



Fight your way through dungeons and magical wastelands. Incredible animated dragons, magic potions and weapons to collect. Amazing spells – now you can fly, transform, destroy, protect and advance through the ranks of wizardry.

The graphics are wonderful and the variety enormous...good value as well as good fun...CU.

INTERNATIONAL INSTRUCTIONS

- ANLEITUNG
- ISTRUZIONE



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JOYSTICK ONLY

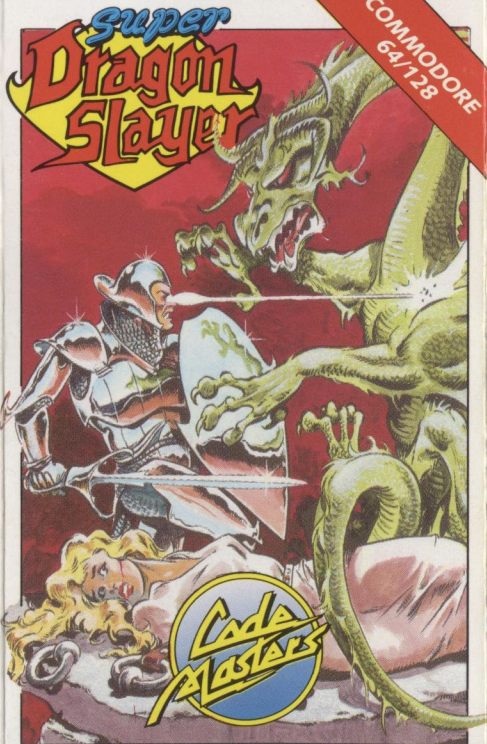
COMMODORE 64/128

Super Dragon Slayer



1190

ACTUAL C64 SCREENSHOTS



COMMODORE 64/128

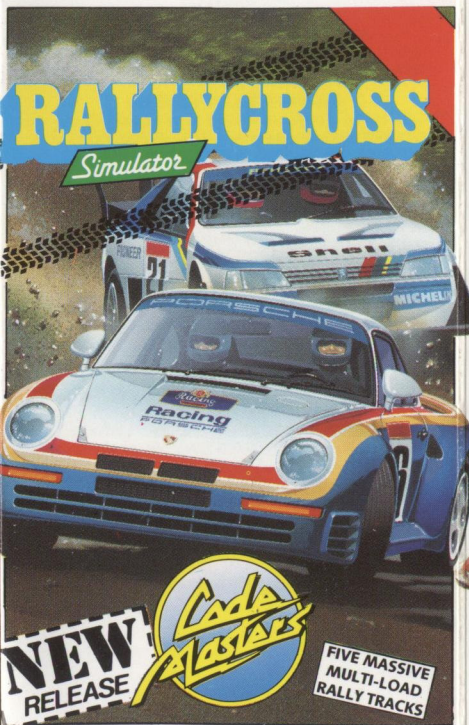
STANDARD AND EXPERT VERSIONS

You hesitate as you enter the magical kingdom – you may never return. All sorts of horrors lurk in the damp darkness of the eerie dungeons. The old town seems strangely deserted, but not for long . . . Amongst the myriad of servants of the evil Dragon Lord you will encounter cyclops, skeletons of the living dead, medusas, evil skulls, disembodied heads, all-seeing eyes, daemons, Chinese dragons, and more! To conquer them, you will need many spells and weapons . . . chain firing, blitz bombs, life-form transformer, manoeuvrable spells, mystic shields, and mega-flight.

The number one name in the game

AMAZINGLY PLAYABLE MULTI-LOAD

LOADING: Insert side 1. Type LOAD press RETURN.



WHAT'S ON THE TAPE . . .

Side 1 Game (standard or expert)
Side 2 Data (4 levels)

LOADING THE GAME

Put in side 1 and type **LOAD**, then press **RETURN**. Then play the tape. A message will come on the screen saying "Standard or Expert". Press S if you want the Standard version, or E if you want the Expert version.

