

# Lair of the Dragon

A *MegAdventure* from

MISOSYS, Inc



MegAdventure # 1

# Lair of the Dragon

An Interactive Fiction Adventure

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## MINIMAL SYSTEM REQUIREMENTS

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256K 1-disk IBM PC/Compatible  
or  
64K 1-disk Model 4  
or  
48K 1-disk Model III

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# **MegAdventure #1 - Lair of the Dragon**

## **PREFACE**

Let me tell you, fighting off an old geezer of a dragon is no easy task. Especially if it is a MEAN old geezer of a dragon. And ESPECIALLY if it happens that the battle is waged on the fields of a MegAdventure.

MegAdventure is unlike virtually any other interactive fiction adventure that you have ever played, for it will more than just paint its pictures upon the canvas of your imagination -- it will slap the sweat right onto your forehead!

What would YOU do if you had to pit your wits against an ill-tempered dragon who has been terrorizing your village, raping your fields and starving your children? And how would you go about tracking it down in the mysterious northern mountains, the likes of which only heart-quickenning tales of terror and death are told?

If you truly believe that discovery is one of the finest points in life, if you would like to test your ability to think logically to the fullest extent of your ability, if you would like to take on the largest adventure ever written in the genre of interactive fiction, and if you have the guts to face that which would make any other mortal elf cringe in fear, then Lair of the Dragon, the first of the MegAdventure series, is your cup of poison; for reward is a hard-earned commodity here, not given easily to the timid and the faint-hearted.

So grab your flashlight, sack a lunch, and don't forget to pack your sneakers; for you are about to trek into an adventure whose sheer realism and vastitude will overwhelm you.

MegAdventure rips the door to adventure right off its hinges!

# MegAdventure #1 - Lair of the Dragon

## MegAdventure #1

### Lair of the Dragon

An Interactive Fiction Adventure

Created and written by David Goben

Solely distributed and marketed by MISOSYS, Inc.

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#### NOTICES

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The MegAdventure System, the Lair of the Dragon program, and the Lair of the Dragon manual was written by, and is the sole property of David Goben. Except for **EXCLUSIVELY** personal use, reproduction or use without express written permission from MISOSYS, Inc. or the author, of any portion of this manual or accompanying software in any form, or to and/or from any form of media, is strictly prohibited. While reasonable effort has been taken to assure the accuracy of the documentation and program, MISOSYS, Inc. and the author assumes no liability resulting from any errors in the manual or software.

**Notice** to Model 4 *MULTIDOS* users: Due to the system format of your DOS, you will need to use the MEGADV1/MD3 file on the III/4 distribution disk **instead** of MEGADV1/MD4. Also notice that MEGADV1/MD3 will automatically initialize itself to take advantage of your 80 x 24 screen. Finally, be **sure** that the 80 x 24 mode is active when you play the adventure (use the V80 LIBrary command if it is currently in the 64 x 16 mode).

**Notice** to Model III (and III-mode) users. If you have 80 x 24 support hardware installed on your system (high-res board on the III or built into the 4) **and** have an 80 x 24 software driver, you can use the adventure in the 80 x 24 mode by **first** activating your driver and then entering the adventure by following MEGADV1 with a **space** and then an asterisk ("\*"), i.e., *MEGADV1 \**. Such drivers can be obtained on most phone-line computer Bulletin Board Systems (BBSes).

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IBM-PC is a trademark of International Business Machines Corp.



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## INTRODUCTION

Imagine yourself sitting down behind your computer, inserting a program disk, and as your fingers kiss the keys, a blast from the beyond suddenly rips you right out of your seat and transports you into a mythical land filled with mystery and magic?

This is the stuff that interactive fiction is made of; for in place of just sitting back safely and comfortably in your easy chair as you read about the daring and exciting exploits of someone else, you instead read about the events that **you yourself** create for the main character, who **also** happens to be **you!** And instead of reading from start to finish a story that never varies in its content no matter how many times that you may read it, you can change the plot and vary the action within the story each time that you choose to go through it. **You** will decide how the main character will approach and overcome a problem. **You** will be the one who will have to defend yourself against an offending foe. **You** alone will decide when, how and where the daring deeds are to be done.

