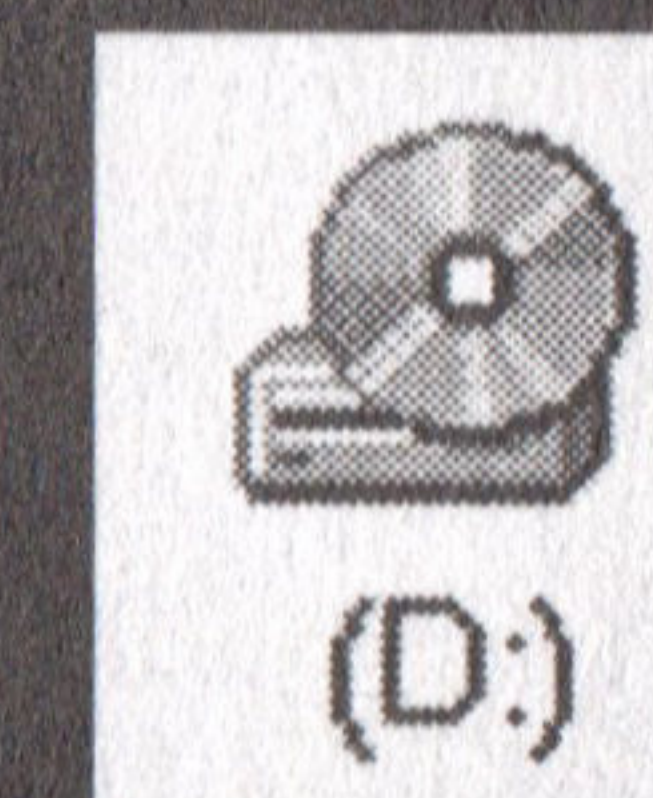
A pop-up menu will appear.


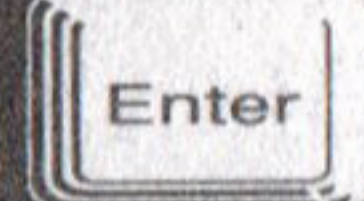
- Scroll to Autoplay and click on it. The Install screen will appear.

The Install screen features these options:

PLAY - Click on Play to begin a game once Dragonheart has been installed.

INSTALL - Click on Install to install the game to your hard drive. You will enter the Dragonheart Setup program. Follow these steps:



1. Click on Next> (or hit ). Continue to Click on Next> (or hit .

The Directory choice screen will appear, with a default directory (C:\PROGRAM FILES\ACCLAIM\DRAGONHEART).

2. Click on Done> to install the game to the default directory. The install program will run. (To select a different directory, type in a different path or click on Browse.)
3. A window stating "Dragonheart has been successfully installed on your hard drive" should appear. Click on OK.

4. • To RUN the game, click on the Dragonheart icon



INSTALL DIRECT X - Click on this to re-install the Direct X drivers Windows 95 uses to run games. (You shouldn't need to do this unless you have recently installed new hardware that doesn't recognize the Direct X drivers, or some conflict with present hardware exists. If you are unsure about this option, see the Technical Supplement.

UNINSTALL - Click on Uninstall to delete the game (erase it from your hard drive).

CANCEL - Click on Cancel to quit the Install screen and return to your operating system.

If you experience any difficulty running Dragonheart, please consult the Technical Supplement included with your game.

Before You Begin, Remember Where You Started!

As Sir Bowen, you have earned a widely held reputation as a master of combat, as the foremost upholder of the Old Code of chivalry. It was once your hard duty to serve the harsh King Freyn. Ah, but you took pride in your work! Your foremost undertaking was the military training of his son, the young Prince Einon, a seemingly worthy pupil, who perhaps had the makings of a brave and honorable regent. Until the cursed day that the noble Prince was gravely wounded, and his grieving mother Queen Aislinn took his broken body to the lair of a dragon called Draco. For Draco did so love and honor the Queen that he gladly split his own heart in twain, planting one half in the cold breast of Einon. The Prince's life was restored! But the jubilation you felt was short lived, Bowen, for with renewed life a new, cruel Prince arose. You now believe that the Dragonheart has made Einon evil!

A Note About Input Devices

Dragonheart supports the following:

KEYBOARD (default controls can be configured)

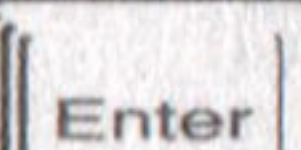
2 or 4 BUTTON JOYSTICK

If you are using a joystick, you must calibrate it to ensure proper directional control. To do so, go to **START > Settings > Control Panels**. Click on the Joystick icon and follow prompts to calibrate your device. Note that when using a 2 or 4 Button joystick, some actions/controls are not possible. For this reason, the Gravis GriP is recommended.

GRAVIS GRIP ADAPTER

Throughout this manual, we will refer to a "FIRE KEY/BUTTON", which will vary depending on your input device. Below are the default values:

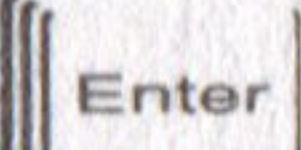
<u>DEVICE</u>	<u>FIRE CONTROL</u>
Keyboard	ENTER key
2 or 4 button Joypad	Red (1) Button
Gravis GriP	A BUTTON

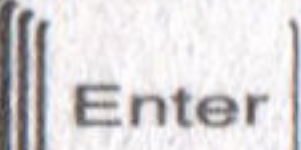
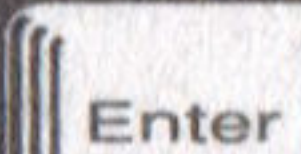
A title screen will appear, with these choices: **NEW GAME**, **PRACTICE**, **LOAD GAME**, **PASSWORD**, **OPTIONS** and **QUIT TO WINDOWS**. Choose by highlighting with the Directional PAD/direction arrows, then pressing .

game modes

NEW GAME begins a new game.

PRACTICE GAME allows you to regain your combat mastery.

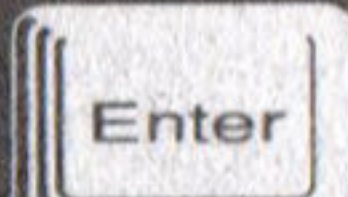
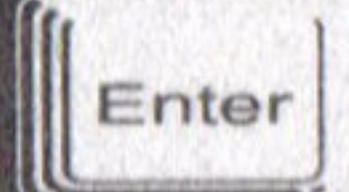
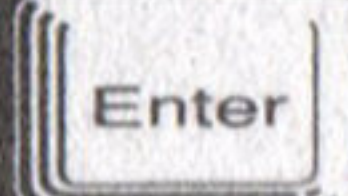
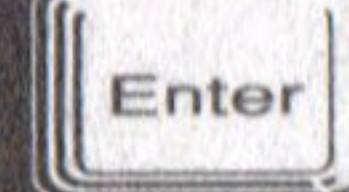
LOAD GAME allows you to play any previously saved games. Highlight the desired game slot and press  to do so.

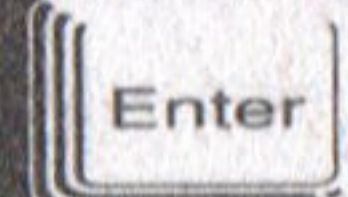
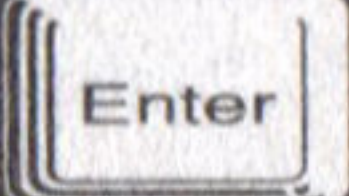
PASSWORD Throughout the game, you will receive passwords when certain areas are mastered. This password allows you to resume gameplay at the next level, so you may wish to write down passwords in the note section at the end of this instruction booklet. To input a password, simply move the highlight to the desired character and press the . Continue until you have assembled a correct password. Then highlight OK and press  to begin gameplay.

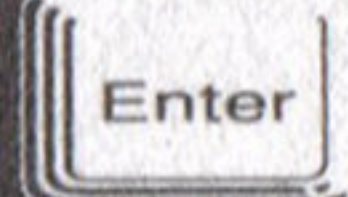
QUIT TO WINDOWS to return to the Windows 95 operating system.

options

Dragonheart can be altered in many ways for maximum game pleasure. To set an option, highlight it by moving the Directional PAD/directional arrows UP or DOWN, then toggle settings by pressing LEFT or RIGHT.

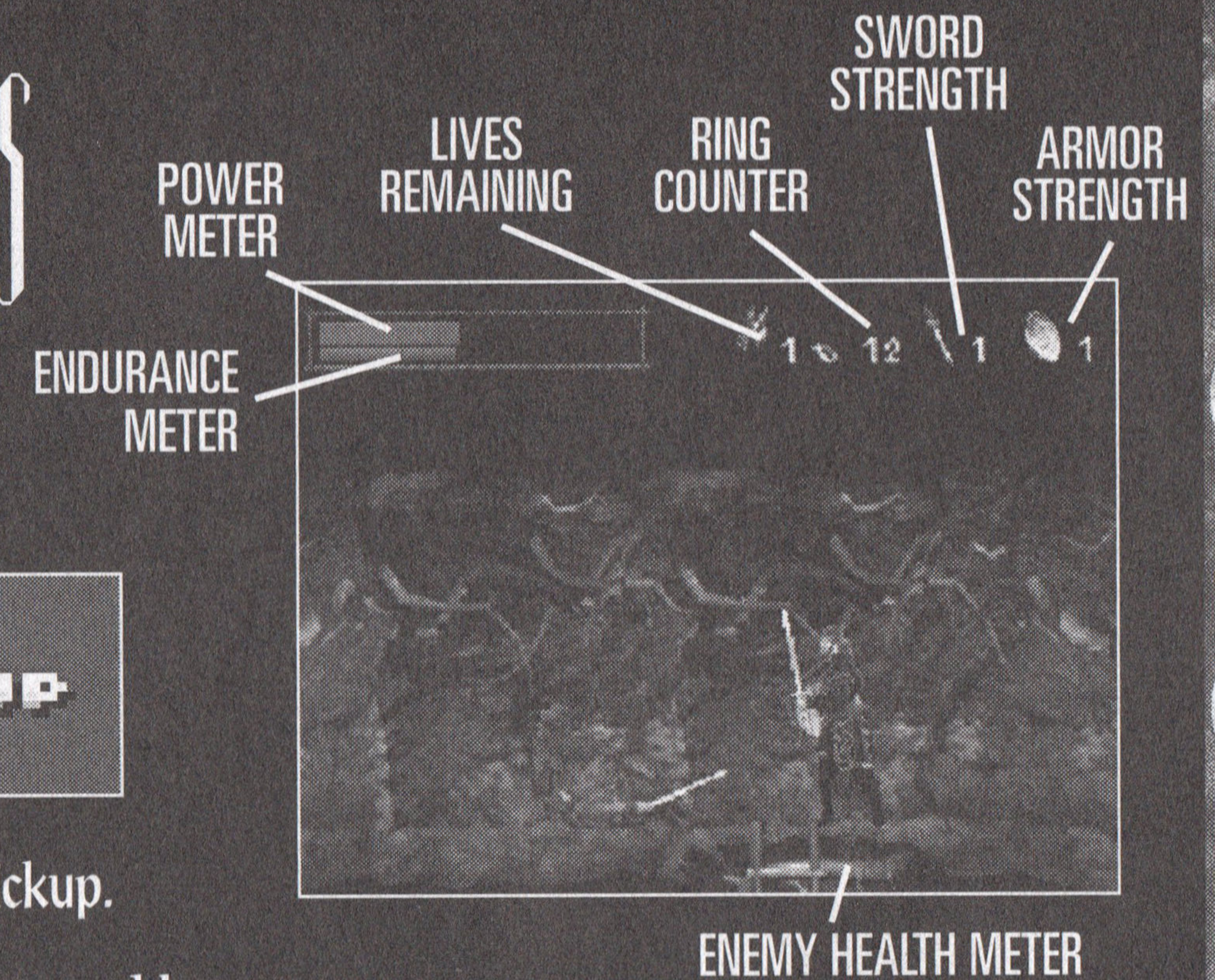
CONTROLS Press  when this option is highlighted. You will come to the control configuration screen. The computer will detect your input device. To change default settings, highlight Redefine keys/ Joypad and press . At the next screen, you will see a list of actions with default settings. To change a setting, highlight it and press . Type in the new key/ press the new button you wish to perform that action. When you are satisfied, highlight USE and press .

