

Curse of Dragon





Manual By: Jason M. Ridge & Eric W. Adams
Domark Software Inc.



A Word from the Product Manager....

Curse of Dragor offers a strong storyline combined with high resolution graphics and delivers hours of unique entertainment. We have tried hard to create a game that would appeal to all Macintosh users, regardless of past role playing experience. To put it simply, Curse of Dragor is a game designed for the masses. Every Macintosh user, from beginner to seasoned veteran, will find something of interest in this game. I hope you enjoy playing this game as much as I have enjoyed working on it over these past months.

Sincerely,

Jason M. Ridge

Production Manger, Domark Software Inc.

Curse of Dragor

Curse of Dragoon

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As always, if you return anything to us, please include a note of explanation and your return address. We can then expedite your request. Thank You.

Curse of Dragoon

INSTALLATION

Please follow the installation process outlined below. It is important that you choose the best option of installation for your machine because making the incorrect choice will greatly effect the game's performance.

Installation option #1 (Recommended)

For most Macintosh computers, the best option is to use the installation program on the CD to install the game to your hard drive. This installation is done because the game requires that the computer "swap" game screens. This means that the computer needs to continually access the game files in order to keep a steady flow of game motion. Unfortunately, most double speed (2X) CD-ROM drives are not fast enough to keep up with the game's "swapping" demands. To install the game to your hard drive, please do the following:

1. Place the Curse of Dragor CD in your CD-ROM drive.
2. Double click on the "Curse of Dragor CD" icon on your desktop.
3. Double click on the "Install Curse of Dragor" icon.
4. Follow the on-screen instructions.

Since this installation procedure takes between **25 to 30MB** of hard disk space, make sure that you have enough hard drive space before beginning the installation process. ENJOY YOUR GAME!

Installation Option #2

For those Macintosh users who have a newer Macintosh with a 4X CD-ROM drive (PowerMac 7200/7500/8500/9500 or Performa 5200/6200/6300), they have the option of playing Curse of Dragor entirely from the CD-ROM (**NOTE:** You will still need to have between **2 to 5 MB** of free hard drive space available in order to save your game. If you do not have **2 to 5 MB** of free hard drive space, you will receive an error message during play). No installation process is needed. To play the game from the CD-ROM, do the following:

1. Place the Curse of Dragor CD in your CD-ROM drive.
2. Double click on the "Curse of Dragor CD" icon on your desktop.
3. Double click on the "Curse of Dragor" game icon.

If you notice poor game performance, try playing the game with the installation program on the CD. ENJOY YOUR GAME!

REALITY CHECK & A FEW QUICK TIPS

Now that you have successfully installed the program or have chosen to play the game from your CD-ROM, please make sure that everything you need has been included in your package. In the package you should find the following:

- (1) Curse of Dragor CD in Jewel Case
- (1) Curse of Dragor Manual
- (1) Letter From Macabe To The Explorers
- (1) Domark Software Customer Support Card
- (1) Installation/Keyboard Card
- &
- Various Game Flyers

As you read the story that follows and begin playing Curse of Dragor, please try to remember the following gameplay tips:

- ✓ Investigate every location thoroughly! Don't just walk into a room, look around briefly and then leave. Investigate every object, wall, and corner. Leave no wall untouched and no stone unturned.
- ✓ Remember to alternate players. The only way to build a strong party is to give each party member experience as a leader. Keep in mind that this is the ONLY way party members will gain experience, strength, levels, etc.
- ✓ Remember that you have an escape button on your user interface. Don't be afraid to use it! You may also escape an attack by pressing the **R** key on your keyboard (See Installation/Keyboard Card.)
- ✓ Above all else, have fun! Remember the suggestions mentioned above. I think that as you play, you will find these to be some of the most helpful "hints" that you can use.

If you have problems progressing through the game and have access to Online services, you may want to contact Domark for help (see the Technical Support section in this manual). Look for information on updates or add-ons on most of the major Online services (America Online, eWorld, Compuserve)

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MACABE THE SEER

The twin moons of Trinasia were high in the northern sky when Macabe the Seer sat down to his meal. He was startled by the sudden clamor of a pack of horses outside of his tent. At 187, he had little strength to waste on such impetuous fools. Yet he knew why they had come. He was the only one that could help them.

Macabe was a living legend to the Trinasia populace. He was the only surviving Hexaemon Council disciple. Only he had the power to teleport people into Xorinth Castle. Yet, this sacred duty seemed more of a curse to him. For over 150 years he had been sending eager mercenaries on one way journeys into his beloved Xorinth. Now, like so many others before them, these adventurers were drawn by the lure of Dragor's Curse. As the tent flap opened, a beautiful woman entered.

"Macabe! Please guide my worthy band of warriors." These words were uttered by a stunning creature of beauty and brawn. *"My name is...."* *"I know your name child,"* said Macabe. *"I know of you and of your band of motley warriors. No doubt, the rest of the village will also know of you when they see your names added to the list of the missing."* He looked solemnly at her lavender eyes and beckoned her to sit by the fire. Macabe had seen too many like her: young, strong, and determined. Every so often he could hear their voices when the wind blew in from Xorinth. He was saddened that their voices no longer spoke of life.

"Will you guide us?", asked the woman. "Tell me why you seek my services child." The youth dropped to her knees and begged, "You know the story....you know the secrets of Dragor and of Xorinth Castle, please share your wisdom." Perhaps it was her eyes or even her aura that charmed his hardened heart. In a gruff tone he uttered, "Fine my lady, sit with me and be silent while I reveal the Curse of Dragor."

Macabe brought out a large, green gem and placed it in his palm. The tent grew silent, even the flames of the fire were quiet. She heard his voice change, it was distant and hushed. "I was younger then....a man respected and admired by my countrymen of Xorinth. My family was proud of my role as first seer to Rhama. I was also a disciple of the Healer - Serenity. My land was well known by the rest of Trinasia, as the place where Black and White magic were practiced in harmony. Where their immense powers were focused by the Council to the benefit of the world and its people. Life was good then! The people were prosperous and content in their ways. Laughter was common in the streets of the capital. Xorinthians would gather near the great Castle of Xorinth and celebrate with the Council members."

