

The S of The DRAGON

MANUAL

 ZUXXEZ
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SOFTWARE





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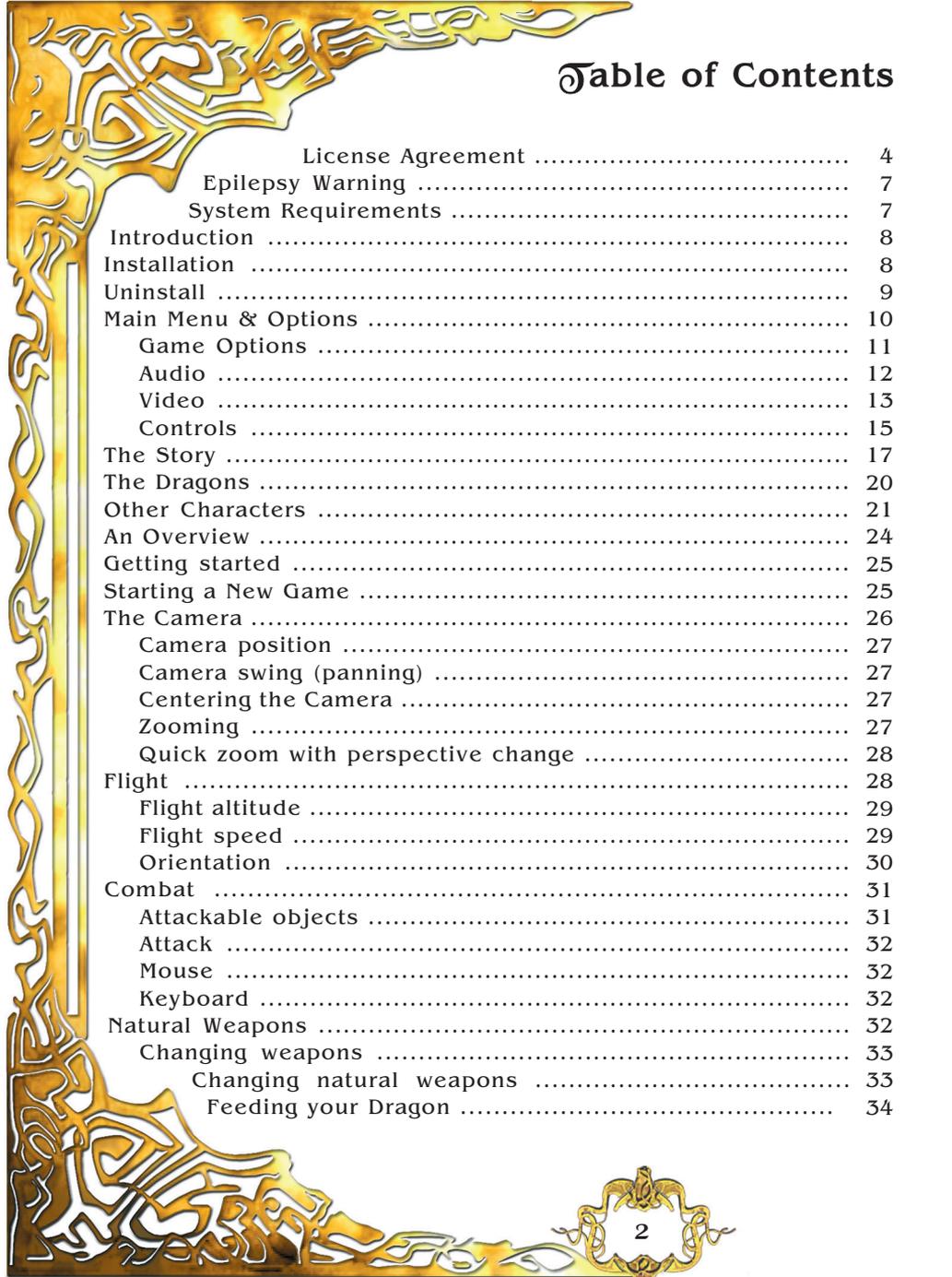