AUDIO TEST To sample the music and sound effects in the game, press  when this is highlighted. At the next screen, choose Sound Test or Music Test. Highlight Track and press LEFT or RIGHT to toggle to the desired sample, then press  to play it.

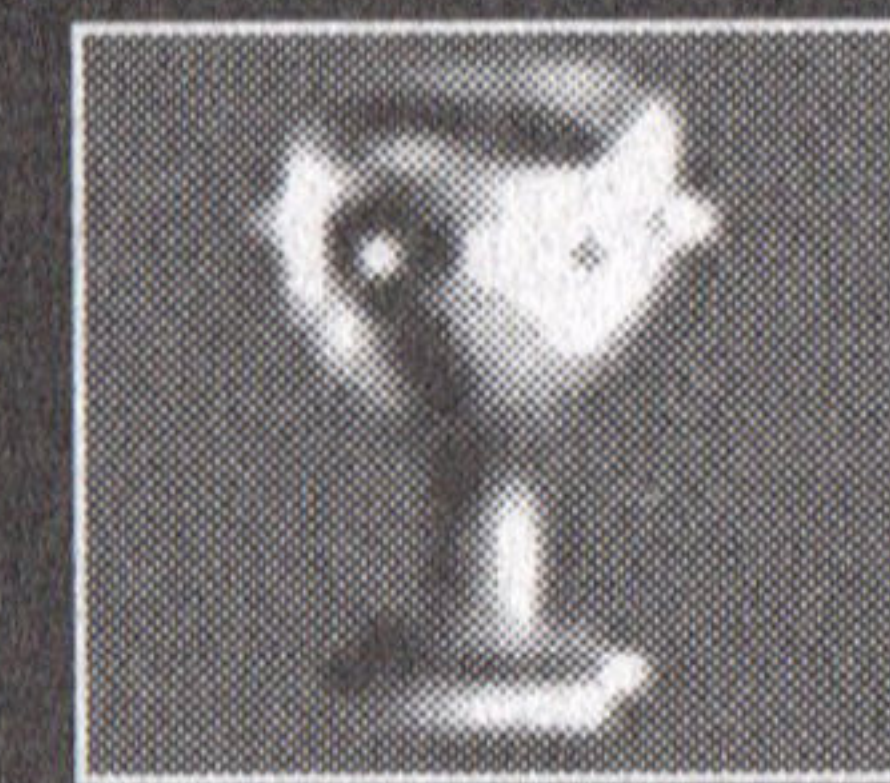
CREDITS Highlight this option to view the game credits. Press  at any time to return to the Options menu.

game features

LIVES Bowen begins the game with just three lives in which to conquer Einon. His number of lives remaining is shown by a Bowen icon with a counter at the top center of the screen. Extra lives can be gained by collecting this pickup.



HEALTH Bowen's health is measured by a meter at the upper left of the screen. The meter decreases when Bowen is hurt; when it is empty, he loses a life. Health is replenished at the beginning of each new adventure. Health can also be increased by collecting these pickups:



Collect a golden goblet to increase your health.

Collect a copper goblet to gain temporary invulnerability.



Collect a silver goblet to maximize Bowen's potential health.



ENEMY HEALTH The health of the enemy Bowen is facing is measured in a meter at the lower right corner. When the meter is empty, your foe is defeated.

ENDURANCE As Bowen exerts himself or rests, his endurance meter (the green bar below the Health Meter) dwindles or renews. Certain special moves require substantial energy. If you don't have enough stamina, certain moves will be impossible. When your endurance meter is empty, you'll be forced to rest, and so be vulnerable.




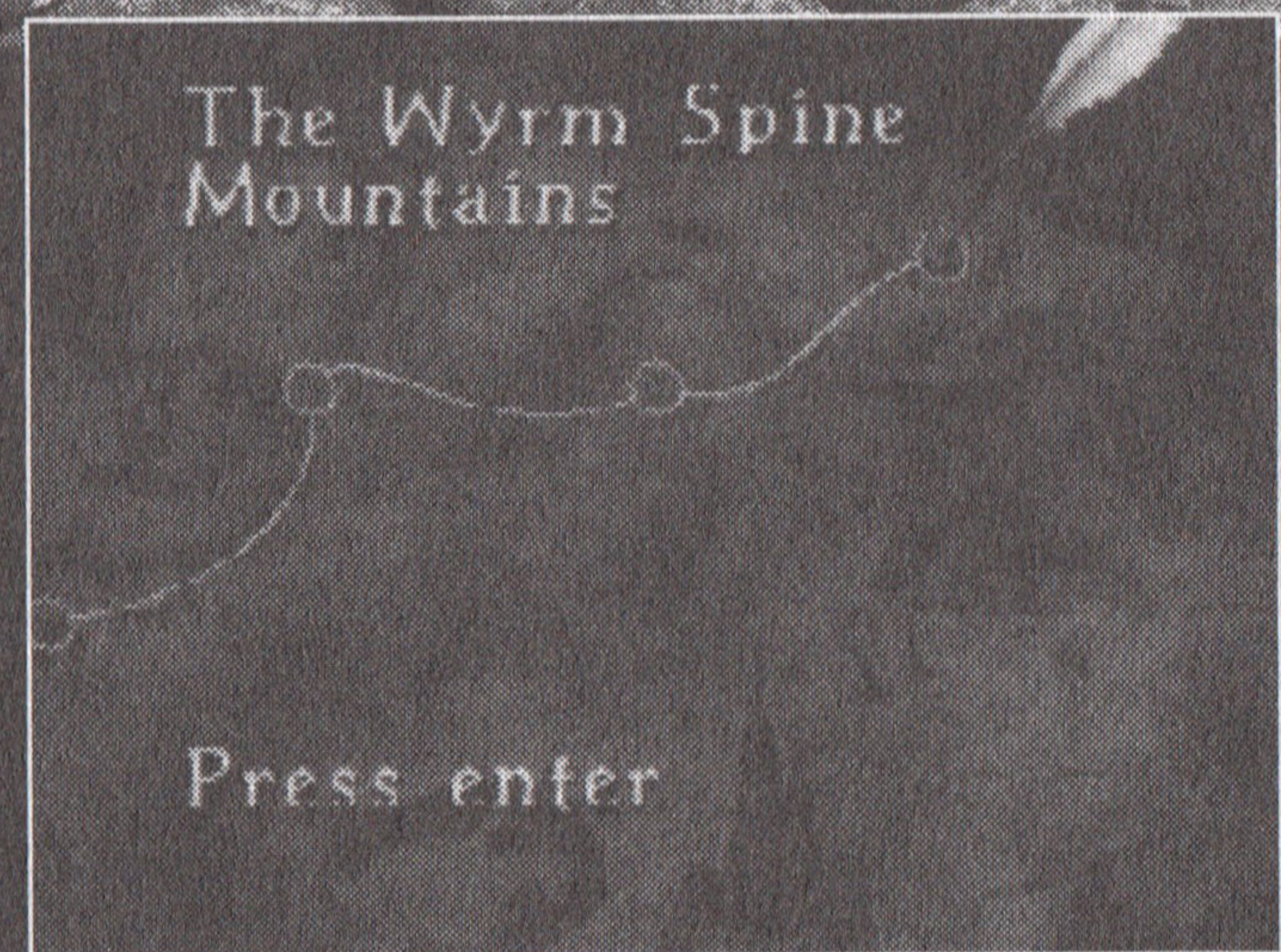
Collect this to maximize Bowen's potential endurance.

GOLD RINGS Bowen collects these Gold Rings from defeated enemies and uses them to make purchases in the shop at the end of levels. The number of rings a player has collected is displayed in the ring counter towards the top right of the screen.

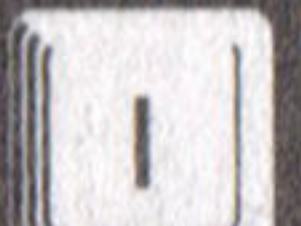
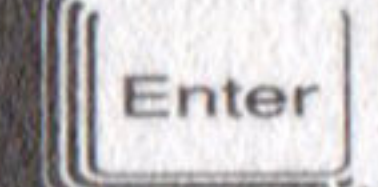