"Yes, the Council was special. Often I would gaze at them and marvel at their magical presence. It was never made public of their origins, some believed they came from the heavens, while others said they were from the distant lands of Roxtra. I only cared that they were here. For my destiny was once that of a petty thief who squandered his gift of second sight. One day, I was running from the local

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guardians when I was suddenly stopped and levitated high off the ground. Tristan the great warrior stood before me with a mighty flame sword pointed at my skull. Instead of death, Tristan teleported me into the interior of Xorinth Castle. There, I was placed in front of the Hexaemeron Council. The Hexaemeron Council was a union of sorcerers united for the common good and the pursuit of knowledge. Under the leadership of King Meridian, they transformed Xorinth into the most prosperous kingdom on Trinasia."

THE HEXAEMERON COUNCIL

"The Council was gathered around the meeting table in their lavish chamber."

"Aquia the people's speaker, was the first to notice me. A beautiful woman in her middle years, with a tall, lean body, she presented a elegant image. Aquia was famous for her impressive telepathic abilities and for her highly effective skills of problem solving and diplomacy. Aquia was always calm under pressure. She wasn't powerful in magic, but her mental prowess was unparalleled."

Next to her was Arath the teacher. Arath was the oldest member of the Council, but was also its wisest. He was a devoted scholar who tirelessly strove to increase his knowledge. Meridian had saved him from execution by a jealous King in a nearby kingdom. Since then, he has guided both Meridian and the Council in all areas of study.

Believed to be the smartest man on Trinasia, Arath still made time to teach the youth of Xorinth the virtues of education and of magic."

"In the shadows, laughing with Tristan, sat Shaun the apprentice. Shaun's appearance of a wiry and untidy youth, hid the power of a mighty sorcerer. As an orphaned child he was snatched from the streets by Meridian. Meridian had quickly sensed his leadership potential. To most people, Shaun was a freak, but he never let their thoughts disturb his quiet temperament. He would often read quietly after his magic lessons or tag along with his hero Tristan. The Council knew that in time, Shaun would become their leader."

"Tristan the Warrior, was the most flamboyant member of the Council. A ladies man with a quick temper, Tristan was often the center of controversy. In the early days of the Council, Meridian and Tristan fought often, but Meridian (with the help of Rhama and Arath) had tamed his wild ways. His mighty sword was now used for good. Tristan has slowly gained the respect and loyalty of the Council. Every day he diligently trains both his magic and fighting skills. Tristan has adopted young Shaun as a brother. Together their talents are nearly unbeatable."

"The closest to Meridian is Rhama the Advisor. Rhama is his childhood friend. Together they have faced many trials. Rhama's gifts in magic and weapons has saved them on countless occasions. Now in

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old age, he is a dedicated scientist. His practical, analytical mind has developed many new spells and weapons. Rhama's skills in Alchemy have produced many inventions for the Xorinth community. Even with his many duties, Rhama still finds time for frolicking. He is a renowned drinker who has leveled many a pub after a wild drinking bout. Rhama is not a man to underestimate."

"Perhaps the most enigmatic member of the Council is Serenity the Healer. Her origins are unknown, but it is believed Meridian was saved by her healing skills after his defeat at the Battle of Vorcantic. He has kept her near ever since. Serenity's healing touch has aided every member of the Council. She is a mute, but communicates with telepathy. Her free time is spent healing the sick of Xorinth. However, a mysterious sickness unaffected by her magic, has taken many Xorinthian youth, and has put her in depressed spirits."

"Faced with these legendary beings, I was terrified. Rhama spoke first and asked me what ale I liked. Before I could answer, Aquia interrupted. 'We have been watching you Macabe. You have talents that you do not realize because your spirit is dominated by malevolence. You have a choice, become an apprentice to the Council and use your talents for good or feel Tristan's blade on your neck.' The Council became silent and focused their gaze on me."

"If it pleases, I ask to serve the Council,' I said. Tristan laughed and bellowed, "Serve you will boy, the latrines need a good scrubbing."

"The next six years went quickly. I spent most of my days serving the needs of the Council. At night I learned the ways of magic. Rhama and Arath were tough teachers, but they were patient and kind. Tristan and Shaun showed me the way of steel and trained my body. One day I looked in a mirror and I no longer saw that little vagabond."

"Unfortunately, my magic skill was never great, but I was able to see the future. My premonitions saved the kingdom from several disasters both natural and manmade. Yet, many nights I would have this troubling dream. I dreamt of a white hawk that would always follow me on my trips in the countryside. The hawk would watch my moves and loudly squawk. Even Serenity did not know what this dream meant. She told me telepathically that Meridian was returning from his crusade in the Southern Provinces and that he would know."

"King Meridian had been away for nearly seven years fighting the enemies of Xorinth. I had never seen the King. The Council spoke of him as if he were a god, but the people spoke of him as if he were a father. With his wisdom, I could truly find my purpose in the world. I longed to meet this great leader and serve his cause."

THE APPEARANCE OF MERIDIAN

I was returning from an errand, and walked on a isolated road when I heard a familiar squawking. I looked to the heavens and saw

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the huge hawk! I ran fearing for my life, but the bird was too swift. The creature landed in front of me and before my eyes transformed into a old man with brilliant silver hair. 'I am Meridian, and you are Macabe.' In shock, I uttered, 'Yes, my lord....how may I serve.' Meridian spoke in a somber tone, 'I need your services my lad, you have the gift of future sight and this gift can aid me in my greatest battle.' When I looked at Meridian, I was amazed by his aura. I could feel the power that emanated from his being. His eyes of gold seemed to hypnotize my mind. I would have done anything to assist him in his coming confrontation."

"Meridian continued, 'The Council thinks you are ready for your first battle. I can sense your apprehension. The first battle is always the hardest. I have confidence in you Macabe, but you will need to reach into your soul to find the courage to win the coming fight. Come sit with me.'"

"As I sat next to Meridian, he told me a frightening story. He told me that in his last battle, he and the forces of Xorinth were foiled by the sudden appearance of an army led by Carantus the Warlord. This army of evil was manned by supernatural beings that overwhelmed the humans of Xorinth. Meridian had to use his magical powers to stave off the assault and allow for a retreat of his troops. During the retreat, a fierce storm ravaged the troops. Meridian quickly realized that this was not an ordinary storm, but a maelstrom of black magic. During the previous battle, he had felt a strong force of

darkness on the battlefield. He was determined to find its source. As his troops fled, he turned to fight this fiend and provide cover for his men."

"He used several spells to stop the storm and when it stopped he was alone on the road. A dense fog arose around him and then he heard a sinister voice calling his name. Though this voice was unfamiliar to him, he sensed a powerful being was behind it. As the fog thickened....a dark mass arose from the road's surface. It began to coher into shapes. For one of the few times in his life, Meridian was afraid; this was no ordinary wizard that faced him. I still remember the chilling words Meridian spoke."