After the game has loaded, you will be asked to insert side 2 (the data) rewind to start and press play, then press any key on the keyboard.
Do not touch the cassette recorder during play as it may need to load the next level.

CONTROLS . . .

Use a joystick in port 2.
Press the number keys **1** to **6** to cast spells. They will be highlighted when they are available. Experiment to find out what each spell does, they will change as you gain experience and move through the game levels.

HINTS . . .

Pick up spellbooks to fill your spell power meter. Each kill you make boosts your spell power meter. Pick up scrolls for extra energy.
In the EXPERT version you go back to the first level at the start of each game. In the STANDARD version you can continue from the last level reached but you can't play past the third level.

Happy hacking DragonSlayer!

DEUTSCH

WAS ES AUF DIE BÄNDERN GIBT . . .

Seite 1 Standardspiel
Seite 2 Datenangaben

UM DAS SPIEL ZU STARTEN . . .

Seite 1 in der Bandspieler einlegen und **LOAD** drücken, dann **RETURN** tasten, Spielanweisung erscheint nun auf dem Bildschirm. Sie werden dann gebeten, das Databand einzulegen und **PLAY** zu tasten, um die erste Stufe des Spiels einzustellen. Den Bandspieler während des Spiels bitte nicht berühren, da er eventuell die nächste Stufe einstellen muss.

STEUERUNG

Einen Steuerknüppel in Ladeporte 2 gebrauchen.
Die numerierten Tasten **1** bis **6** drücken, um Zauberformeln zu erhalten, diese werden prominent angezeigt, sobald sie verfügbar sind.
Es heisst experimentieren, um zu sehen, was jeder Zauberspruch bewirkt, mit zunehmender Geschicklichkeit des Spielers ändern sich die Zauber und durchlaufen die verschiedenen Spielstufen.

HINWEISE

Sie müssen Zauberbücher aufschnappen und damit Ihren Zauberkraft-Zähler hochtreiben, mit jedem Abschuss steigt die Stärke der Zauberkraft!
Und für Extra-Energie sammeln sie – Pergamentrollen.
In der Expertenform des Spiels gehen Sie zu Beginn jedes Spiels zurück ersten Stufe. Im Standardspiel können Sie von der zuletzt erreichten Stufe aus fortfahren, aber Sie können nicht über die dritte Stufe hinausgehen.

Viel Spass beim Kampf, Drachentöter!

ITALIANO

COSA C'É NELLA CASSETTA . . .

Lato 1 gioco STANDARD
Lato 2 cassetta DATI (DATA TAPE)

COME CARICARE IL GIOCO . . .

Mettere il lato 1 nel registratore a cassetta e battere **LOAD**, poi premere **RETURN**. Le istruzioni compariranno sullo schermo. Sarà chiesto di inserire la cassetta dei dati (DATA TAPE) e di premere **PLAY**, così si può caricare il primo livello di gioco. Non bisogna toccare il registratore a cassetta durante il gioco, dato che ci può essere bisogno di caricare il livello seguente.

CONTROLLI . . .

Usare la leva di controllo nel secondo interruttore – Premere i tasti numerati dall'uno al sei per fare incantesimi. Questi si illumineranno quando saranno utilizzabili. Continuando a giocare, si potrà scoprire cosa produce ogni singolo incantesimo. Gli incantesimi cambieranno mano a mano che si acquista esperienza e si raggiungono differenti livelli nel gioco.

SUGGERIMENTI . . .

Prendere il libro degli incantesimi per aumentare la potenza del contatore dell'incantesimo. Ogni uccisione aumenterà la potenza del contatore dell'incantesimo. Prendere rotoli di carta per maggiore energia.
Nella versione per ESPERTI si ritorna indietro al primo livello ad ogni inizio di gioco. Nella versione STANDARD si può continuare dall'ultimo livello raggiunto, ma non si può giocare dopo il Terzo livello.

Buon divertimento con DRAGON SLAYER!

These are other great CodeMasters games available for your Commodore 64/128 . . .

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