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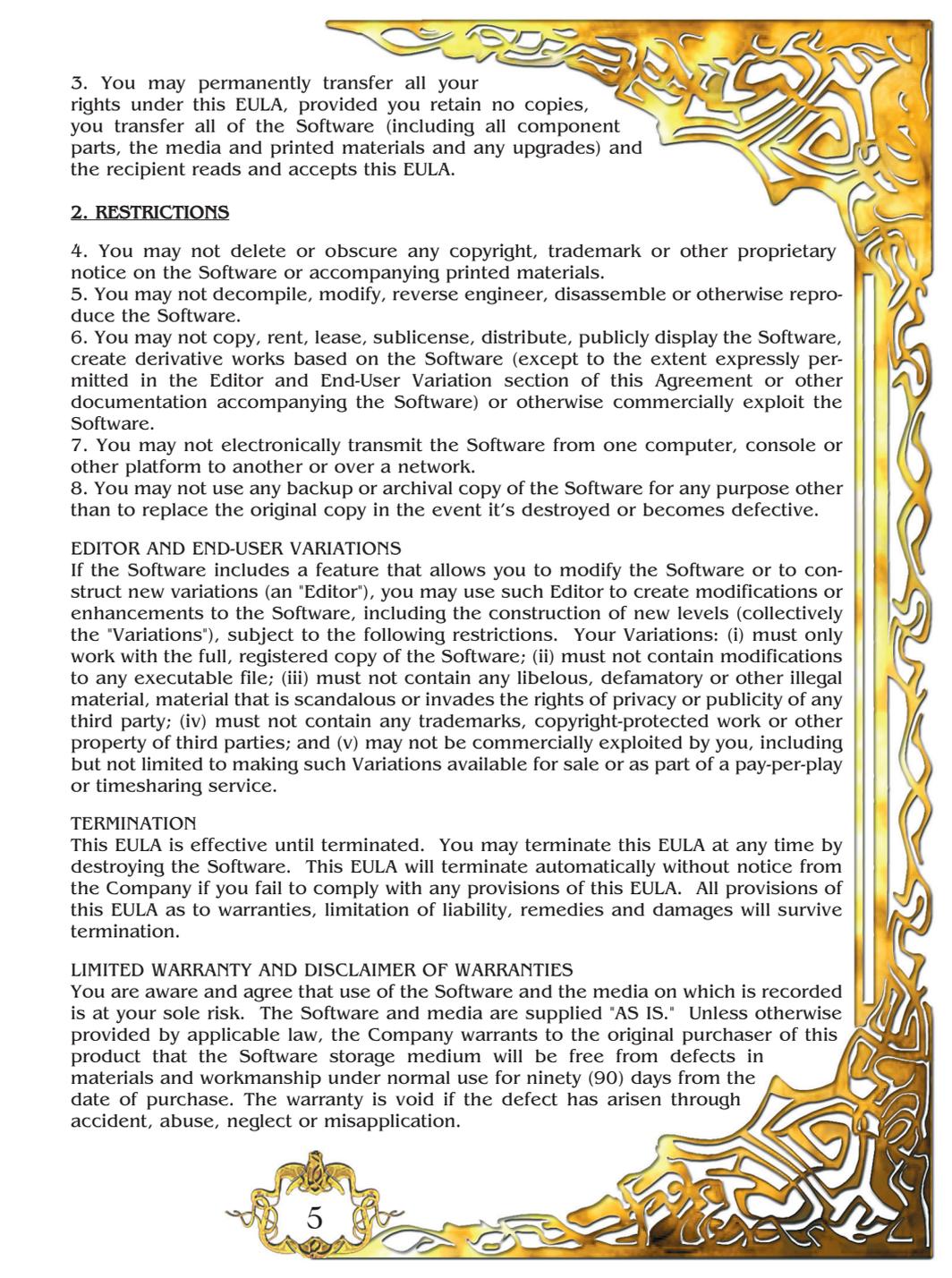
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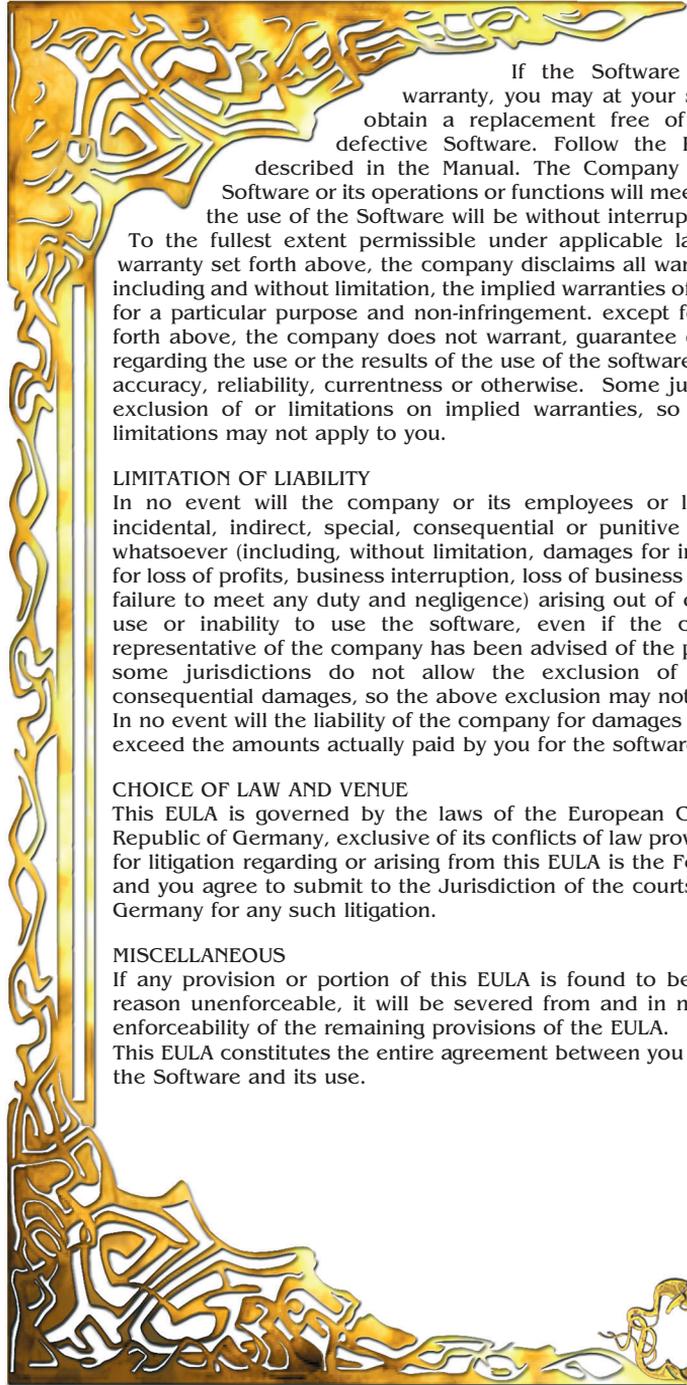
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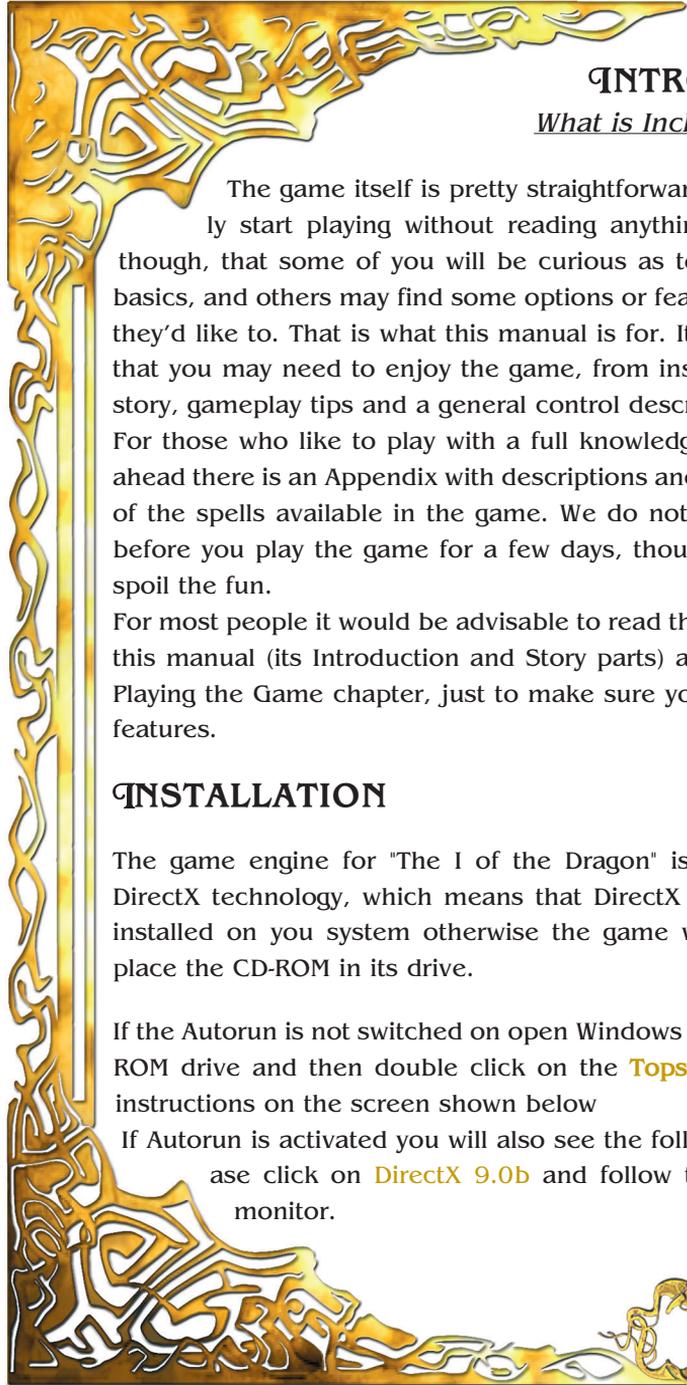
**TURN THE COMPUTER OFF IMMEDIATELY
and consult your doctor before playing again.**