"I watched a large creature transform in front of me. At his side were two hideous gargoyles. It was the shape of a man, but it had no face. Its two yellow eyes glowed with rage."

"'Hello brother....you look agbаст,' uttered the apparition. I was indeed in shock for it was my half-brother. 'Dragor! I cast you into the underworld - how did you escape?'"

"Shut up fool, I have come back to claim your precious land of Xorinth. I also intend to collect your head and those of your Council. It has been a long struggle out of the tortures of the Underworld, but with the assistance of my new friend Carantus - I AM BACK!"

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"Meridian commanded. 'Dragor, listen to me, we can....', but Dragor quickly disappeared into a ball of green flame."

"Meridian told me the story of Dragor. Dragor was his half brother, part man - part demon. Meridian's father was seduced by his mother, a Borken Witch. His father tried to kill this crazed witch and his bastard son, but sadly his magic was too weak. He ended up a blinded and crippled shell of a man. Meridian only met Dragor once before, in the mountains of Vorcantic. Dragor headed an army of skeletal warriors against the forces of Xorinth. He wanted Meridian dead, so he could rule Trinasia unchallenged. The battle was fierce and many perished in those mountains. Meridian was severely wounded by a magical thunderbolt from Dragor. He too would have joined the ranks of the dead had it not been for reinforcement from the Council. Together they captured Dragor. For the good of the people, Dragor was cast into the abyss of the Underworld. His last words to Meridian were a curse of revenge. It looks like Dragor made good on that vow. I could see the concern in Meridian's face as he finished our conversation."

"So you see Macabe, I fear that a climactic battle is approaching. I need your skills of premonition to warn me on the approach of the Dragor and Carantus army.' I agreed to this mission, but deep in my soul, I cringed at the thought of the titanic battle to come."

THE BATTLE OF XORINTH

"Rumors of Dragor's march to Xorinth Castle were filtering throughout the entire land of Xorinth. In every land he had entered he laid waste to countryside. Meridian and the Council had mobilized in defense of the kingdom. Together they conjured a shield of magic that protected the borders of Xorinth. I busied myself with magical mediation. I used every ounce of my strength to locate Dragor and his army. My efforts paid off. I was able to locate him at the Western Border. He was there with Carantus, together they had an army of sixty thousand strong at their call. Yet for all their power and determined efforts, they could not break the shield."

"I reported my sighting to Meridian and the Council. Together we developed a plan to defeat this monster. There were high spirits all around when Tristan and Shaun came forth with an ingenious attack strategy, but....."

The girl saw tears in Macabe's eyes, and for a moment, she thought he would break down. Quickly, the tears were gone and Macabe regained control. He spoke with a heavy heart.

"That night I was by the front gate of the Castle talking with the guards. I was surprised to see Myra, a young lass of seven, walking toward the gates. She was a favorite of the Council. An orphan, she always cheered them with her playful antics and pleasant

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disposition. We had feared her lost, since she was missing for several days. Most believed her to be lost in the woods. The Council would be happy to hear of her safe return. I called to her, but she ignored my greeting. Something was different about her. She began to utter a haunting giggle and then her eyes began to GLOW! I tried to stop her, but she screamed with rage and pushed me with immense power against the wall. I blacked out."

"I awoke to screams and explosions. The castle guards were all dead - most burned to ashes. I ran to the Council chamber as the Castle shook with explosions and billowed with thick smoke."

"I rushed into the chamber in time to see Lord Dragor and his gargoyles attacking the Council. Serenity was down and Arath nearly beaten by several gargoyles. The rest of the Council were trying to fend off the gargoyles' attack and get to Meridian. He was in dire need. Dragor had him encased in a plasma web. I tried to surprise attack Dragor, but he suddenly turned. I then saw his eyes glow brightly. Before I could react, he zapped me with an energy charge, and again the world went dark."

"I awoke to see Serenity over me. Even though she was hurt, she had saved me with her healing touch. The rest of the Council was there, all except Meridian. He was gone, banished by Dragor. Shaun told me the tragic tale."

"While Meridian and the Council were eating, Myra crept into the Chamber. She screamed a vile curse and then exploded into a ball of flame. Out of the flames rushed Dragor and his gargoyles. The Council fought hard, and many of Dragor's gargoyles were killed, but Dragor had gained the upper hand. He had quickly captured Meridian and then used his superior power to hold them at bay. Dragor told the Council that Meridian would soon know the tortures of the Underworld, and then vanished with him. Without Meridian, the shield of magic was gone. Dragor and Carantus were now marching on the Castle."

THE CURSE OF DRAGOR

"The Council spent the remaining hours teleporting the Xorinth populace to nearby lands. My heart grew cold as I watched the glow of the approaching army from the tower of Xorinth Castle. Aquia joined me and said, 'You have fought well Macabe, now it is time for you to go.' 'I want to join you in the final fight my lady,' I pleaded. She resisted, 'There will be no final fight, the Council cannot win without Meridian. We will instead transform ourselves to hide from Dragor. We will hide in stasis until Dragor leaves these lands. It is best to survive to fight another day, than to die in vain. Macabe, you will be in charge of restoring us to our rightful places. Only then can we attempt to free Meridian. Quickly - Take this jewel! We have empowered it with the sum of our magic. Use it to help free us.' Those were the last words I ever heard from a Council member. In an instant,

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I was teleported to this nearby land. That was a very long time ago.... "My brave one, listen carefully to my words....rumors and speculation are all that document what happened next at the castle. From the best sources, it is said that Dragor found the Castle empty of life and treasure. When he found that his victory was a pyrrhic one, he became insanely enraged. He blighted the lands of Xorinth and put a magical curse on Xorinth Castle. Dragor then disappeared with Carantus on crusades of evil into other lands. Since his victory, Trinasia has suffered greatly under his reign of darkness. Only Meridian and the Council can topple this tyrant. Our key to salvation lies within the castle walls. You must find the secret that restores the Council. Only then can Meridian be freed."

"Beware my lady, the Castle is now a repository of horror. Inside its walls are said to be giant ants, possessed knights of armor, zombies, and deadly plants. Devious tricks, hidden traps, and deadly puzzles await to ensnare the unwary. You will need to remain focused in your quest or your bones will surely join those of the others. While in the Castle you must act swiftly. Once Dragor senses your presence, he will undoubtedly send horrible monsters to crush your brave band. Finally, I have sensed an unholy abomination within the walls. A creature that I cannot see, but I can feel its powerful hatred for all the living. I fear that no one may able best this specter. During your quest I will do my best to support your efforts."