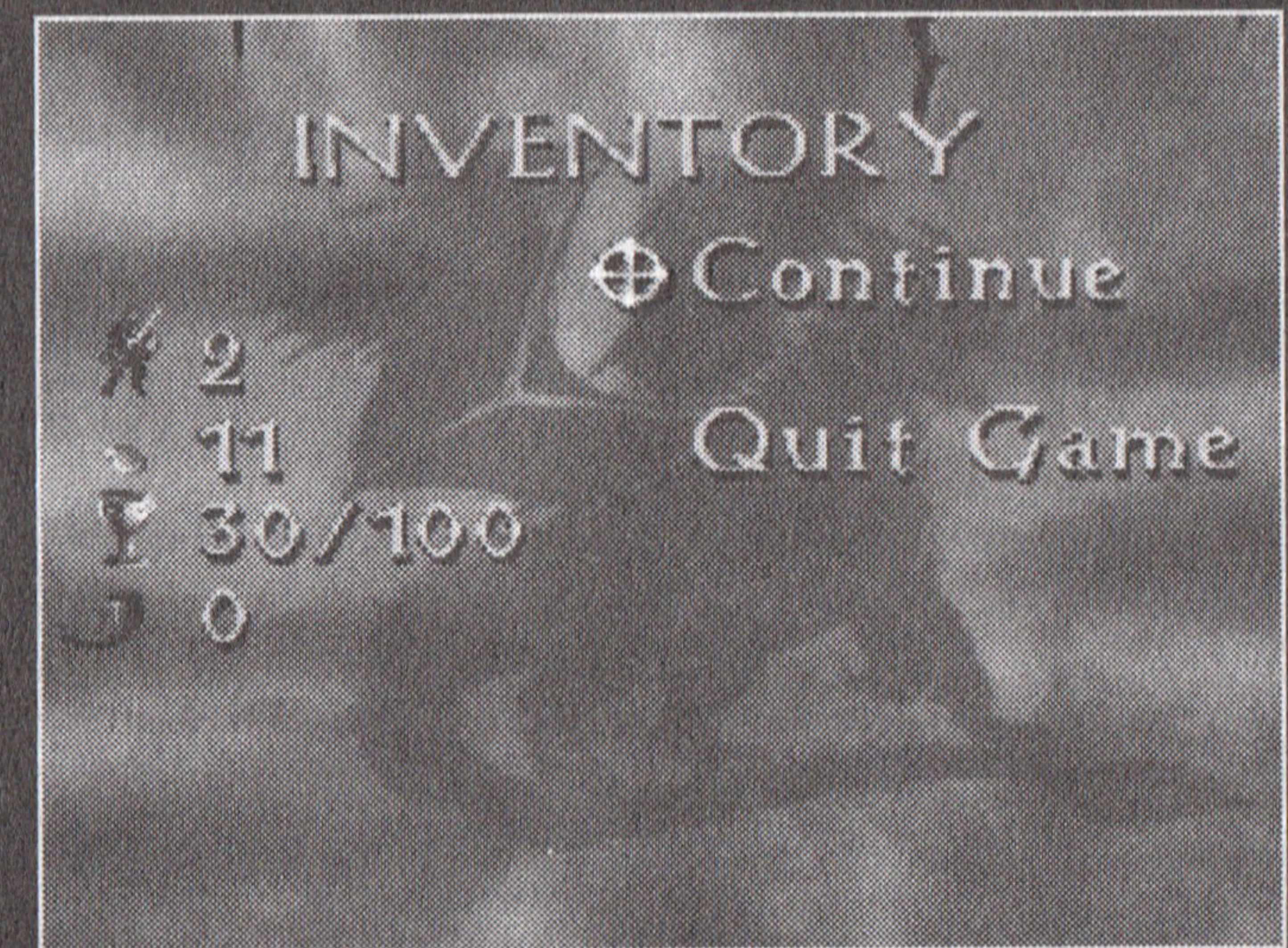
Map

The map is a useful guide to the dangers and hidden areas of the Heartland. You may access certain areas on it at the end of some levels by moving the highlight to an area and pressing .



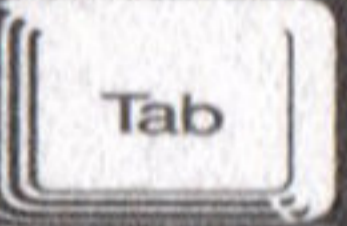
Inventory

At any time during gameplay, you can press the  key to pause the game and open your inventory to see what weapons and other items are available and to select different arrows to use. You can also see game statistics here. To select an arrow from inventory, move the cursor to it and press the  key. Bowen will be armed with that arrow. His previous arrow will return to inventory. To return to the game, select the **CONTINUE** option.



CONTINUING Certain points in the game serve as continue points. When Bowen loses a life, he will resume gameplay at this point, rather than at the beginning of the level.

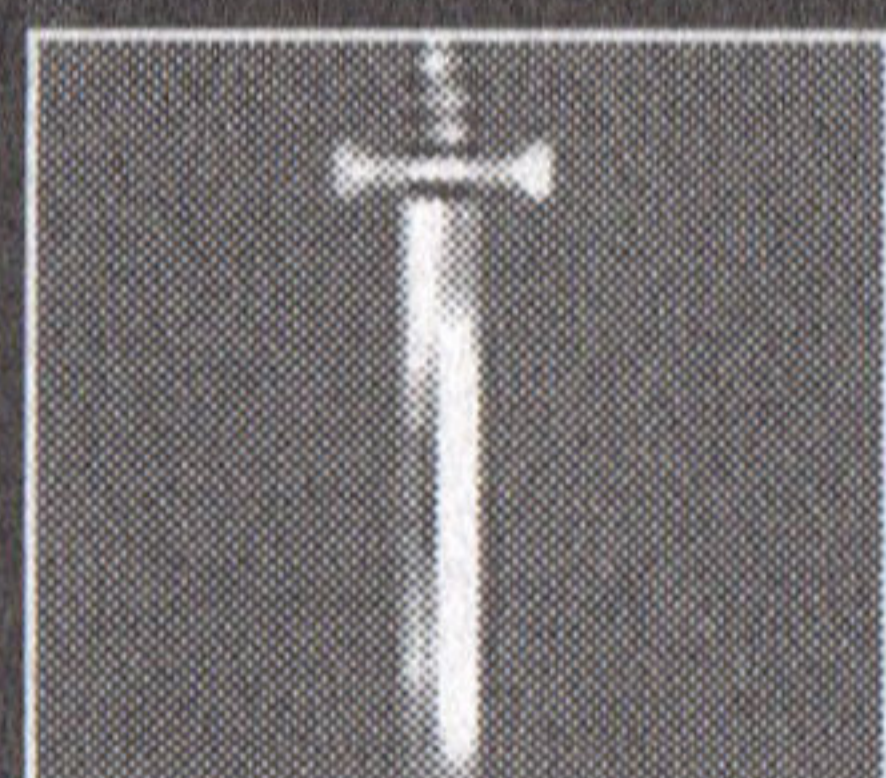
Weapons

Bowen uses two weapons. His sword is the default weapon; he must find the longbow. The sword and arrows can be upgraded by collecting pickups. Bowen uses his weapons both to battle enemies and to interact with his surroundings. Sometimes, the artful use of a weapon will solve a puzzle or unlock hidden areas. To switch between the Bow and Sword, press the  key on the keyboard.

SWORD: The sword is Bowen's main attack weapon. His current attack strength is shown by the number (10 being highest) next to the sword icon at the top right of the screen. Bowen's sword can be upgraded by collecting the following icons:

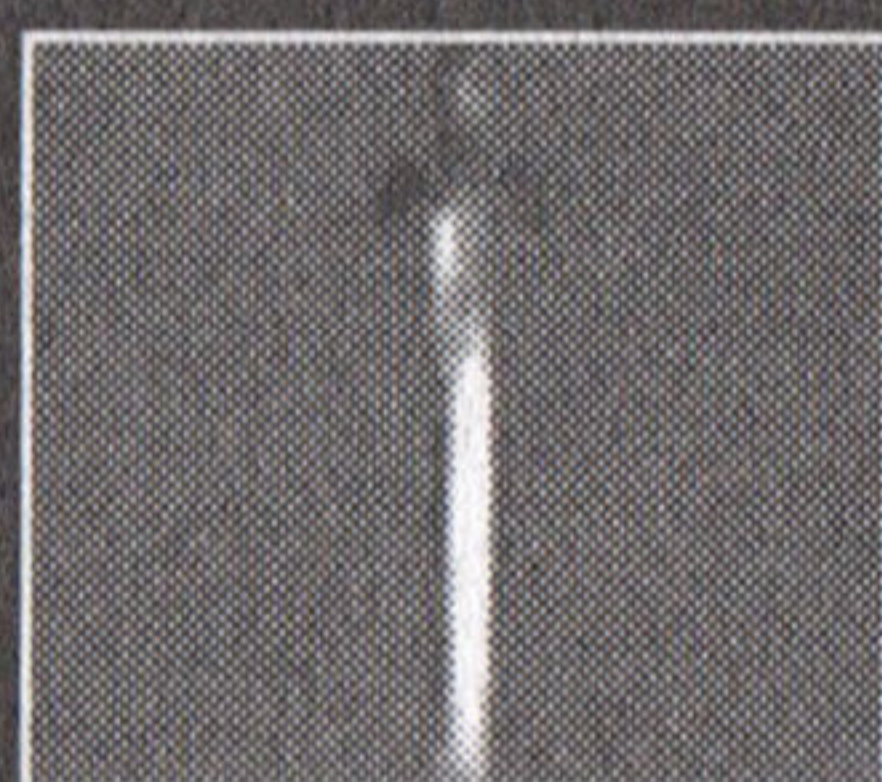


Collect this icon to temporarily add extra power to your blows.

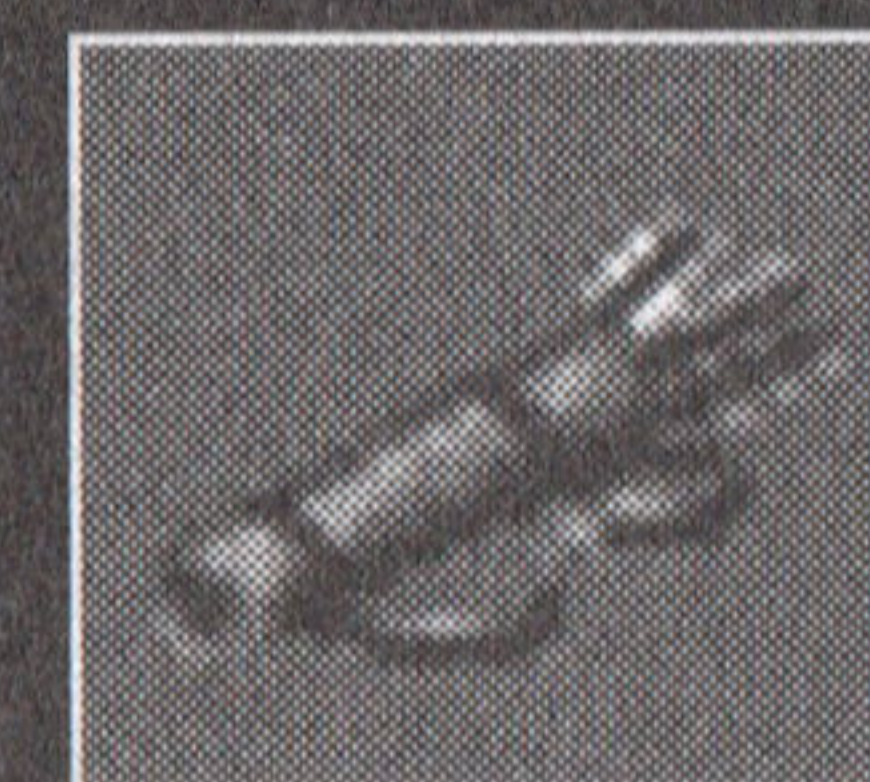


Collect this icon to permanently add extra sword power.

This sword is for fighting spirit/ enchanted enemies!



ARROWS: A masterful archer, Bowen makes good use of any arrows he finds. To select the desired arrow when using the bow, press UP or DOWN when viewing your inventory. Arrows may be found singly or in quivers. Different arrows have different tactical uses, as you shall learn...



Collect this icon to give your arrows real fire power.



An Exploding Arrow is worth waiting for!

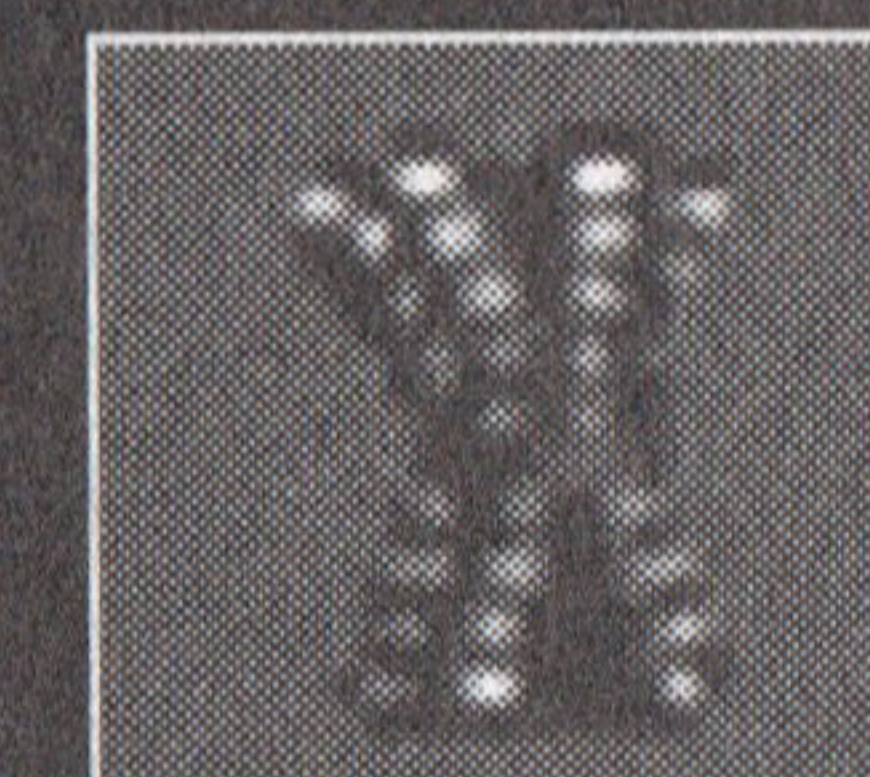


Collect this icon to increase your arrow's speed.