PRECAUTIONS DURING USAGE

-  Do not sit too close to the monitor. Sit as far away as comfortably possible.
-  Use as small a monitor as possible.
-  Do not play when tired or short of sleep.
-  Ensure that there is sufficient lighting in the room.
-  While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

SYSTEM REQUIREMENTS

-  Windows® 98 / 2000 / Me / XP
-  DirectX™ 8.1 or higher (included)
-  Processor with 1.0 GHz or faster
-  256 MB of RAM
-  Direct 3D Graphics board with 64 MB of RAM
(T & L support recommended e.g. GeForce, RadeOn, Parhelia, XGI)
-  DirectX™ compatible soundcard (5.1 sound recommended)
-  CD-ROM drive, mouse and keyboard



INTRODUCTION

What is Included in the Manual

The game itself is pretty straightforward and you can definitely start playing without reading anything. There is a chance, though, that some of you will be curious as to what lies beyond the basics, and others may find some options or features not as obvious as they'd like to. That is what this manual is for. It contains all the things that you may need to enjoy the game, from installation procedures to story, gameplay tips and a general control description.

For those who like to play with a full knowledge of the things that lie ahead there is an Appendix with descriptions and detailed stats for each of the spells available in the game. We do not recommend reading it before you play the game for a few days, though - knowing it all may spoil the fun.

For most people it would be advisable to read through the first pages of this manual (its Introduction and Story parts) and to look through the Playing the Game chapter, just to make sure you have not missed any features.

INSTALLATION

The game engine for "The I of the Dragon" is based on the newest DirectX technology, which means that DirectX 8.1 or higher must be installed on you system otherwise the game will not run. To install, place the CD-ROM in its drive.

If the Autorun is not switched on open Windows Explorer, select the CD-ROM drive and then double click on the **Topstart.exe** and follow the instructions on the screen shown below

If Autorun is activated you will also see the following screen, then please click on **DirectX 9.0b** and follow the instructions on the monitor.

NOTE: it will be necessary to restart your computer after installing DirectX otherwise "The I of the Dragon" will not be able to run.

After restarting your computer you are now ready to install the game. Ensure that the "The I of the Dragon" CD-ROM is in its drive and then click on "**INSTALL GAME**" in the following menu.