ONWARD TO THE CASTLE

"Many brave warriors have tried to free the Council....none have returned from their quest into Xorinth. Macabe rose slowly and led the woman outside. Assembled around the tent were many warriors of substance. Their confidence and bravery warmed his heart. He spoke to them with conviction. "Children of Meridian, I am about to send you on your greatest challenge. I will be watching out for you during your quest. You will not be alone! If you are in peril, I shall send in my guardians with valuable potions. Look for them in the dark passages of Xorinth Castle."

The group cheered and the woman spoke, *"Wise Macabe, I thank you for your words....we pledge to break this wretched curse. My team will prevail!"* Macabe took out the gem and began to chant a conjure. In an instant the woman and her group were teleported into Xorinth Castle.

The next morning, Macabe stood at the tent entrance. The wind was blowing strong and cold from Xorinth. In his sleep, he had a dream of sunlight and of laughter....he was reminded of a time long ago, and maybe of a time to come. As he looked toward Xorinth, he shouted *"Go with my blessings children. I call on the great Meridian to aid your quest. I pray that I do not hear your voice calling on the winds."*

GETTING STARTED

When you first enter the game after viewing the introduction sequence, you will be brought to the main starting screen. In this screen you have the following options:

“**NEW**” - start a new game

“**RESUME**” - resume a saved game

“**ABOUT**” - find out about Banshee or Domark Software

“**HELP**” - view the keyboard and interface controls

“**QUIT**” - you don't need to worry about this option!

Starting a new game. To do this, click on the “**NEW**” button on the main starting screen. This will take you to a screen where you will be asked to name your game and designate a location for it to be saved(see Figure 1a.)



Figure 1a

In the following screens, you will begin to build your party. You will first select a picture that represents each party member (you will create

one party member at a time with 4 party members per game). You will then select their name, profession, weapons and spells. Lastly, you will be allowed to slightly alter your party members' attributes (see figure 2a.) Once all of these have been selected, your quest will begin. **PLEASE REMEMBER** - It is vital that you read your "**Letter From Macabe To The Explorers**" prior to beginning your quest.

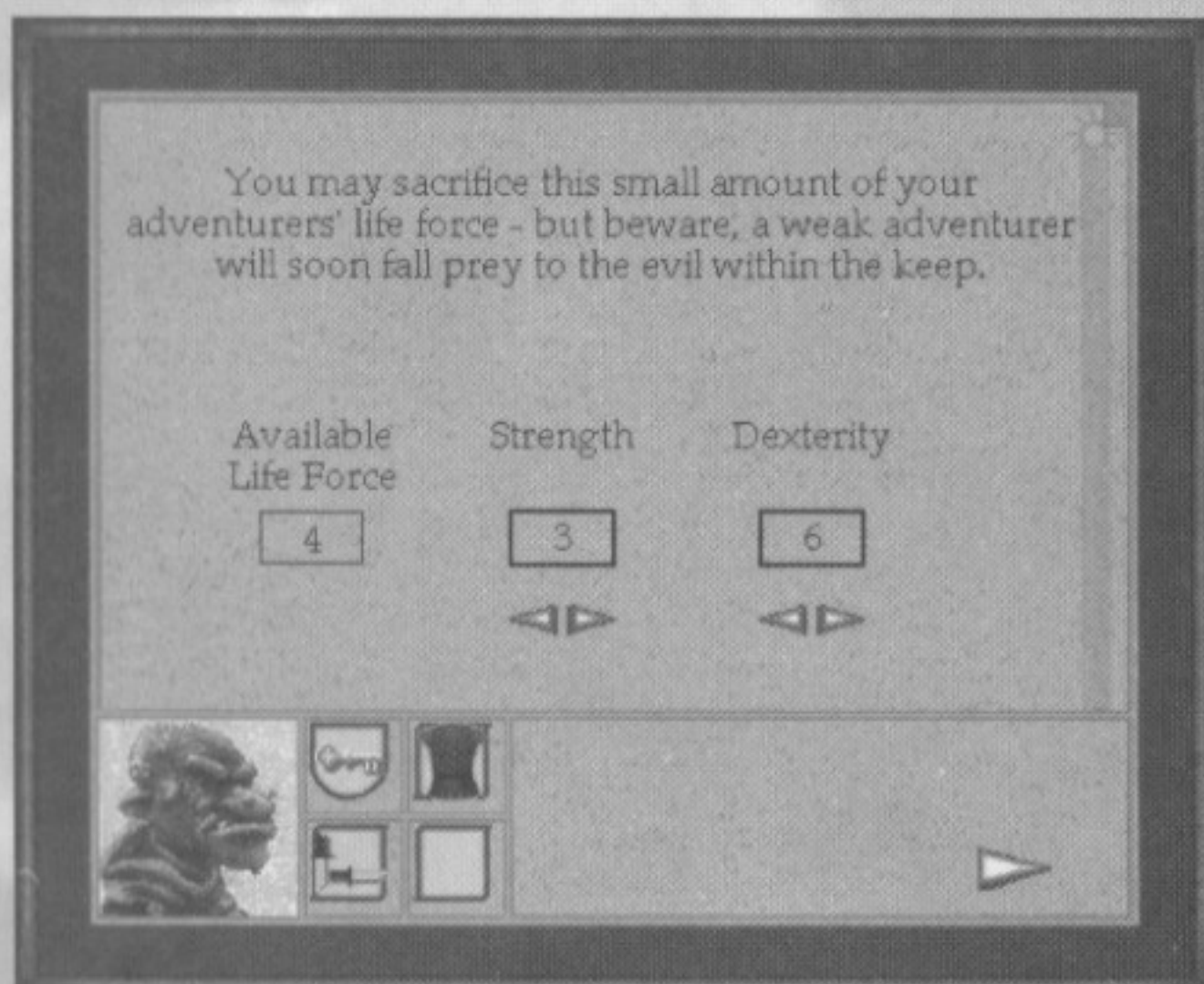


Figure 2a



Resuming a saved game.