Instead of reading about how the main character cleverly solved a puzzle or ingeniously navigated a mind-twisting maze, it shall be for **you** to test your skills at deducting and reasoning these courses. And if you fail to solve a puzzle or else get hopelessly lost, you will have only yourself to blame.

Here the hero or heroine is not safely shielded from death by being locked into a singular, never-changing storyline. Here they can get killed for a foolish misstep, an undiplomatic gesture, or by failing to watch out for an approaching danger. It is you who is responsible for exploring the lands and seeking behind the hidden corners. **You** are the one who will be solely responsible for the ultimate outcome of the adventure.

But interactive fiction has an even greater advantage over the standard storybooks, for with interactive adventures you can leave *bookmarks* along the course of the story. So sometime later if you do not like how the action is going, you can simply go back to one of the bookmarks and change the action to suit a more satisfying end.

So come on board to an exciting way to read a story; one that stars **YOU** as the daring deed-doer. And if this is your first journey into interactive fiction adventures, then **WELCOME!** You are in for a glorious challenge. And if you are an old hand at adventuring, then be prepared for a worthy opponent.

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### **QUESTING IN LAIR OF THE DRAGON**

You are the newly elected governor of a small rural region within the Great Elvin Empire. A long slumbering dragon has recently been awakened by a foolish, irresponsible thrill-seeker, and its morning crabbiness (which can last several years for dragons) is a bit on the grumpy side. Needless to say, it has chosen to take its hostilities out on everyone.

As a governor who is caring and feels responsible to the many citizens of your region, you have decided to go out and attempt to quell the rampage of this ill-tempered beast, who too frequently devastates your homeland and consumes your crops and livestock (along with a few citizens).

To accomplish this task you will not only need to find out where this dragon nests, but also figure out the best way to effect its demise. But killing a dragon makes stopping a raging bull seem like child's play, as conventional methods are not easily effective against a four ton bundle of green MEAN.

Of course an additional benefit of taking off onto this adventure is the treasure that can be found throughout the land. An honest and fair adventurer will of course, after completing their quest, use this booty to recompense those people who lost loved ones and fortunes during the dragon's blitz.

Exploring the realm is fairly easy to do in the regions close to home. Of course even here there are the usual expected hazards; the evil goblins who patrol the forests, the road-side thieves who creep in the shadows, and other despicable personalities. But even with these, a careful adventurer will find treasures here where the slipshod will not.

### **LOADING THE GAME**

Lair of the Dragon is supplied to you on a data disk. What this means is that it does not contain a standard operating system, and therefore you cannot boot up and operate the adventure using it. This was done for 2 reasons: 1) to save you the cost of purchasing an operating system that you will already have, and 2) to help prevent you from trying to use the original disk during game-play.

To use the program on MS-DOS, you can make a backup of the disk and use it strictly as a data disk, or you can copy the two files MEGADV1.EXE and MEGADV1.DAT over to a system disk (making sure enough free space is available) by using the one-drive or two-drive methods given in your computer's operating manual. TRS-80 Model III/4 users can copy the files or, if your system does not support LDOS/LS-DOS formats, boot the distribution disk up in Drive :0 and allow it to transfer them to your system or data disk. Model III users should copy

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MEGADV1/MD3, Model 4 users should copy MEGADV1/MD4, and both must copy MEGADV1/DAT. NOTICE that the /MDx file is the executable file, and should afterward be renamed to have a /CMD extension (i.e., RENAME MEGADV1/MD4 TO MEGADV1/CMD).

**NEVER** play the game using the original disk. If the working disk you are using becomes damaged later on, then this way you can use the distribution disk to make another copy.

Once you have the files copied or the disk backed up, from the DOS system prompt type *MEGADV1* and press the [ENTER] key. If you have a disk-resident 'bookmark' file (an image of a previously saved game), you can include it by following *MEGADV1* with a space and then typing the bookmark file name. If the file's name is DAVID, then you would enter *MEGADV1 DAVID*. Include any drive designation if necessary, and an extension if the bookmark file has one.

MegAdventure will then initialize and load important information from its data file (and bookmark file if included), and game play will begin.

The display screen is set up to provide you with a number of important pieces of information.