This valuable arrow is really three arrows -- thrice as deadly!

ARMOR: Bowen begins the game clad in leather armor. The current strength of his armor is shown by the number (99 being invulnerable) next to the shield icon at the top right of the screen. Bowen can permanently increase his resistance to attack by collecting this icon.



Collect this icon and temporarily upgrade your armor.



default controls:

Menus, Moving, Fighting, and Flying!

Keyboard

MENU

Open inventory: **I** key

Use highlighted item: **Enter** key

MOVING

Walk: **←** or **→** (double tap direction to RUN)

Jump: **X**

Climb: **↑** or **↓**

Crouch: **↓**

Crawl: **↓** + **←** or **→**

Roll: **↓** + **X**

Push Object: **↓** + **←** or **→**

Enter Door: **↑**

FIGHTING

Slash: **Spacebar**

Upward slash: **↑** + **Spacebar**

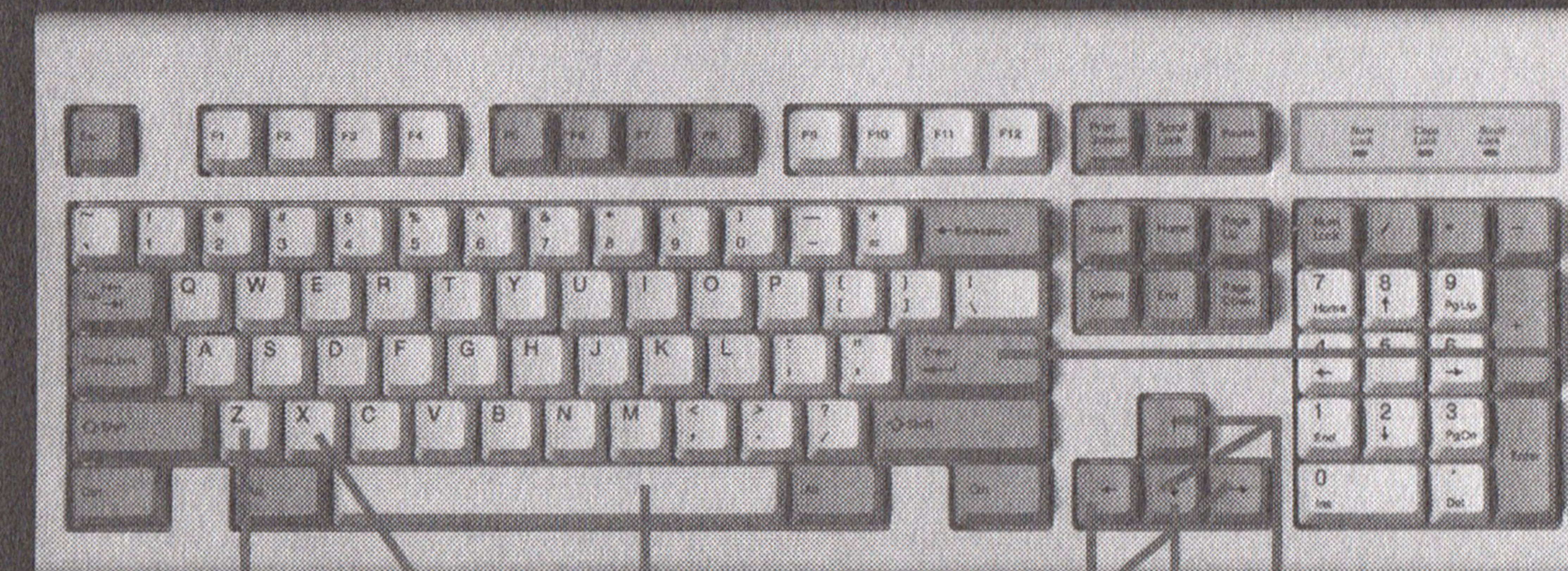
Back Slash: **↑** **↑** + **Spacebar**

Punch: **Enter**

Block: **Z** key

Shield Bash: **Z** key + **Spacebar**

Summon Draco: **←Backspace** key



BLOCK

JUMP

SLASH

CROUCH
WALK

CLIMB

PUNCH

USING ARROWS

Switch between Sword and Bow: **Tab** key

Select Arrow (in inventory screen): **↑** or **↓**, **Enter**
to select or press **BLOCK** when bow is drawn

Return drawn arrow to quiver: **Enter**

Fire arrow: Hold **Spacebar**, aim Arrow
with **↑** or **↓**, release **Spacebar** to fire

ADVANCED SKILLS

Finishing Move: **↑**, **←** or **→** + **Spacebar**

4 Button Joypad

MOVING

Walk: **←** or **→** double tap
direction to **RUN**

Jump: **RED (1) BUTTON**

Climb: **↑** or **↓**

Crouch: **↓**

Crawl: **↓** + **→**

Roll: **↓** + **RED (1)**

Push Object: **←** or **→** + **GREEN (4)**

Enter Door: **↑**

FIGHTING

Slash: **BLUE (2) BUTTON**

Upward slash: **↑** + **BLUE (2)**

Back Slash: **↑ ↑** + **BLUE (2)**

Punch: **Enter**

Block: **YELLOW (3)**

Shield Bash: Hold **YELLOW**, Tap **BLUE**



USING ARROWS

Switch between Sword and Bow: **Tab** key

Select Arrow (in inventory screen):
↑ or **↓**, **RED** to select or press
YELLOW (3) when bow is drawn

Return drawn arrow to quiver: **Enter**

Fire arrow: Hold **BLUE**, aim Arrows
with **↑** or **↓**, release **BLUE** to fire

ADVANCED SKILLS

Finishing Move: **↑**, **←** or **→** +
BLUE (2)

Gravis Grip

MOVING

Walk: ← or →
double tap direction
to RUN

Jump: A BUTTON

Climb: ↑ or ↓

Crouch: ↓

Crawl: ↓ + →

Roll: ↓ + A

Push Object: ← or
→ + X BUTTON

Enter Door: ↑

FIGHTING

Slash: B BUTTON

Upward slash: ↑ + B BUTTON

Back Slash: ↑ ↑ + B BUTTON

Punch: Y BUTTON

Block: C BUTTON

Shield Bash: Hold C, Tap B

USING ARROWS

Switch between Sword and Bow:
Tab key

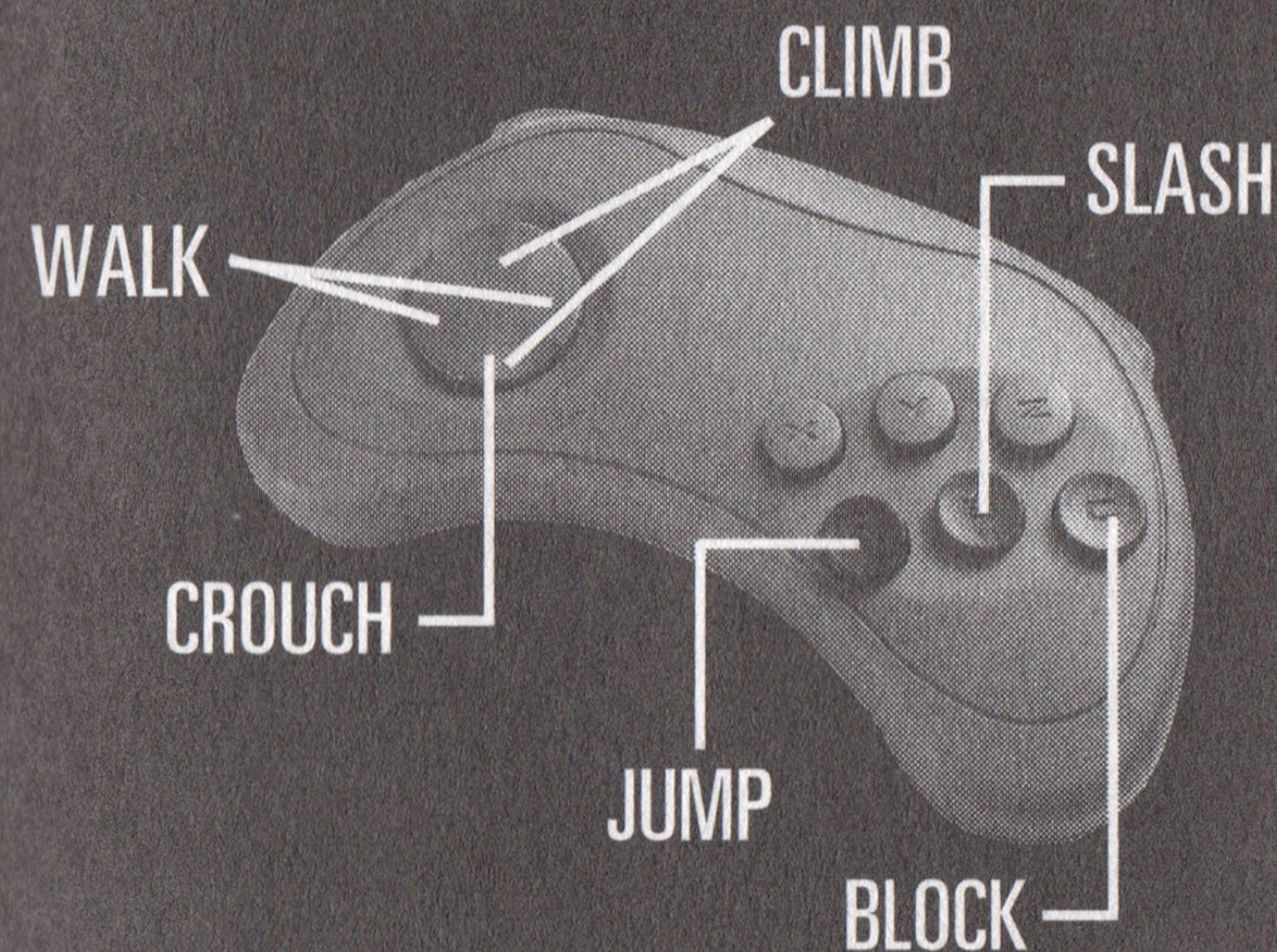
Select Arrow (in inventory screen):
↑ or ↓, A to select

Return drawn arrow to quiver:
Y BUTTON

Fire arrow: Hold B, aim Arrows
with ↑ or ↓, release B to fire

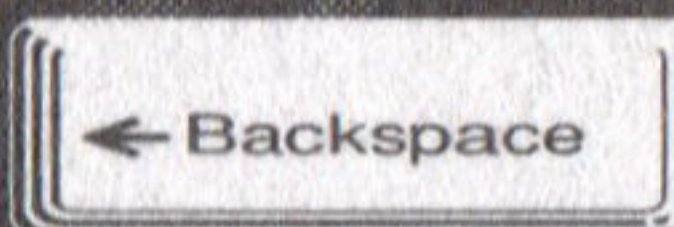
ADVANCED SKILLS

Finishing Move: ↑, ← or → +
B BUTTON



Dragon attacks

When you've become friendly (!) with Draco, you may call on him to perform different attacks. To do so, you must have the Dragon Call icon

in inventory. When the icon appears on the screen, press the  key control to summon Draco to aid you.