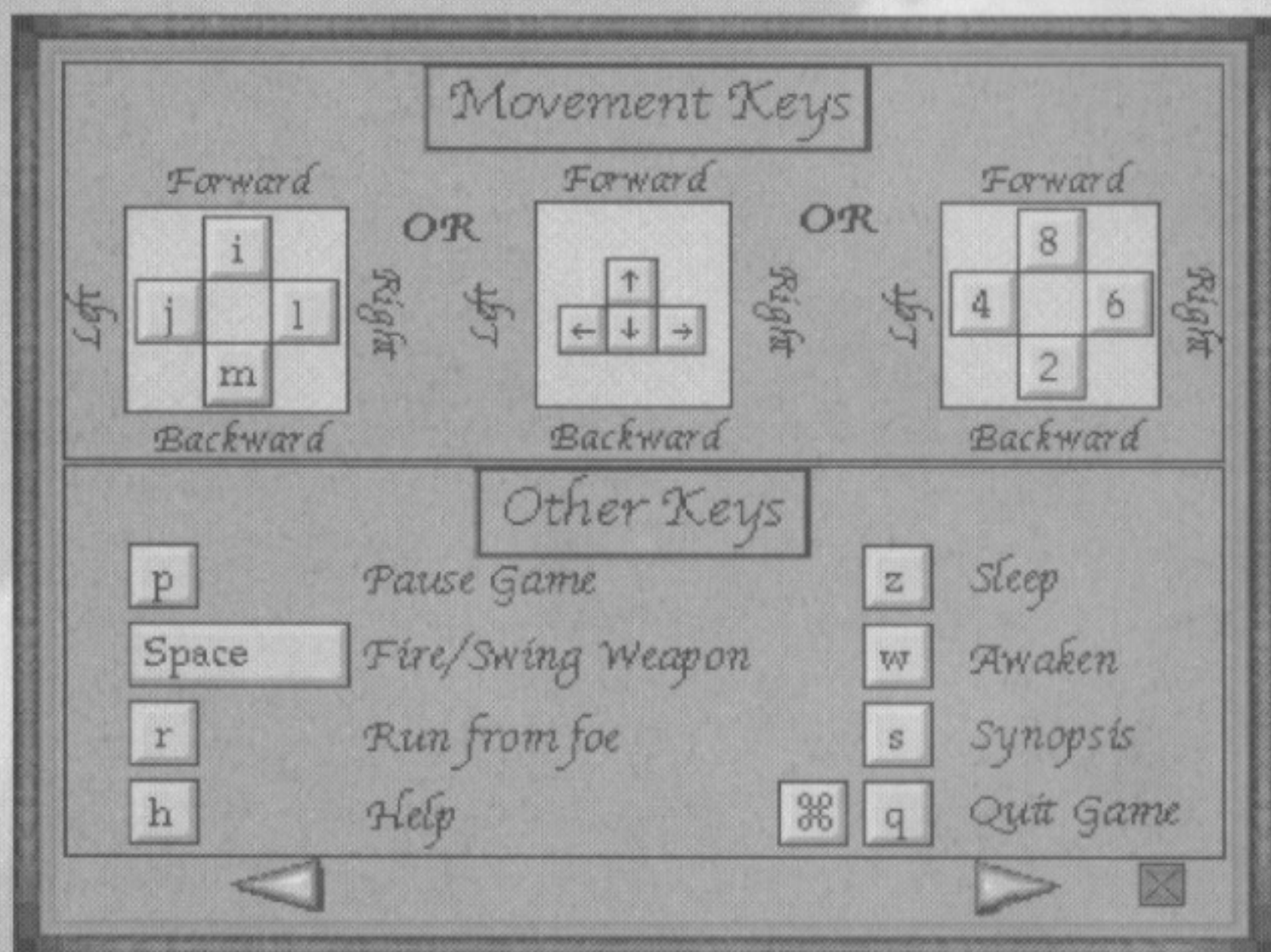
To resume a previously saved game, click on the "**RESUME**" button on the main starting screen. This brings up a screen similar to that which you would normally see for saving a new game (see Figure 1a/page 17.) This time, you will need to locate your saved game. Once you have found your saved game, simply double click on it or select "**OPEN.**" The game will resume from where it was last saved.

Saving a game.

There are two ways to save a game in Curse of Dragor.

(Save Game option #1) AUTO SAVE - The first way is to do nothing at all. Curse of Dragor has a built in auto save feature. Your game will automatically save each time you move, fight a creature or open a door. **(NOTE:** The only problem with the auto save feature is that it continually replaces your last saved game. This means that if you happen to die, the program automatically saves your "dead" game and "Dead" games cannot be replayed). This is why using the second save feature, "**SAVE AS**", is recommended from time to time.

(Save Game option #2) SAVE AS - The second way to save a game in Curse of Dragor is to use the "**SAVE AS**" feature. This means that at any point during the game you can press the key combination   and your game will be saved. The computer will ask you to enter a name for your game (In this screen you must select a different name for your game than the one you gave at the beginning. This way, if you die, you will be able to continue where your game was last saved). The computer will also ask you for a location to which it will save your game. **(NOTE:** If you are playing the game from the CD, you will not be able to save your game to the CD. Try saving your game to your desktop. This will be the easiest way for you to access saved games).



KEYBOARD/INTERFACE CONTROLS

As you begin to play Curse of Dragor, you will find it important to know to keyboard and interface controls. Listed below are the more important game controls (the rest are self-explanatory.)

Sleep/Awaken

The keyboard control for sleep places your entire party to sleep. Remember, a sleeping party is unable to protect themselves, explore or do anything. To make individual party members sleep, click on the small eye icon in their member window (see figure 3a.) When

the eye icon is closed, the party member is sleeping. When the eye is open, the party member is awake.

The Sleep/Awaken function is used to help your party when they are injured or dying. If you find that you have no other way of helping your party survive, put them to sleep. When they are sleeping, they will regain their strength and heal their injuries. But remember, when your party is sleeping they are unable to defend themselves. As a general practice, place individual party members to sleep instead of your entire party. This way, you will always have someone to defend your group.