### MEGADVENTURE SCREEN FORMAT

Along the top of the screen is the status line. This will always provide you with three bits of data in the format:

*Location: Outside an Inn ...Moves: 47 ...Score: 2*

This will give you your current location within the adventure, the number of moves that have transpired since the beginning of the adventure, and your current score.

*LOCATION* of course denotes the place within the adventure that you are currently at. It also provides a convenient label in case you wish to make a map of the realm (a practice HIGHLY recommended since the realm is quite large and can get confusing the first few times through it).

A *MOVE* normally consists of a single action taken on your part. Each time that you do something, a move (a turn) is ticked off on the counter. You can use this as a gauge to tell how well you are doing versus the last time that you played.

The *SCORE* is maintained in several ways. First, there are a number of valuable items strewn throughout the land. When you pick one up and carry it, you are awarded a few points for simply finding and getting it. When you drop it off at home you are given the objects full point value. You can also obtain points for doing certain things, accomplishing

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dangerous tasks, or even for getting to a specific hard-to-get-to place within the adventure.

Below the status line is the text area. Here you communicate with the adventure and are given descriptions of locations that you enter or objects that you encounter.

Sometimes the text area will be completely filled with new information, but instead of it scrolling off the screen before you can read it, it will pause to give you time to absorb the information provided. At these times the message -- **MORE** -- will be displayed at the bottom of the screen. Once you have read it all, you can press any key, such as the [SPACEBAR], to continue.

### EXAMINATION OF YOUR ENVIRONMENT

Meticulous examination of your surroundings, and of interesting objects, can often reveal a great deal of important and valuable information. For example, by examining a certain item found in one location, it may give you a clue to its usefulness in another location, perhaps one that you have already been through. By using that instrument at that location a great surprise may be revealed, leading you to even more riches.

Always remember that if a particular point is provided in a description that this may also indicate the possibility for something of interest. Do not just breeze through the descriptions of objects and locations. Always be on the look-out for cleverly incorporated clues.

The lower regions of the adventure are fairly easy to navigate, but a watchful player will find it to be a much larger and richer region than those who would just skip from location to location, missing many of the helpful hints entirely.

In a MegAdventure you can afford to live dangerously. So if you want to try something that is or may be dangerous, go ahead and let your curiosity reign. And if you get killed, so what? You can easily start over again and try something else to avoid the cause of your previous demise.

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### OBJECTS WITHIN A MEGADVENTURE

Many objects within the realm are useful for accomplishing certain tasks, others can be used for a number of different things, others have no useful purpose whatsoever, and still others have only point value. The usefulness of many objects may not be immediately apparent, while others may seem more useful than what they actually are. Sometimes certain tasks can be accomplished by using a variety of different objects. It is therefore a good idea to always make a note of an object and where you found it or left it.

Some objects are capable of carrying other objects, such as is the case with a backpack. Some objects can also be opened or closed. Containers are handy when you wish to drop or pick up everything quickly. Dropping a containment object that holds several other object will cost you only one move, whereas dropping individual objects one at a time will cost you a move for each item.

On the screen, when objects are present, you will be given a simple description of the objects, letting you know basically what is there. Sometimes if you examine them a more detailed description will be given, often providing interesting aspects or clues about the object. Example examinations can be *STUDY THE BOOK*, *LOOK AT THE NERD*, *EXAMINE THE JEWELS*, or *READ THE SIGN*.

Manipulating objects is also a common and encouraged practice, but sometimes they can cost you points. Other times you can get points for doing so. Try to correlate these actions with what may happen in everyday life. Opening a jar full of exotic, valuable butterflies may cause them to fly away to freedom, but to break open a hollow stone may provide you with a precious jewel.

### DOING BATTLE

Lair of the Dragon is also peopled by individuals who can be less than friendly. It may be because they had a bad day at the dungeon, or it may be that you are treading through their territory without their consent. Needless to say they will usually hound you until you leave their territory.