If Autorun is not active then follow as above and click on the **setup .exe** to follow the same instructions.



Installation requires a minimum of 910 MB free space on your hard disc. This space is needed for the game itself; Windows swap files and saved games. After installation the program will place a desktop symbol on your screen or a Quicklaunch icon on task bar. You are now ready to start the game, either double-click on the Icon or click once on the Quicklaunch symbol.

NOTE: the MPEG4 Codec is required to view the game intro. You can install the codec by clicking on "**Video Codec**" in the autorun screen above.

DE-INSTALLATION

To uninstall the game, click on the uninstall button in the start menu and follow the prompts. By de-installation all saved games and screenshots in the "I of the Dragon" directory will be deleted.

If you want to keep your saved games and screenshots you have to backup the files in the subdirectories \Saves and \Screenshots.

You can also uninstall by clicking on the Start button/Settings/Control Panel/ add or remove programs and then on the game icon. Then follow the prompts on the screen.

MAIN MENU

No further settings are necessary to start the game, but you do have the option of making your own adjustments to the program in the options menu.



To get to the options menu, click on **Options** in the main menu. Here you can adjust the Video, audio, game and control settings. Alternatively, you can go to the main menu at any time during the game by pressing the  "Esc" key on your keyboard or by clicking on  to make any running adjustments.

Hidden in the graphic you can find four further switches

Back: if you should land in a sub menu of the options you can go back one step by clicking here.

Apply: click here to accept the changes you have made.

Reset: to return to the basic settings for all options click on "reset".

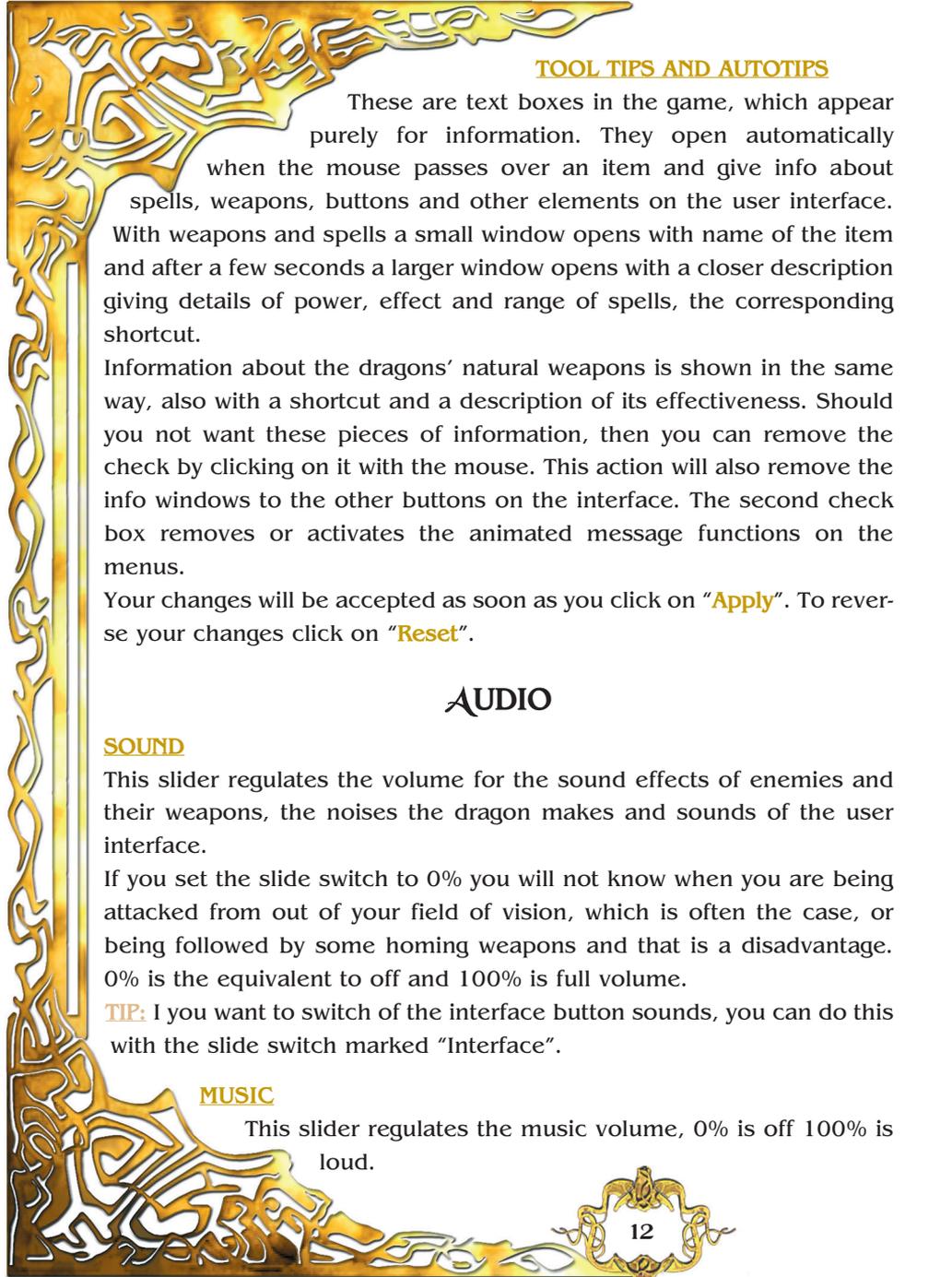
Exit: to leave the option menu click on the X in the top right hand corner of the screen. Alternatively, you can press the  "Esc" key on your keyboard and return to the main menu.