Synopsis

(See figure 4a) The synopsis function is used in Curse of Dragor to display your party's progress through the castle. While it has no role in telling you how close you are to finishing the game, it does provide helpful insight into the number of creatures fought, puzzles



Figure 3a

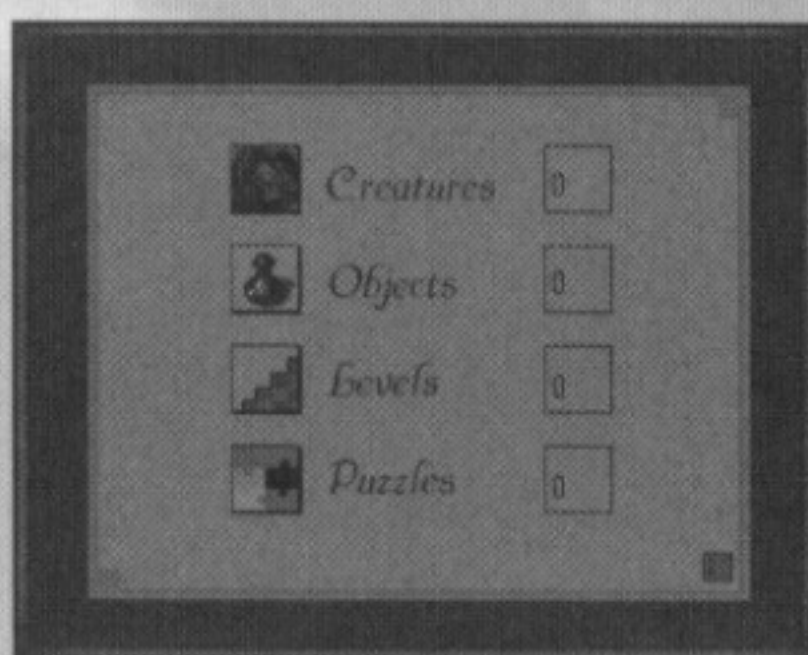


Figure 4a

solved, levels completed, etc....

Run from foe

As you traverse through Xorinth castle, you will encounter several creatures with the single goal of stopping you from restoring the Council. As you begin the game with an inexperienced party, you will often find yourself facing creatures that outclass your party members. Instead of dying a nasty death, you might want to choose the diplomatic way and run! To do this, either click on the "**Run from foe**" icon on the user interface (see Figure 5a) or press the **R** key on your keyboard.

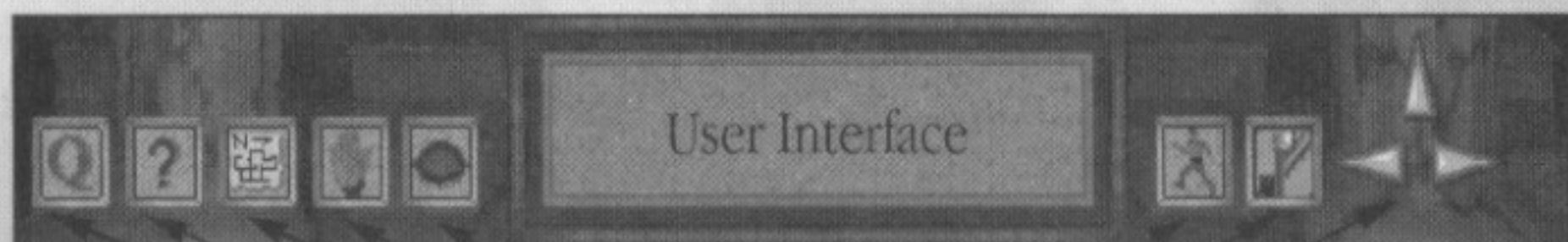


Figure 5a

(a) (b) (c) (d) (e) (f) (g) (h)

See the Key Below

Key

- (a) Quit Game
- (b) Help!
- (c) View Current Level Map
- (d) Pause Game
- (e) Put entire party to sleep
- (f) Run from Foe
- (g) Hit/Strike/Use (same as Space Bar)
- (h) Move left/right/forward

Changing a Group Leader

To change your group leader, click on their picture in the members window on the users interface (see figure 3a, page 20.) This brings up the player information screen. In the lower left hand corner of this window is the **L** or "leader" icon. Click on this icon to place that party member in the lead. Keep in mind that the **ONLY** way party members will gain experience, strength, levels, etc., is to act as a group leader. As a general practice, alternate group leaders several times per game level to build a strong party.

Using a Weapon, Spell or Potion

To use a weapon, spell or potion, complete the following steps. First, click on your party members window picture (see figure 3a, page 20) to bring up the player information screen. In this screen you will be able to view your party member's inventory (see figure 7a, page 24.) **When looking at your member's inventory, it is important that you remember that inventory items with a red X through them are not able to be used by that particular member. The reason for not being able to use a weapon or spell can vary from not enough experience to not being in the correct profession (see Professions page 24.)** If you do not see a red X through a the weapon, potion or spell, then your player is able to use this item. To do something with an item, simply click on its icon in your inventory. This will bring up a screen giving you the option to "use", "drop" or "arm". "Arm" allows your party member to use the item as a weapon. "Use" allows the party member to use the item on his own party. "Drop" allows the party member to place or remove from inventory the item.

Using a Potion on a Party Member

To use a potion on a party member, follow the same instructions as described in *Using a Weapon, Spell or Potion* from page 23. In this instance, once you have select the potion you want to use by clicking on its icon, select "use" from the options window. The game will prompt you to select a party member on whom to use the potion. To select a party member, click on their picture in their party members window. The potion will then be used on that player.