Of course you may desire during these instances to defend yourself from their assaults. Attacking them is fine, but going in bare-fisted will usually result in getting yourself hurt, bruised, or even killed. Normally one would desire to stay alive, and so would choose to arm oneself with a weapon of sorts. You may also find that one kind of weapon usually works much better than others, depending on how the foe is outfitted. Fighting an adversary who is armed with a knight's lance has little chance of being hurt if you try to stick him with a small penknife, as he can better defend himself with the advantage of distance that the lance provides. This may also depend upon how swift they are.

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When you get hurt you may wish to recover from your wounds. You can do this by resting, or by avoiding encounters with the natives for a while. You can get a personal *DIAGNOSIS* if you wish to check your current state of health.

### MOVING AROUND IN LAIR OF THE DRAGON

Moving from location to location can be accomplished in a number of ways. The normal method is to enter a direction, such as *WEST* or *EAST*. MegAdventure will accept ten basic directions: *NORTH*, *SOUTH*, *EAST*, *WEST*, *NORTHEAST*, *SOUTHWEST*, *NORTHWEST*, *SOUTHEAST*, *UP*, and *DOWN*. Abbreviations of these directions are also allowed: *N*, *S*, *E*, *W*, *NE*, *SW*, *NW*, *SE*, *U*, and *D*.

If you go into a direction and decide that it was not the best choice, you can type in either the opposite direction, or else enter *BACK* or *RETURN*.

You can also *GO* to some places, *GO THROUGH* doors, *CLIMB* things, *JUMP* things, or *LEAVE* them.

When you move from location to location, when you first visit a never before entered place, a complete description of that location and a listing of interesting objects will be provided. Thereafter just the short location description (the same as at the top of the screen) and any interesting objects will be displayed. To see the description of a location again, you must enter *LOOK*, or *L*.

You can enter the command *VERBOSE* to cause the location to be described each time that you enter it, as though every time that you entered it was the first time. You can also enter *SUPERBRIEF* to prevent the display of locations and objects entirely. Entering *BRIEF* will reset the display in its default mode.

### CONVERSING WITH A MEGADVENTURE

Talking to MegAdventure is easy. You simply type in your command in plain everyday english after the *'>'* prompt (this prompt tells you that the program is waiting for input from you). After typing a command, press the **[ENTER]** key to tell MegAdventure that you are through. If you make a mistake, you can use your computer's normal backspace key to back up to re-type an entry.

When you enter a command, **ASSUME** that each command will begin with the words *"I WANT TO"*, but **DO NOT** enter them. Thus if you wish to open the pack, you would simply enter *OPEN THE PACK* (assuming that you have it in your possession). You can also enter your commands in lower-, upper-, or mixed-case, as MegAdventure will accept them all.

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MegAdventure also allows the single-letter abbreviations of a few often-used commands (see List of Commands for details). Other words of 6 or less characters are required to be entered in their entirety. Words greater than 6 characters can be reduced to just the first six letters. However, if you do type in more than six letters for the word, MegAdventure will expect that all letters above six characters ALSO be legal. Thus *THROUG* and *THROUGH* are acceptable words, but *THROUGX* is not.

Basically a command normally requires a *VERB* and an *OBJECT*. Therefore *ENTER DOOR* and *GO THROUGH THE LITTLE ROUND DOOR* can mean the same thing. MegAdventure will also accept an indirect reference to a previously accepted object. Thus the two commands *GET THE SMALL PACK*, and *OPEN IT*, when entered consecutively, are acceptable.

You can also reference everything within your possession (inventory), or at the location, with *ALL* or *EVERYTHING*, such as in the command *GET ALL*. You can include exceptions with this word, such as *GATHER EVERYTHING EXCEPT THE ROCK, THE SIGN AND THE ROPE*, or *REMOVE EVERYTHING FROM THE PACK EXCEPT FOR THE BAUBEL*.

You can also enter multiple commands on a single line as long as you use non-alphanumeric characters to separate them (normally periods, commas, question marks, and exclamation marks). Thus an input line can consist of the commands *REMOVE THE PACK, THEN OPEN IT. FILL IT WITH THE FLASHLIGHT AND THE BAG OF GOLD. GO TO THE WEST. U. DIG IN THE GROUND WITH THE SHOVEL. PUT THE SHOVEL INTO THE PACK.*

You can also ask MegAdventure questions, such as *WHO IS BORG?* *WHAT IS AN ELF?* *WHERE IS THE KING?* *WHO WAS FORGY?*

Sometimes MegAdventure will not understand a word in your command or how you wish to do something. When this happens MegAdventure will report to you the problem it is having and immediately abort processing your input. Thus all subsequent command following the questionable one will be ignored. You will need to rephrase your command when the input prompt re-appears.