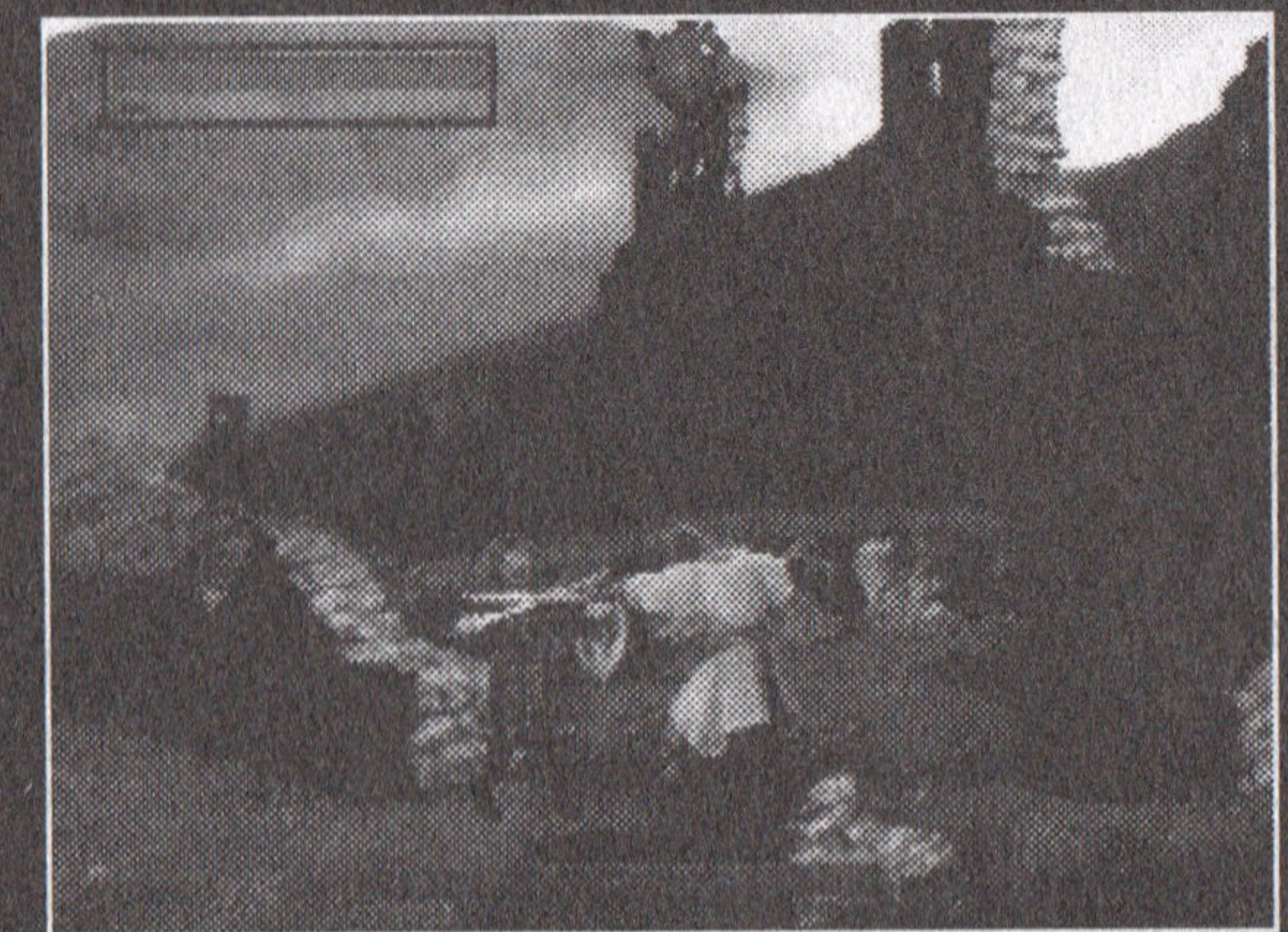
Flying

At some points in the game, you may need to direct the flight of Draco! Follow on screen prompts to do so!

AS YOU ENTER THE ANCIENT WORLD OF DRAGONS AND REGAIN YOUR SENSE OF PURPOSE, YOU WILL FIND THE ANCIENT CODE IS STILL POTENT...

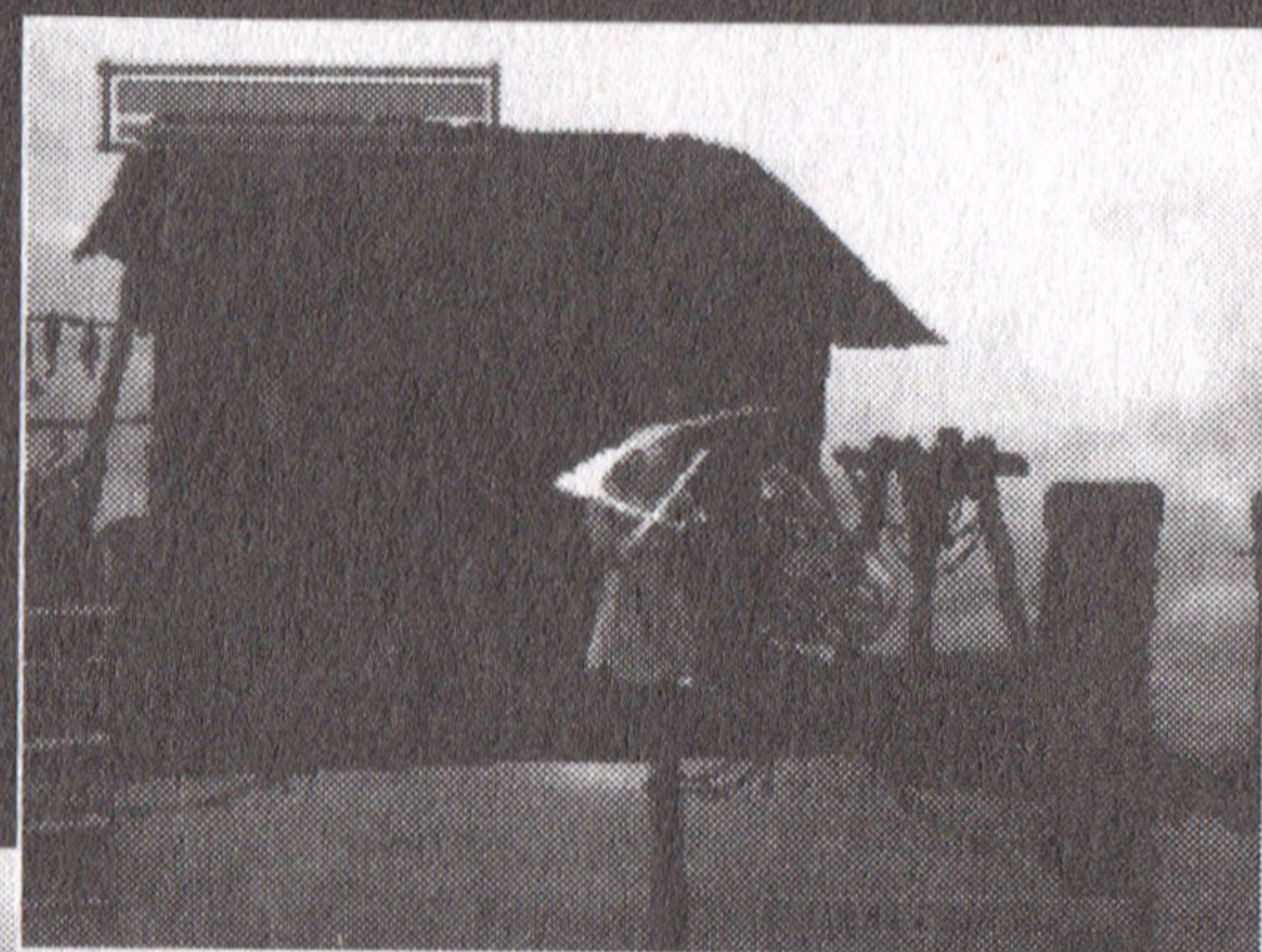
A Knight Is Sworn To Valor...

Your adventure begins in your past, when you were responsible for training Prince Einon. As your reflexes remember the moves and tactics you once took for granted, pray that you'll be able to take your refreshed combat skills into the dark days ahead...



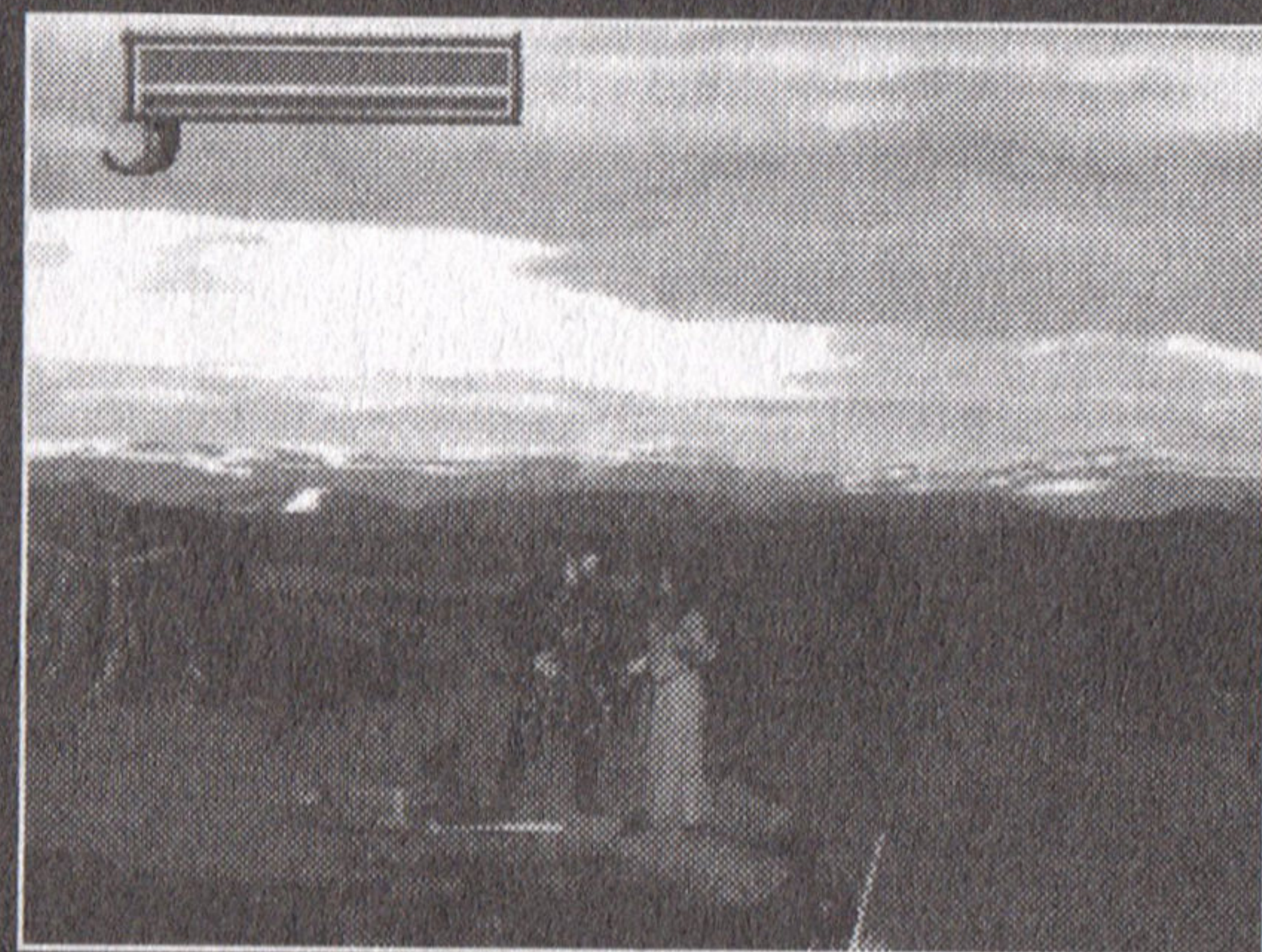
His Heart Knows Only Virtue...