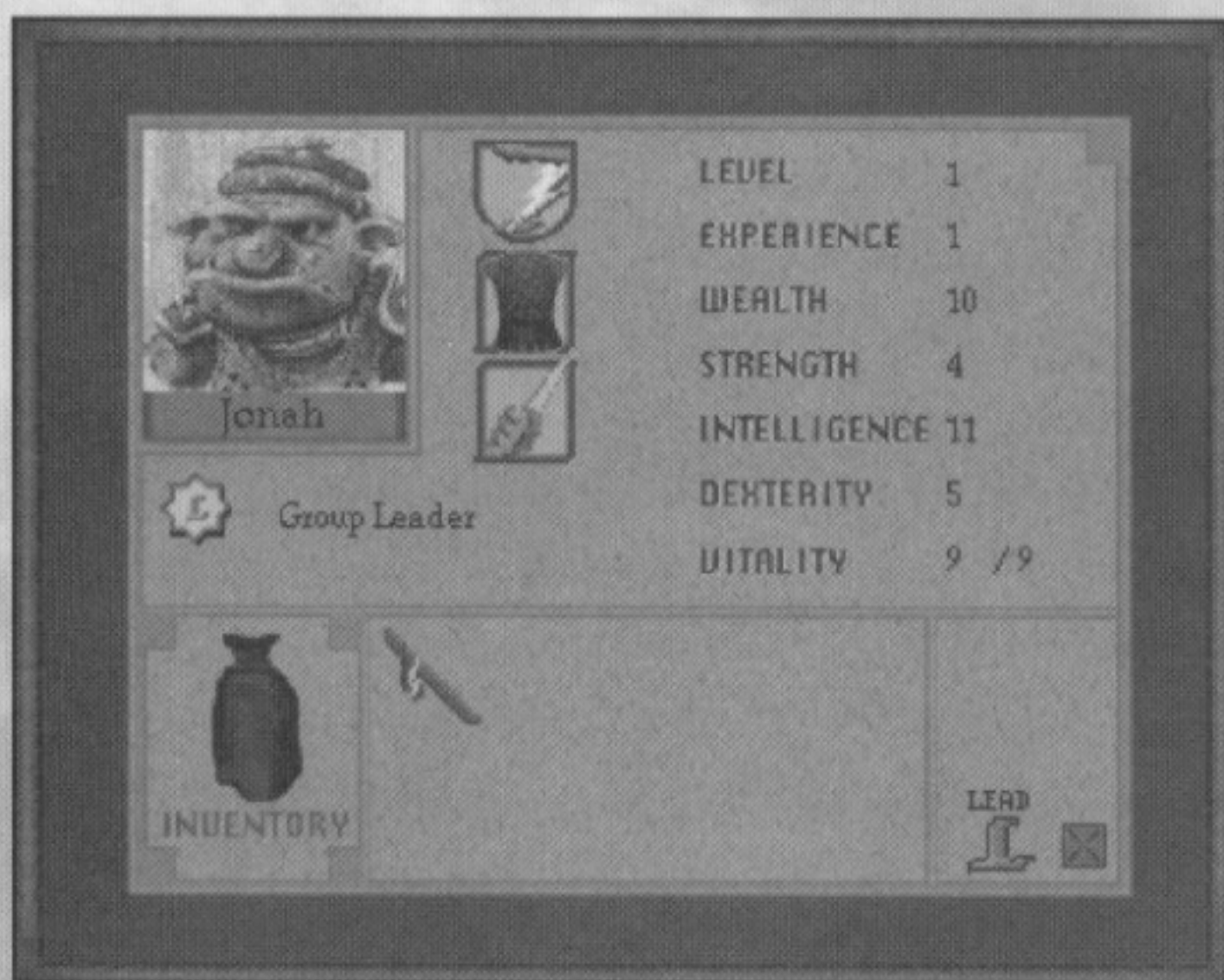


Figure 7a

Professions & Attributes

Listed on the next pages are brief explanations of the character professions and attributes within Curse of Drakor. Read these carefully because they may affect the strength of your party and their ability to complete the quest.

Wizard

Often maligned because members of this profession are able to control both black and white magic. Always an asset, unfortunately the wizard is unable to wield weapons of iron.

Cleric

The profession chosen by those following the road of piety and poverty. Clerics traditionally study arts relating to the promotion of good and the destruction of evil.

Warrior

Learned in all methods of mayhem creation, the warrior is the consummate handler of all weapons of war. Woefully, the warrior lacks the ability to wield weapons of magic.

Alchemist

Possibly the least understood of all callings, the alchemist is able to formulate and handle potions beyond the knowledge of the average wizard. The alchemist is known for the ability to transmutate elements.

Thief

Generally the profession of the frail, most thieves are clever and extremely dexterous. An unpleasant but useful member of a sortee. The thief is unable to wield magic or handle large armaments.

Scholar

A worthy profession chosen by those interested in both the more arcane arts as well as the skills of fighting with weapons of iron and wood.

Level

When a party member gains enough experience points, they will advance to a higher level of skill. The higher the skill level, the better the person will perform in any aspect of the adventure. As the member's level increases, so does their ability to use more advanced weapons, spells, etc.

Experience

As your party members explore the castle and face challenges, they will gain experience points. The member that leads the party will gain the most experience. As with level, as the points increase, so will their ability to use more advanced weapons, spells, etc.

Wealth

The more wealth a party member obtains, the more confident and happy they become.

Strength

When faced with physical tasks, like combat, a strong person will perform better in the task.

Intelligence

The ability to solve puzzles, learn new skills, gain experience points, and remain calm under pressure, relates to the intelligence level of a character.

Dexterity

Dexterity is crucial to every physical aspect of the adventure, from lock picking to dodging attack.

Vitality

The source of inner strength for a party member. This is also known as their life force.

TROUBLE SHOOTING

Because there are so many different utility programs on the market for the Macintosh, you will sometimes have conflicts between programs and utility extensions. Listed below are a few quick trouble shooting tips to help you if you have problems running Curse of Dragor on your Macintosh or PowerMacintosh.

First, make sure that you have at least the minimum required system to run Curse of Dragor. This game requires at least a:

Processor:	68030 (33MHz) or better / PowerMacintosh
Memory:	8 Megabytes of RAM / 5 Megabytes of free system RAM.
Monitor:	Any color monitor capable of 640x480 resolution & 256 colors.
Input Devices:	Keyboard & mouse.
CD-ROM:	Double-speed (2x) or Quad-Speed (4x) CD-ROM drive.
Hard Drive:	25 to 30 Megabytes of free hard drive space for installation.

If all of these requirements have been met and you are having problems installing or playing Curse of Dragor, please refer to the suggestion listed below.

Installation-

- a) Make sure that during installation no other programs are running in the background on your computer. This can cause installation conflict.
- b) Make sure that you have selected a hard drive to install onto that has at least 25 to 30 megabytes of free space. REMEMBER: To save a game requires 1.5 to 2 megabytes of hard drive space. To be safe, install Curse of Dragor on to a hard drive with at least 35 megabytes of free space.
- c) If installation problems persist, contact Domark's customer support department. See the Technical Support section of this manual.

Running The Game-

- a) If you receive memory error messages prior to or during game play, these are most commonly caused by not having enough free system RAM or enough hard drive space. Make sure that your system meets the requirements listed above.

b) Many games conflict with Hard Drive compression programs and Curse of Dragor is no exception. If you are receiving error messages or excessively poor performance, it could be caused by a compression utility. If you can, try running your system minus the compression utility.

c) If you are receiving excessively poor performance and are running your system using the Ram Doubler utility, try turning Ram Doubler off. If you are running system 7.5, 7.5.1 or 7.5.2, use the Extensions Manager utility to turn Ram Doubler off. If you are using system 7.0, 7.1, etc., call Domark's Customer Support department to receive instruction on changing the loading boot extensions.

If problems with the game persist, try the following:

1. Rebuild your desktop file. To do this, hold down your **apple** and **option** keys while your computer restarts (make sure you hold them down through the entire startup process.)
2. Once the game is installed, try restarting your computer with extensions turned off.
3. Call Domark's Customer Support Department. (See the Technical Support section of this manual.)