GAME OPTIONS

DIFFICULTY LEVEL

Regulate the level of difficulty in the game by moving the slide switch with the mouse. Your changes will become effective as soon as you click on "Apply". If you do not want to accept the your adjustments click on "Back" and give the negative answer in the dialogue box. When you click on "Reset" all changes will be reversed and set back to the default.



TOOL TIPS AND AUTOTIPS

These are text boxes in the game, which appear purely for information. They open automatically when the mouse passes over an item and give info about spells, weapons, buttons and other elements on the user interface. With weapons and spells a small window opens with name of the item and after a few seconds a larger window opens with a closer description giving details of power, effect and range of spells, the corresponding shortcut.

Information about the dragons' natural weapons is shown in the same way, also with a shortcut and a description of its effectiveness. Should you not want these pieces of information, then you can remove the check by clicking on it with the mouse. This action will also remove the info windows to the other buttons on the interface. The second check box removes or activates the animated message functions on the menus.

Your changes will be accepted as soon as you click on **"Apply"**. To reverse your changes click on **"Reset"**.

AUDIO

SOUND

This slider regulates the volume for the sound effects of enemies and their weapons, the noises the dragon makes and sounds of the user interface.

If you set the slide switch to 0% you will not know when you are being attacked from out of your field of vision, which is often the case, or being followed by some homing weapons and that is a disadvantage. 0% is the equivalent to off and 100% is full volume.

TIP: If you want to switch off the interface button sounds, you can do this with the slide switch marked "Interface".

MUSIC

This slider regulates the music volume, 0% is off 100% is loud.

VOICE

Regulates the volume of the speakers. During the game you are given tasks to complete and receive bits of info from various characters, so the voices and messages are necessary for the comprehension of the game. Details of tasks can be re-read at any time by clicking on the  button on the interface.

INTERFACE

Interface: this regulates the noises of the interface when buttons are clicked on or shortcut functions activated. For example, when you adjust the slide switch.

SOUND MODE

Settings for getting the best results from your sound card. You can select between stereo, 3D, advanced 3D und Ambient.

NOTE: all adjustments you make to the sound will only become active when you click on  "Apply". Reverse your selection by clicking on "Exit" and then answering "No"  in the dialogue box.

VIDEO

RESOLUTION

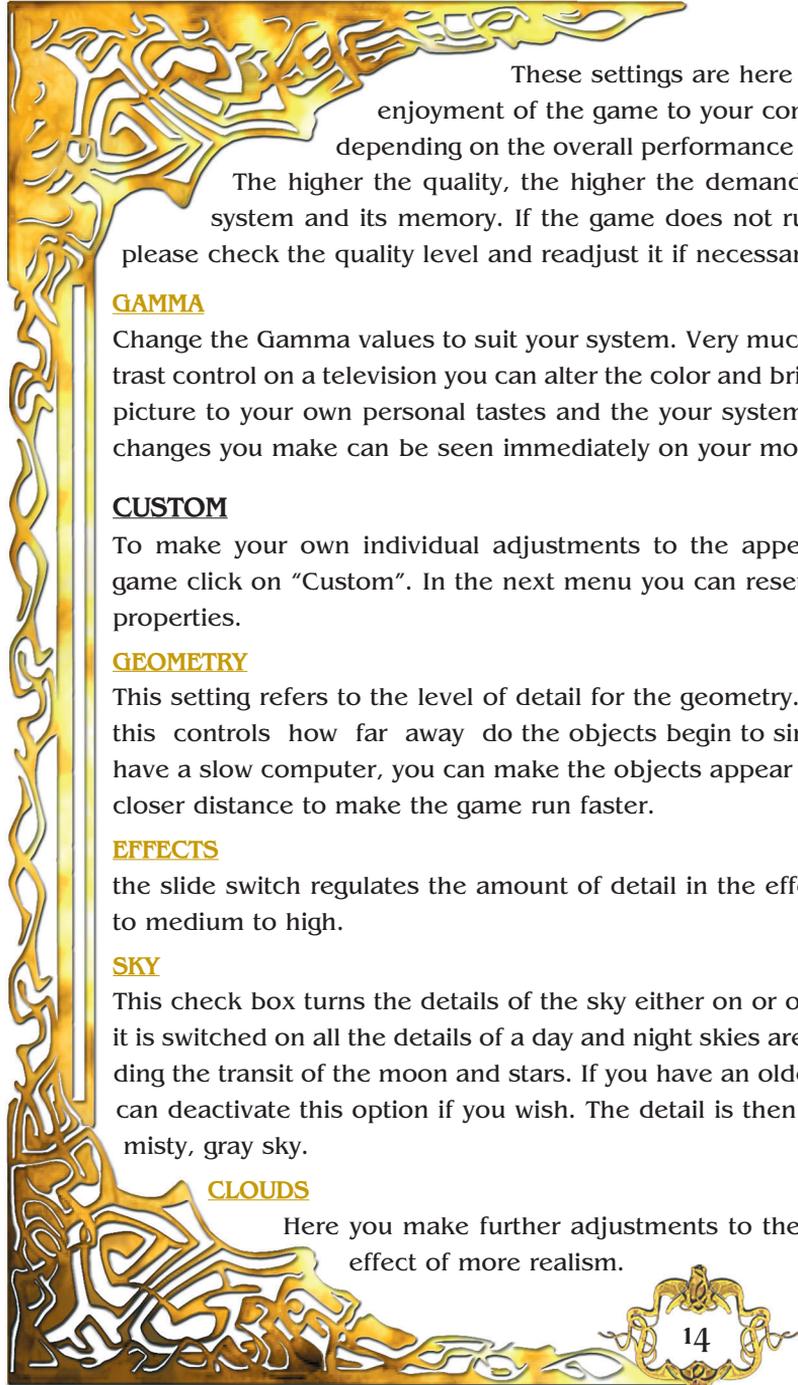
With this slider you can change the resolution, that is, the amount of detail in the game. The higher the values, the more pixels that are used to make up the picture.