Step into your present now, and face the foes that await! Today it may be a minor adversary, tomorrow a fierce, flame-breathing dragon! Don't be too quick to judge the places you go and the folks you meet--an annoying figure may prove to be a godsend, a harmless looking forest may be alive with beasts and black magic!



His Blade Defends The Helpless

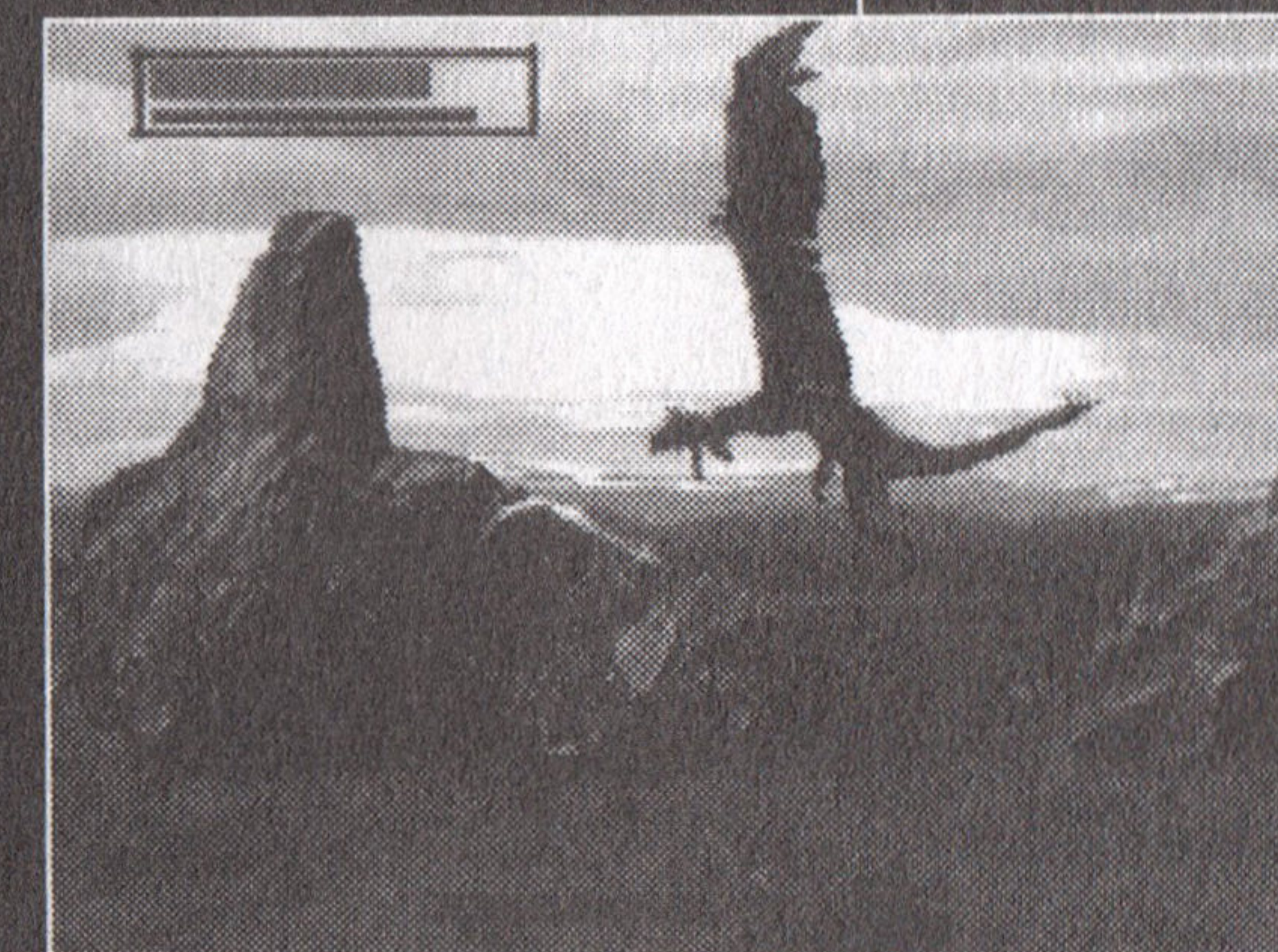
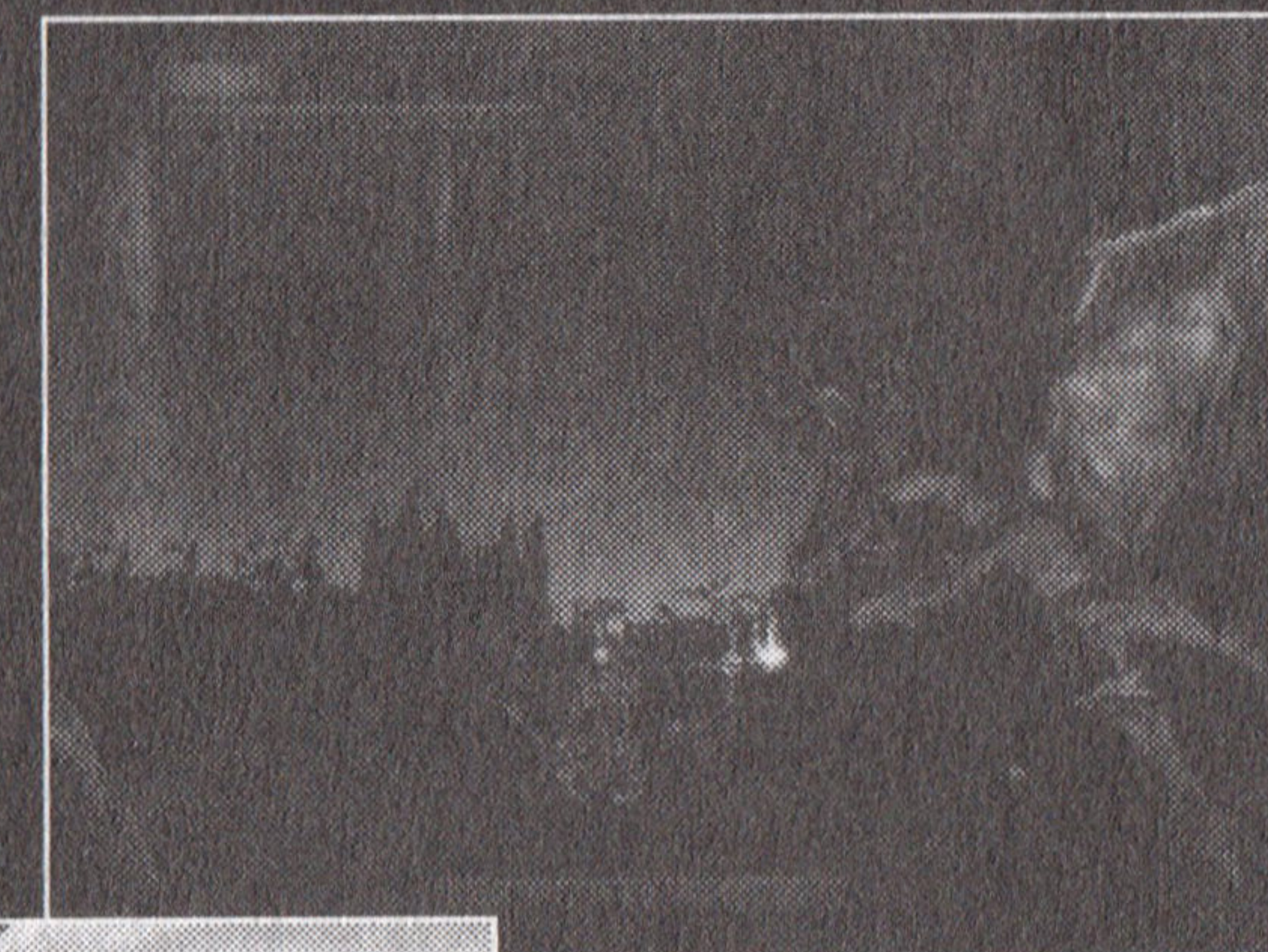
The downtrodden shall have their day! Or have you forgotten the



oath you once swore, Bowen? Will your sense of honor and purpose be reawakened?