Plate Armour

An effective, though heavy and awkward protection. Plate armour is the armour of choice for many warriors, but eliminates the possibility of magic use by the wearer.

TECHNICAL SUPPORT INFORMATION

Thank you for your purchase of Curse of Dragor. Domark provides Customer and Technical Support through several sources.

PHONE: (415) 513-8933

Monday thru Friday (8:00 AM to 5:00 PM -Pacific Standard Time)

FAX: (415) 571-0437

EMAIL: techsupp@domark.com (internet), DomarkUSA (AOL), Domark.Inc (eWorld), 74777,2007 (CompuServe)

AMERICA ONLINE (AOL): Keyword = DOMARK (our Forum will be active in early November)

COMPUSERVE: GO WORD = DOMARK (or access GAMCPUB)

eWorld: GO WORD = DOMARK (our forum will be active by Nov. 15th, '95)

BBS: Software Creations

(508) 365-2359 (9600 Baud rate or lower)

(508) 368-7036 (9600 Baud rate or higher)

World Wide Web Site = <http://WWW.DOMARK.COM/DOMARK/>

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Please contact us with any concerns. We will do our best to satisfy your needs.

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Rendered Introduction Sequence	Creat Studio
Executive Producer	Anton Petrov
Production Director	Sergey Zhukov
Art Director	Vladimir Chernysh
Storyboard Artist	Vladimir Chernysh
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Curse of Drakor

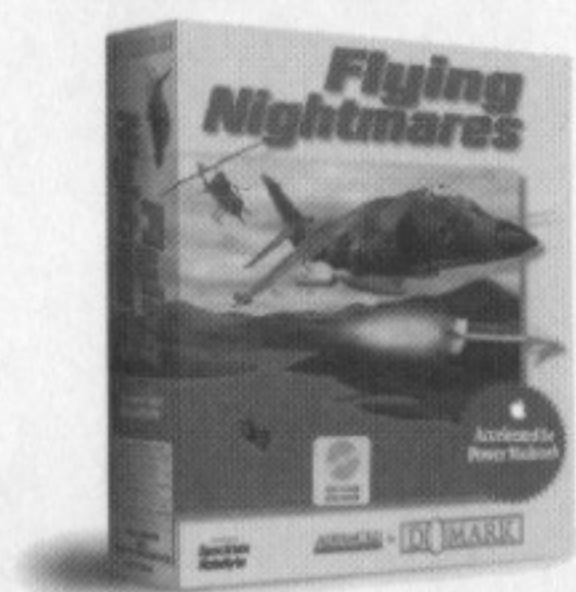
Also Available From Domark....



Absolute Zero for the PowerMacintosh

Get ready for the most realistic sci-fi battle of your life! When aliens erupt from the once-dormant core of Europa, your peaceful mining colony is instantly transformed into a living hell. To survive, you must figure out how to convert your mining machinery - hovercraft, maglocks, jet bikes and more - into weapons of war. **KEY FEATURES:** Over 70 texture-mapped objects on-screen simultaneously. 30 missions in an intricate, interwoven plot. Fly and drive 7 different vehicles with 13 different weapons systems. Full-motion video sequences and interactive CD soundtrack with voice-overs. Control the action of 7 different characters.

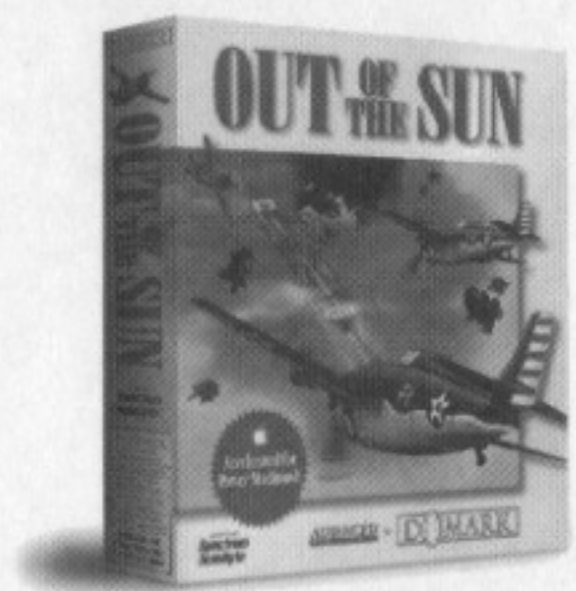
(System Req: PowerMacintosh/8MB RAM/640x480 Graphics Resolution/(2X)CD-ROM)



Flying Nightmares

Flying Nightmares is based on the famous U.S. Marines' Harrier jet squadron of the same name. It combines the best of two worlds: **strategy wargaming** that'll strain your brain and the state-of-the-art **flight sim** that'll make your heart pound and palms sweat! No matter which military role you play - the admiral, squadron leader or ace pilot - you'll be treated to leading edge technology for the best in gaming graphics, speed and smoothness. **KEY FEATURES:** You can fly any jet in your squadron and switch from one harrier to another. Advanced artificial intelligence allows the computer to direct the campaign while you concentrate on flying and dogfighting.

(System Req: 68030 or better/PowerMacintosh/8MB RAM/640x400 Graphics Resolution)



Out of the Sun

Domark, makers of the award-winning "*Flying Nightmares*," are proud to bring you a simulation of four of the greatest aerial battles of **World War II**. Experience the thrill of going one-on-one with a Zero and choose from over a dozen different aircraft and missions. Feel the adrenaline rush as you fly seat-of-the-pants missions to torpedo a carrier fleet. Dodge the flack and fighters in a desperate bid to bomb your target, with 17 planes to choose from. Do you have what it takes to deliver the decisive blow? **KEY FEATURES:** Numerous missions including air-to-air combat, bombing and even torpedo runs! Multiple high-resolution graphics.

(System Req: 68040/PowerMacintosh/8MB RAM/Up to 1024x768 Graphics Resolution)



Coming Soon....Tank Commander for the PowerMacintosh

In the world of armored warfare, a tank commander's split-second decisions can make the difference between life and death. In this game of tank warfare, you'll fight dozens of missions against menacing foes in Third World, Middle East and Eastern European hot-spots. Engage computer opponents, go head-to-head over a modem or engage in an all out battle to the death with up to three other players over a network! **KEY FEATURES:** Difficulty levels increase as you progress through a hostile situations around the world. Modem and network play included!

(System Req: PowerMacintosh/8MB RAM/640x480 Graphics Resolution/(2X) CD-ROM)



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