REFRESH RATE

Here you can adjust the frequency at which the picture on the monitor is repeated. All values are in Hz; at 75Hz to 85Hz the picture should not flicker. A value below 75Hz is bad for your eyes and therefore not recommended.

QUALITY

Here you can set the general quality of the picture. You have the choice between low, medium and high quality.



These settings are here to adjust your enjoyment of the game to your computer system depending on the overall performance of the system.

The higher the quality, the higher the demands are on your system and its memory. If the game does not run fluidly then please check the quality level and readjust it if necessary.

GAMMA

Change the Gamma values to suit your system. Very much like the contrast control on a television you can alter the color and brightness of the picture to your own personal tastes and the your system settings. Any changes you make can be seen immediately on your monitor.

CUSTOM

To make your own individual adjustments to the appearance of the game click on "Custom". In the next menu you can reset the following properties.

GEOMETRY

This setting refers to the level of detail for the geometry. Roughly put, this controls how far away do the objects begin to simplify. If you have a slow computer, you can make the objects appear simplified at a closer distance to make the game run faster.

EFFECTS

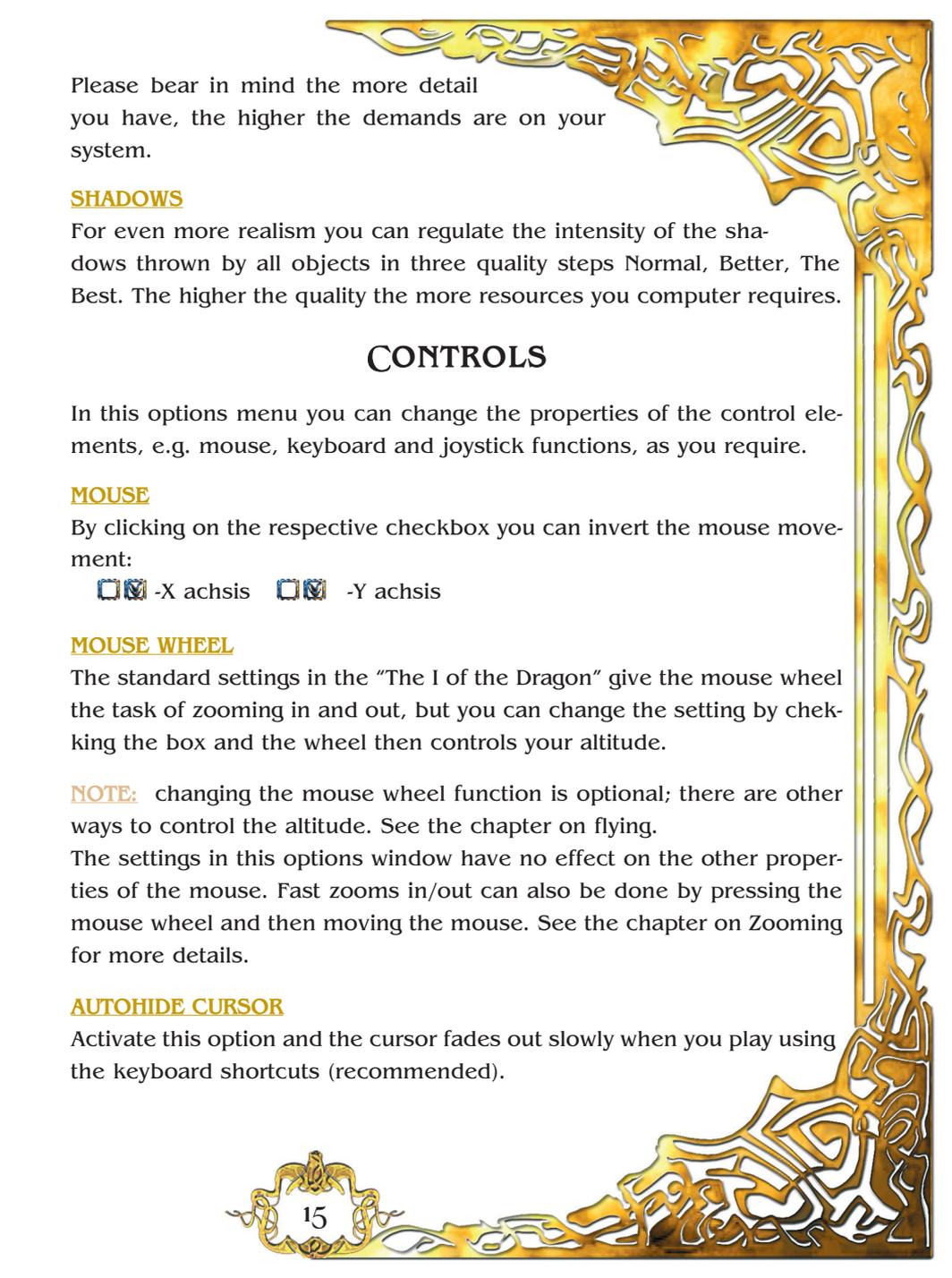
the slide switch regulates the amount of detail in the effects, from low to medium to high.