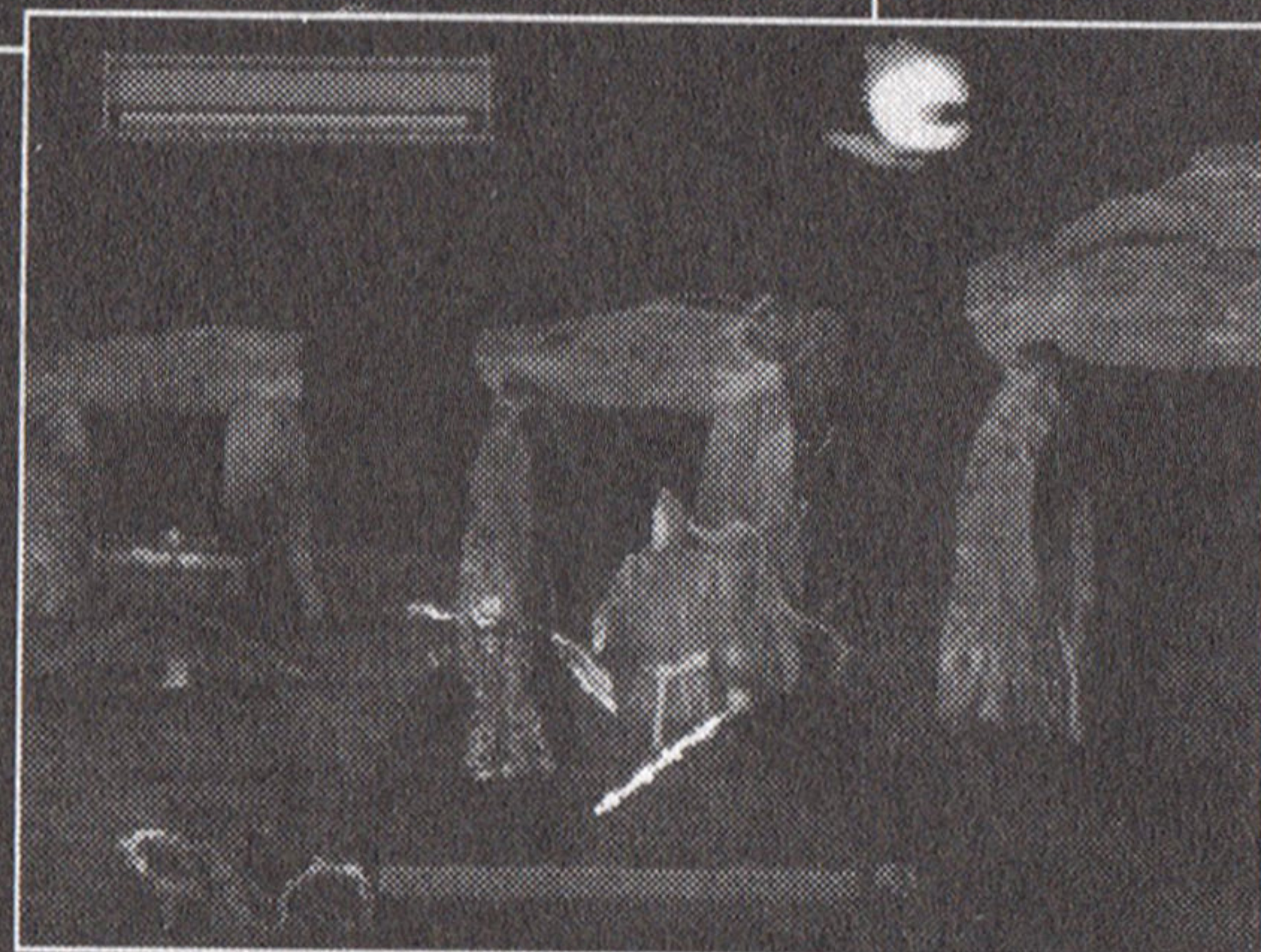
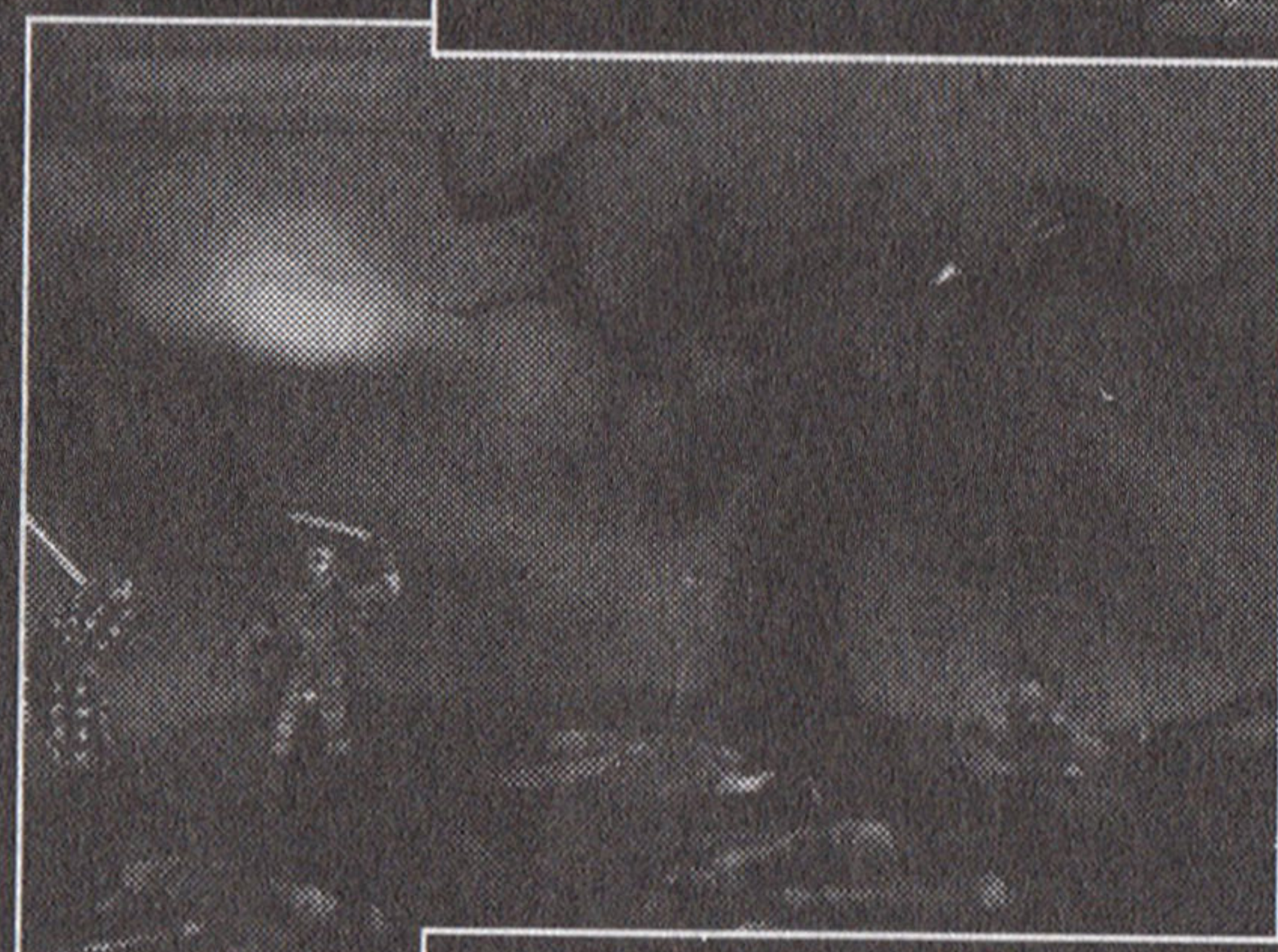
His Might Upholds The Weak

Did you think it would be easy? By the Knights of the Roundtable, you've got a world of wrongs to make right! The Dragonheart is still beating, isn't it? What do you intend to do about it?

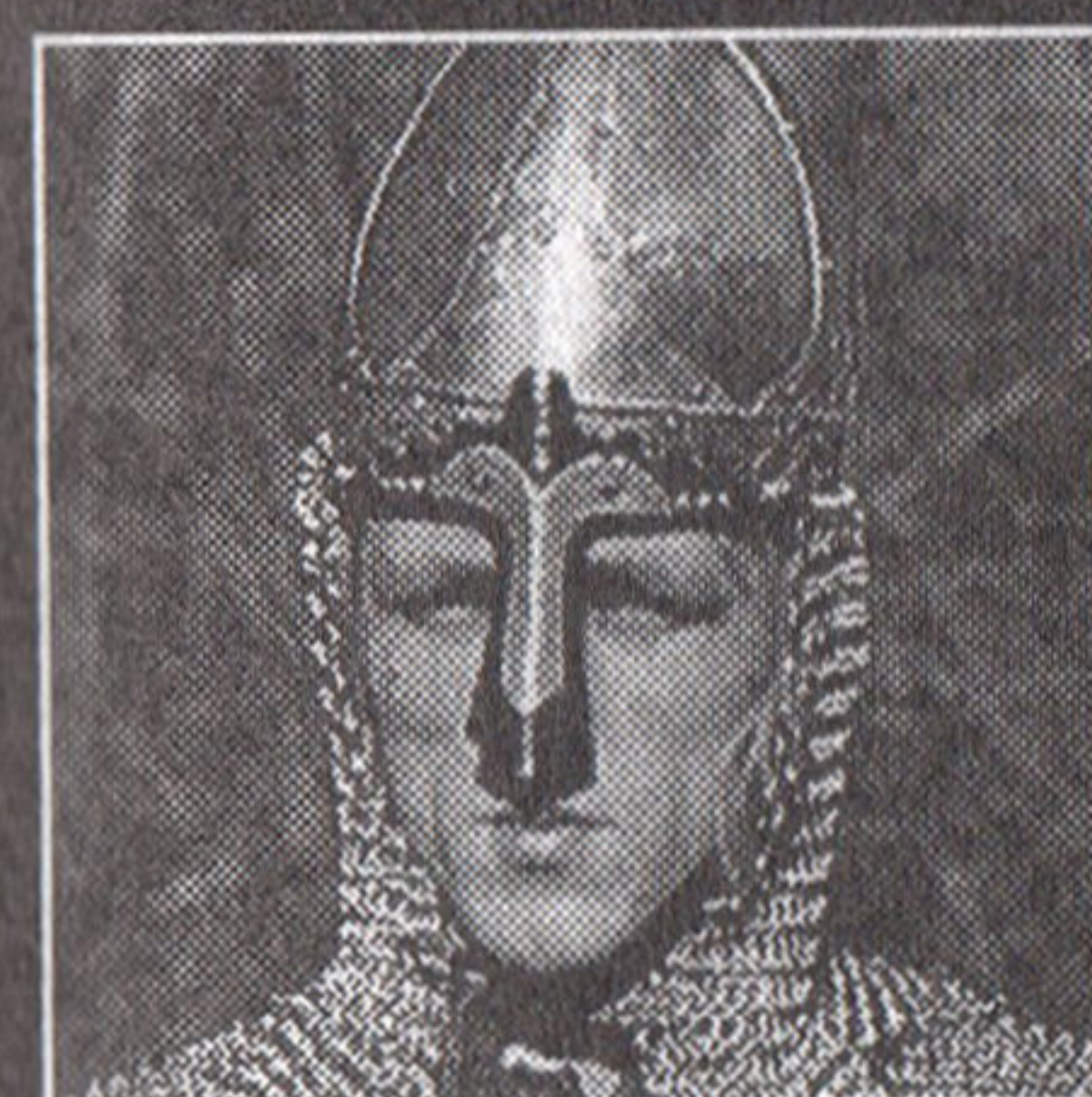


His Words Speak Only Truth

The time has come to act, with all the will of the righteous and the force of the free! You must restore the true meaning of the Ancient Code and break the cruel grip of tyranny! King Einon and his lackeys await, primed for bitter battle. Unsheath your sword and let fly the arrows!