Other times you may enter a verb and forget the object, such as *DIG*. It will then ask you *WHAT DO YOU WISH TO DIG?* You can then reply with *THE GROUND*.

Sometimes to accomplish a task you will need to use an object to do it, as you cannot always do everything with your bare hands. Thus the command *KILL THE BEAR* may result in getting yourself severely mangled as you wrangle with it. However, the command *KILL THE BEAR WITH THE 357 MAGNUM* may result in a new living room rug. Of course when you use an object it must also be in hand, as trying to beat the bear royally with the backpack simply because it contains the 357

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*MAGNUM* may not be enough to spell success (for you at least). Megadventure will normally report that you must first remove it from the carrying object.

Lair Of the Dragon contains a vocabulary of almost 600 words and can understand many different types of commands. Here is a listing of a number of examples (obviously many objects mentioned here do not actually exist in this particular adventure):

- >DODGE THE GOBLIN
- >HIT THE GOBLIN WITH THE BAG OF GOLD
- >EMPTY THE SATCHEL
- >TAKE ALL BUT THE TIME BOMB
- >DROP EVERYTHING EXCEPT THE BAUBLE
- >PUT THE BATTERIES INTO THE INACTIVE ROBOT
- >GET OUT OF THE PORCHE
- >CHOP THE TREE WITH THE AXE
- >PICK UP THE CRYSTAL ORB
- >TASTE THE FOOD
- >FEEL THE WALL
- >OPEN THE PIRATE CHEST
- >EMPTY IT
- >YELL BORGO!
- >SAY HELLO
- >FEED THE DOG WITH A BONE
- >TURN THE FLASHLIGHT OFF

## DEALING WITH AMBIGUITIES

Sometimes there will be similar objects in an adventure such as a *ROPE* and a *MOORING ROPE*. Often an adventure will be keyed off of its specific references. For example, if the *MOORING ROPE* is in the current location and you enter *GET THE ROPE*, when a simple *ROPE* is in another location, MegAdventure may report that you do not see that particular rope. If this happens then try being a little more specific, such as rephrasing your command to *GET THE MOORING ROPE*.

## QUITTING FROM GAME PLAY

To quit playing without saving your current position you can simply enter *QUIT*. MegAdventure will then ask you if you are sure. By entering [Y], or any word beginning with "Y", your current score and adventurer rating will be displayed, and then it will exit to DOS. An N-word response will return you to normal game-play.



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## SAVING YOUR POSITION IN THE ADVENTURE

Saving your position in the adventure can be quite advantageous. For instance, if you are about to try to do something dangerous you may wish to save a picture of your current situation in case you will not survive the next possible move. Other times you may find it necessary, as difficult as it may be, to leave the adventure for a while in order to deal with real-world situations, such as going to work or calling the fire department before your house burns to the ground.

You can save a game image by simply entering the word *SAVE*. When you enter this you will be prompted to enter a legal filename to store the adventure to. Often, using your own name will suffice. Once it is typed in, press the **[ENTER]** key and your current position will be sent to that file. Once it is saved normal game play will resume.

You will notice on subsequent saves that the file previously entered will be displayed as the default file. If you wish to re-save to this file then you can simply press the **[ENTER]** key to use it again.

## LOADING A POSITION FILE

If you wish to load a previously saved game position you can enter the word *RESTORE*. You will be prompted for the desired game image file. If you had previously saved or loaded an image file then that one will be displayed as the default.

## RESTARTING AN ADVENTURE

If you find yourself in a situation where you must simply start from the beginning then you can enter *RESTART*. You will be asked if you are sure. Answer with a "Y"- or "N"-word. This is especially advantageous if you are hopelessly lost in a maze and someone comes along and wants to look over your shoulder (it is better to show off in familiar territory and just *PRETEND* that you haven't been there before).