SKY

This check box turns the details of the sky either on or off . When it is switched on all the details of a day and night skies are visible, including the transit of the moon and stars. If you have an older system, you can deactivate this option if you wish. The detail is then replaced by a misty, gray sky.

CLOUDS

Here you make further adjustments to the sky giving an effect of more realism.



Please bear in mind the more detail you have, the higher the demands are on your system.

SHADOWS

For even more realism you can regulate the intensity of the shadows thrown by all objects in three quality steps Normal, Better, The Best. The higher the quality the more resources your computer requires.

CONTROLS

In this options menu you can change the properties of the control elements, e.g. mouse, keyboard and joystick functions, as you require.

MOUSE

By clicking on the respective checkbox you can invert the mouse movement:

-X axis -Y axis

MOUSE WHEEL

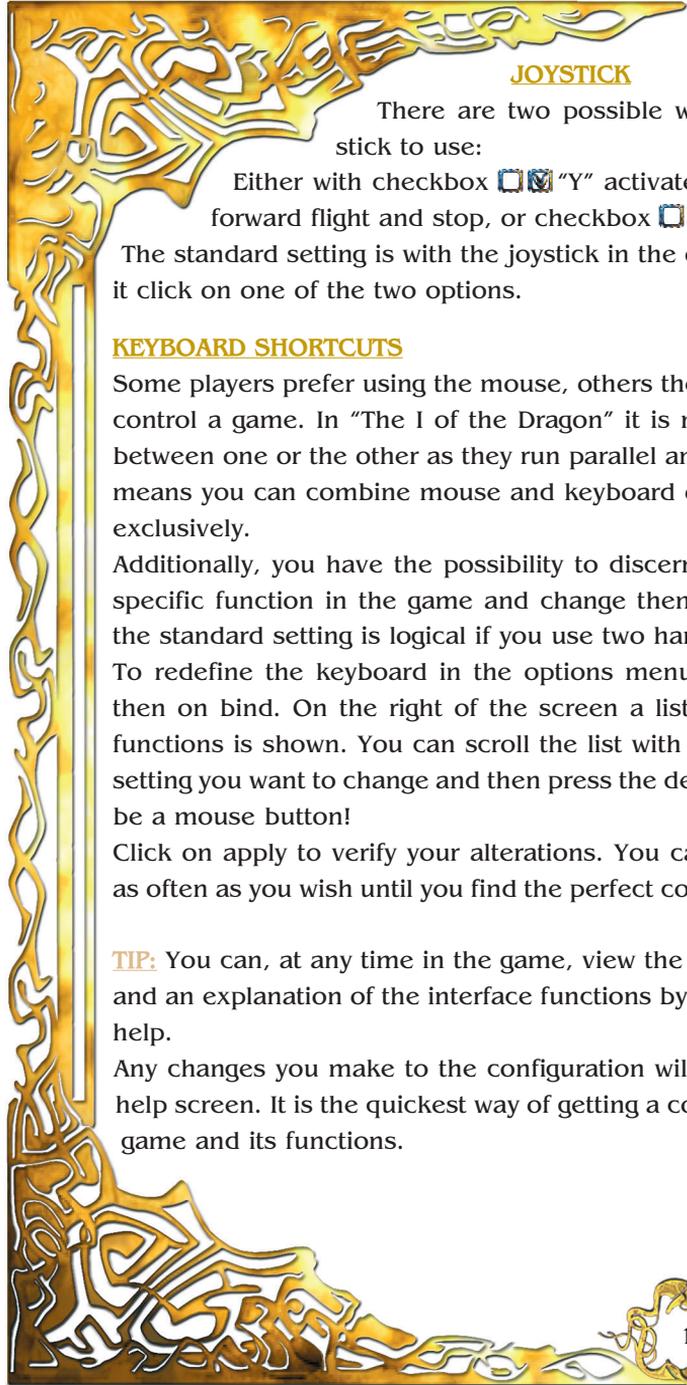
The standard settings in the “The I of the Dragon” give the mouse wheel the task of zooming in and out, but you can change the setting by checking the box and the wheel then controls your altitude.

NOTE: changing the mouse wheel function is optional; there are other ways to control the altitude. See the chapter on flying.

The settings in this options window have no effect on the other properties of the mouse. Fast zooms in/out can also be done by pressing the mouse wheel and then moving the mouse. See the chapter on Zooming for more details.

AUTOHIDE CURSOR

Activate this option and the cursor fades out slowly when you play using the keyboard shortcuts (recommended).



JOYSTICK

There are two possible ways of putting the joystick to use:

Either with checkbox "Y" activated, which controls your forward flight and stop, or checkbox Up/Down (altitude).

The standard setting is with the joystick in the off position. To activate it click on one of the two options.

KEYBOARD SHORTCUTS

Some players prefer using the mouse, others the keyboard shortcuts to control a game. In "The I of the Dragon" it is not necessary to switch between one or the other as they run parallel and with each other. This means you can combine mouse and keyboard or use one or the other exclusively.

Additionally, you have the possibility to discern which keys operate a specific function in the game and change them accordingly, although the standard setting is logical if you use two hands on the keyboard.

To redefine the keyboard in the options menu click on controls and then on bind. On the right of the screen a list of shortcuts and their functions is shown. You can scroll the list with the slider. Click on the setting you want to change and then press the desired key. This can also be a mouse button!

Click on apply to verify your alterations. You can repeat his operation as often as you wish until you find the perfect configuration for yourself.