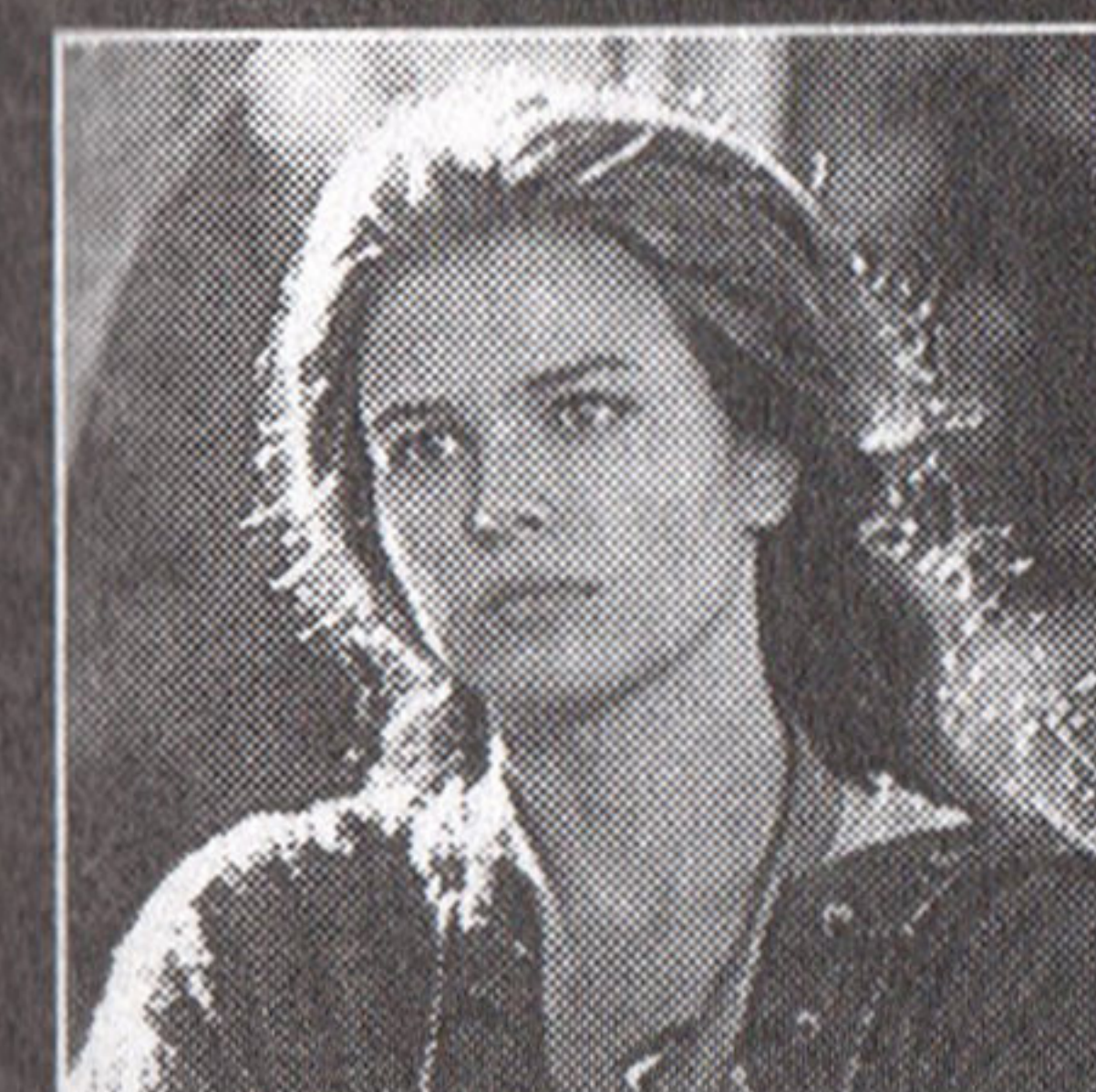
Some of the Characters you may encounter...



EINON Your once-beloved master is now a hated tyrant. You have to destroy the man you once swore to protect!



DRACO The dreadful dragon you have sworn to slay. Ah, but first you must find him...



KARA A reign of oppression may breed rebellion in unexpected places...



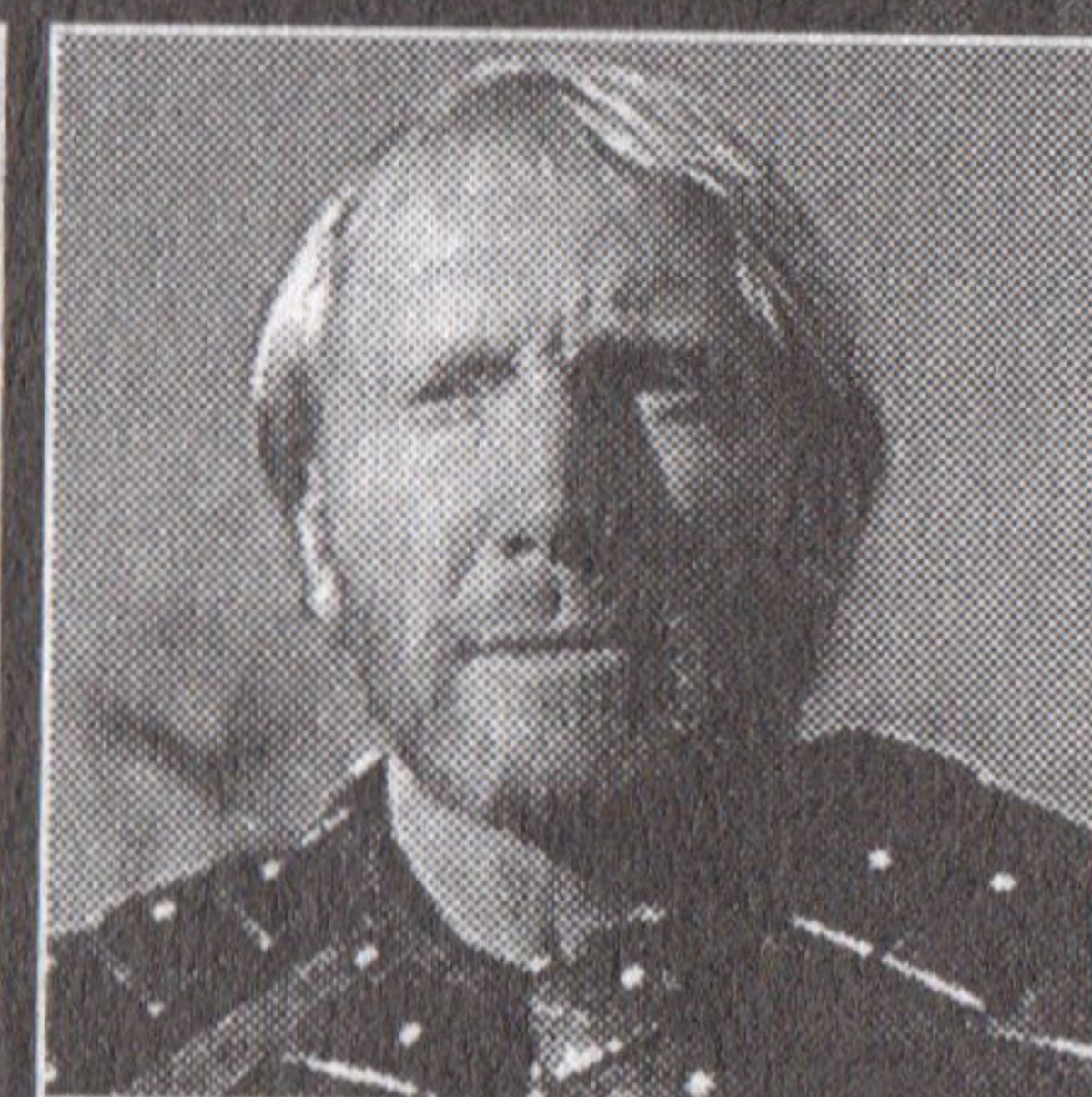
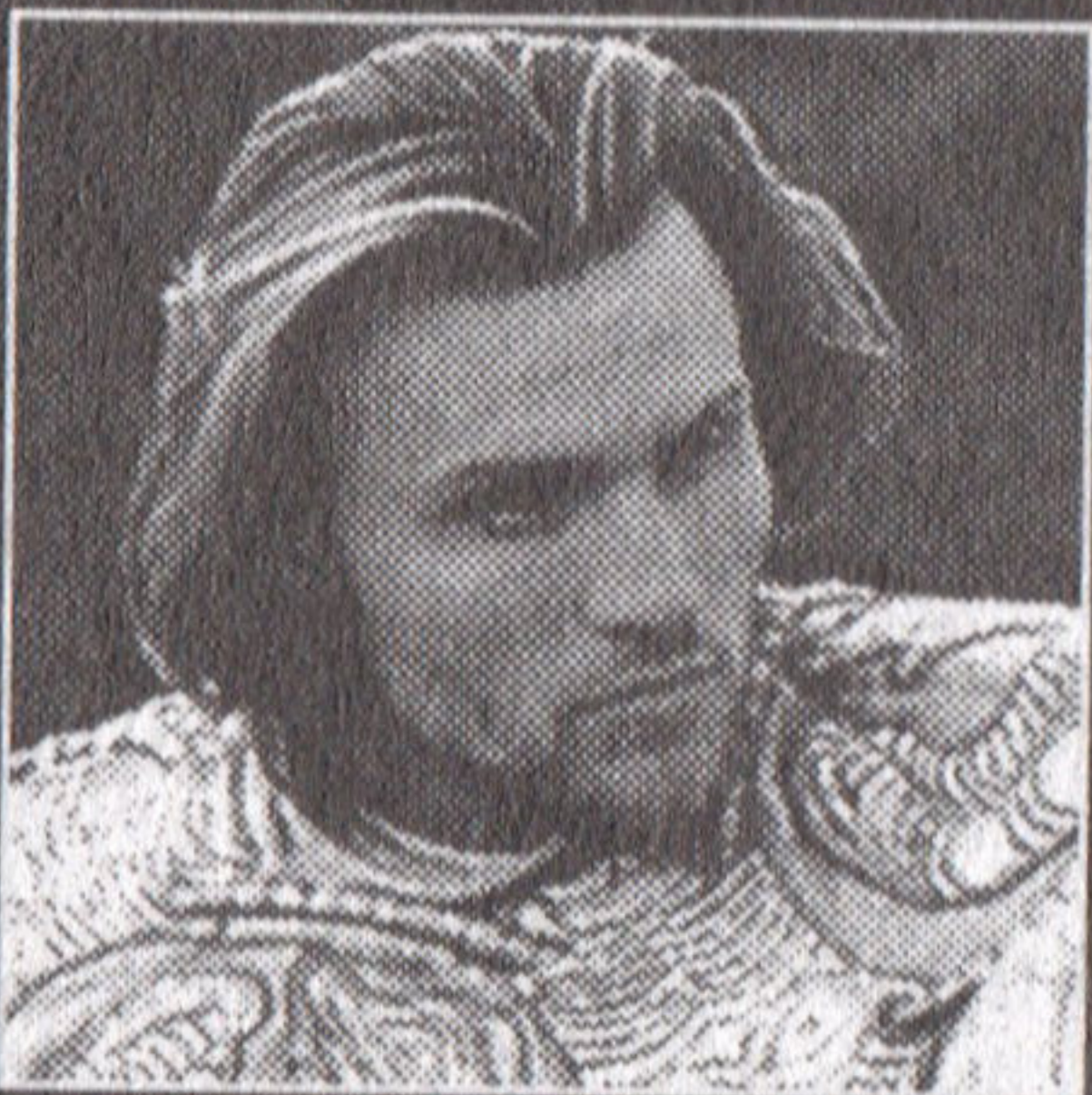
BROTHER GILBERT This gentle friar is eager to sing your praises. Will he find you worthy?



BROK A fearsome foe, Brok is an accomplished veteran of many a battle, and always eager for more. His desire for glory may prove his undoing...



FELTON The King's tax collector, he is ruthless and cunning...



DRAGONSLAYERS
The feudal barons of the land fear Einon—and do his bidding! Be watchful of these nasty nobles!

DRAGONS There are many dragons you will face. They must be vanquished, and that task may cost you dearly.

and others...

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