## LIST OF COMMANDS

A MegAdventure contains a list of single-word commands to help maintain order in your adventure. Like other commands, using one of these words will cost you one move on the move counter.

*AGAIN*

This will reprocess the last entered legal command (normally simple VERB-OBJECT commands or directions). This can be abbreviated to *G*.

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<i>BRIEF</i>	This is the default mode. This tells MegAdventure to describe a location only on the first visit to that location.
<i>DIAGNOSE</i>	This command will cause a report of your current state of health to be given. <i>ANALYSIS</i> can also be used.
<i>INVENTORY</i>	With this command MegAdventure will give you a listing of all the items that you are carrying, including the items held by open containers. Closed containers, or <i>CONTAINED</i> containers, will not reveal their contents. This command can be abbreviated to <i>INV</i> or <i>I</i> .
<i>LFOFF</i>	This tells MegAdventure that when your adventure is <i>SCRIPTed</i> , that only a carriage return will terminate a printed line. This is the default mode on the TRS-80 Models 4 and III.
<i>LFON</i>	This tells MegAdventure that when your adventure is <i>SCRIPTed</i> , that all carriage returns will be followed by a linefeed. This is necessary for many printers. This is the default mode on MS-DOS.
<i>LOOK</i>	This command, not followed by an object, will cause MegAdventure to redisplay the location's description, including any interesting objects. This can be abbreviated to <i>L</i> .
<i>PAUSE</i>	This command allows some time to pass (4 moves), in which time you can recover from wounds, or sleep off a drink. <i>REST</i> , <i>WAIT</i> , and <i>SLEEP</i> are also allowed. This can be abbreviated to <i>Z</i> .
<i>QUIT</i>	This will tell MegAdventure that you wish to leave the adventure. You will be asked if you are sure.
<i>RESTART</i>	This will tell MegAdventure that you wish to start the game over. You will be asked if you are sure.
<i>RESTORE</i>	This command allows you to resume game-play from the position stored on a game-image file. Answer with the desired filename. You can also use <i>LOAD</i> .

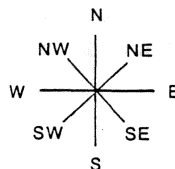
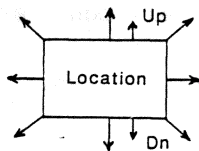
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<i>SAVE</i>	This will tell MegAdventure that you wish to save an image of your current situation to a disk file. You will be prompted for an appropriate filename. Press [ <b>BREAK</b> ] or [ <b>ESCAPE</b> ] to abort.
<i>SCORE</i>	This will cause a report of the number of points that you have accumulated, your current adventurer rating, and how many points you need to attain the next adventurer level.
<i>SCRIPT</i>	This will cause a printed transcript of your adventure to be sent to the printer device.
<i>SUPERBRIEF</i>	This tells MegAdventure NOT to describe the locations to you, previously visited or not.
<i>UNSCRIPT</i>	This turns off the <i>SCRIPT</i> mode.
<i>VERBOSE</i>	This will tell MegAdventure that you wish for all location descriptions to be provided whenever you go to a new location, even if you have already been there before.
<i>VERSION</i>	This command will cause a report of the current MegAdventure version, and your personal game serial number to be displayed.

### MAPPING AN ADVENTURE

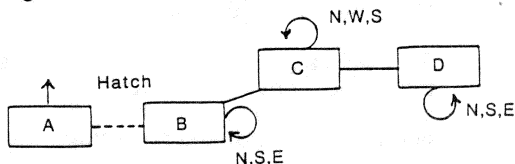
A MegAdventure comprises an extremely large land area. To maintain your bearings, and sometimes your sanity, you may wish to draw a map as you explore its realm. To the best way to do this is in sections, where each section is on a single sheet of paper and contains a grouping of inter-connected locations annotated on it.

You can mark off a location by drawing a box on the paper and writing the description noted after **LOCATION** at the top of the screen into it. If there are any interesting objects there, then make a note of them off to the side, out of the way of any exits. You can then draw lines out from the faces and corners of the box to other locations in the valid directions from that box. Marking these lines can be done using the following example template:



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If a particular direction or directions, such as in a maze, returns you to the same location then you can indicate these by appending a circled arrow to the diagram and note the direction on it thus:



Sometimes you must perform a special task to open up a passage between connected locations, or perform a task JUST to get there. You can indicate these with a dotted connecting line. Normally you may wish to make a note off to the side what the required task is.

