

B - THE MODES OF MANDRAGORE

1) "MAP" MODE

The team is symbolised on the screen by a small graphic representation and when the team members move, the Map travels under them.

The screen shows only one part of the land of MANDRAGORE at a time ; it is therefore useful to refer to the complete Map found in the centre of the booklet which accompanies the game.

The various sites you will come across are : plains, forests, hills, swamps, (all passable), the sea (which can be crossed in a boat, provided you have one), mountains (always impassable) and lastly a village or a chateau.



PLAINS



SEA



FORESTS



MOUNTAINS



HILLS



VILLAGES



SWAMPS



CHATEAUX

"MAP" Mode is used primarily to move from one chateau or village to another.

2) "WANDERING MONSTERS" MODE

At any time during a journey (in "MAP" Mode) in the land of MANDRAGORE, you may be attacked by wandering monsters. You will then be in "wandering monsters" mode. You can destroy them in order to continue your journey, or change into "Map" mode but each character on the screen will then lose ten life points.

3) "VILLAGE" MODE

There are over a dozen villages listed in the land of MANDRAGORE. They make it possible to buy (or steal) weapons, torches, food, a boat, or to sell things found in the course of trips inside the Chateaux.