Most of the locations in the adventure are logically placed from each other, except in the case of the dreaded mazes; here going into one direction may not guarantee that the opposite direction will take you back to it.

## HINTS ON MAPPING MAZES

Mapping mazes can be tricky if you are an inexperienced adventurer. To master them, one technique is to go in armed with plenty of expendable, or temporarily expendable objects. The first thing you should do is save your position in the game to an image file.

The next step is to drop an item to that location. You can then 'fish out' all deceptive directions that actually return you to the same location, as will be evident by finding the dropped object there. If you get lost you can reload the game image and try again.

Once you have all the valid exits marked, then go to one of them, drop another object, and fish that one out. At the same time, also try to find an exit (if it exists) that goes back to the previous location. This process is time-consuming, but worth-while in the end.

Some mazes may have very similar, but not exactly matching descriptions. In these you can turn on the *VERBOSE* mode and forget about dropping objects, but simply note the descriptions provided.

There are of course clues provided in most adventures that will help you to navigate through them or bypass them, but sometimes the purpose of a maze is to conceal something else of great importance. It is left to you to figure out what these purposes are.

# **MegAdventure #1 - Lair of the Dragon**

## **ABOUT LAIR OF THE DRAGON**

Lair of the Dragon is the largest adventure of its genre to date. It contains well over 160 locations, over 200 recognizable objects, and has a vocabulary of about 600 words. It contains over 43K in just location descriptions, and over 36K of miscellaneous comments and object descriptions (the data file is not huge for the heck of it). With this, the fullness and richness of the adventure can really be felt and wholly appreciated. It also operates extremely fast due to being written in machine code, and maintains as much of the adventure in memory as it possibly can. Model 4 computers with the optional extended, banked memory will be taken advantage of by using a memory bank to hold more disk data.

This adventure was developed in a modular design around a primary MegAdventure 'kernel'. This kernel contains virtually all of the adventure processing routines needed by most adventures. This kernel also allows other adventures to quickly be developed, since all that needs to be designed is the adventure-relevant modules, or 'shell'. The current version was originally developed on a TRS-80 Model 4P computer using the Assembly Language Development System (ALDS) from Radio Shack. The data files were created using ASCII files created on Radio Shack's Disk Scripsit, and encoded and compiled by other programs also written under the ALDS.

Lair of the Dragon got its roots in December 1984 / February 1985 as a smaller Disk BASIC adventure, where most of the parsing and location and object indexing algorithms were developed. In December of 1985 to January 1986 the author developed the current format, creating the kernel/shell structure and began work on the actual adventure module. Work loads forced the author to shelf the adventure until February, 1987, when the author blew the dust off and finished it up. And now you have the result.

## **ABOUT THE AUTHOR**

David Goben is a programming consultant, and an associate editor to *80 Microcomputing* magazine, of Peterborough, New Hampshire, a major publication devoted to Tandy computer products. He was born and raised in central Iowa, but now calls Connecticut home.

His first encounter with computing was in Europe in 1978, and was met with prejudiced contempt, until he discovered that there was more to computing than dry, boring number crunching. Nothing has been able to stop him since. His belief is that he can do anything with a computer. And if it is impossible, it will take him a couple more days.

## **MegAdventure #1 - Lair of the Dragon**

### **IN CASE OF DESPERATION**

In case you get yourself hopelessly stuck, you can write to the author personally and obtain hint sheets that will help solve your dilemma. Please enclose \$1 for each hint sheet, or \$3.50 for all four in the form of certified check or money order in US funds drawn on a US bank. Please specify which hint sheet you desire, and enclose a self-addressed stamped envelope. Here is a list of the hint sheets, which you can specify by number:

- 1) Maps of all mazes
- 2) Solving puzzles in the lower regions
- 3) Solving puzzles in the upper regions
- 4) Solving puzzles in the dragon's lair

Send the requests, along with your game's serial number, to David Goben at the address noted in the README file on the disk. Please allow 2-4 weeks for delivery.