TIP: You can, at any time in the game, view the keyboard configuration and an explanation of the interface functions by pressing the **H** key for help.

Any changes you make to the configuration will also be shown on the help screen. It is the quickest way of getting a complete overview of the game and its functions.

THE STORY

The world of Nimoa is as beautiful as the morning dew, but only at first glance. Under the surface of hills and fertile valleys lurks an old and eternal evil. Living as a mould, stretching threads through an infected area like deadly toadstools. The center of this "being?" deep in the under world is the giant daemon, Skarborr.

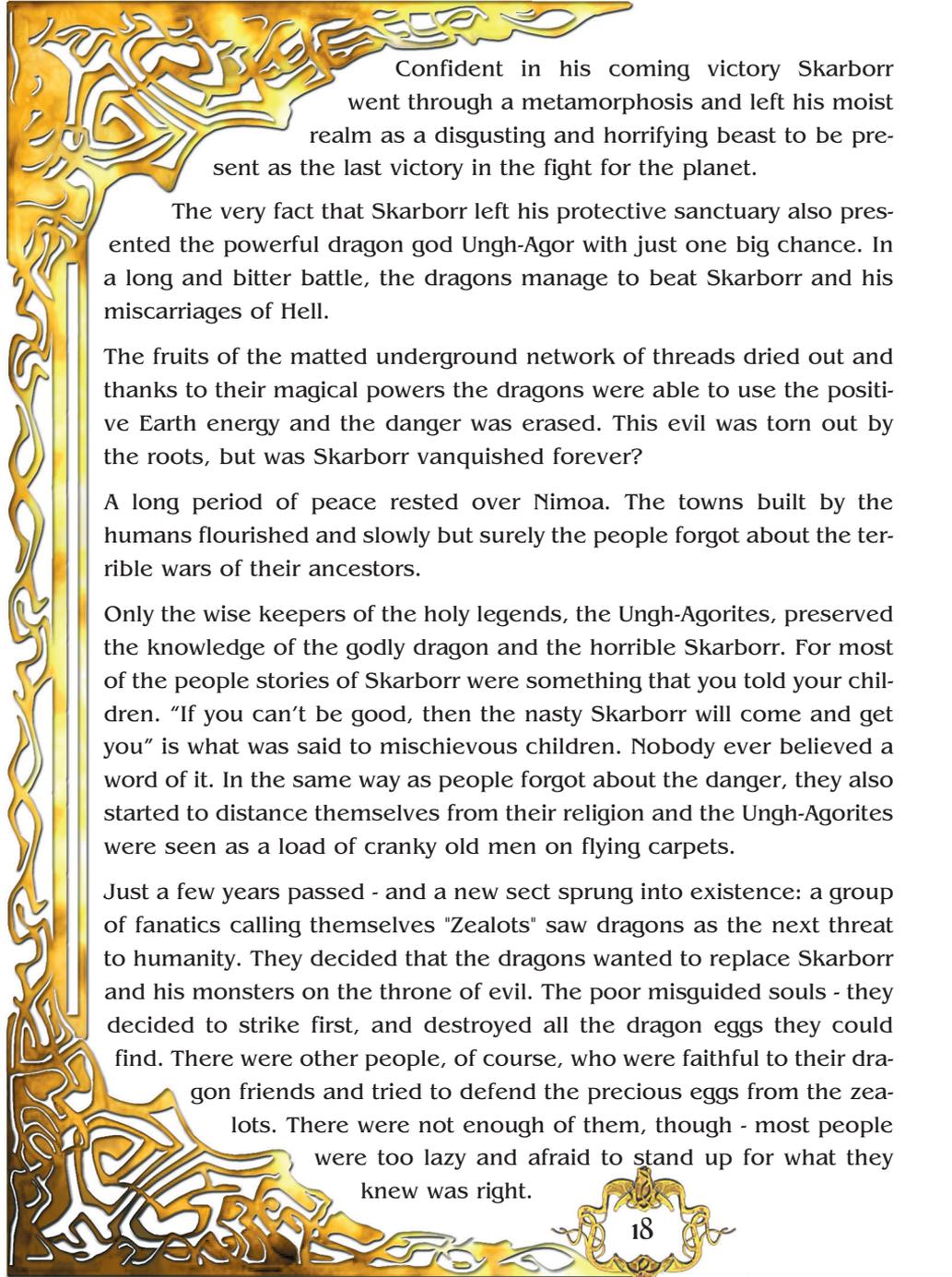
In deceptive times of peace, this unseen matted tangle of threads, lies dormant, in a state of sleep until it breaks through the Earths surface and like toadstool produces caps from which uncountable, no not spores, but dangerous and nauseating monsters appear to serve only the wishes of Skarborr and spread themselves across the planet.

Their sole purpose is to sow the seed of fear and destroy all other life on Nimoa. And like spores from a deadly fungus they spread and each time the daemon Skarborr becomes stronger and bigger.

Opposed to the shadowy, subterranean existence of Skarborr is the might of that divine species the dragon, not the storybook dragons of old, but the lords of the skis and the earth. Through their power alone, the dragons could keep those abortions of the earth of Nimoa in check. In those times the dragons could be seen in their thousands as they flew high above the world of Nimoa.

The humans who had to fight for their existence in Nimoa paid homage to and worshipped their dragons and their Dragon god, Ungh-Agor. In the fight against Skarborr man and dragon stood side by side, especially the Ungh-Agorites, members of a religious order of magicians who would fly into battle on carpets with the ability to fly.

There were long and bloody wars, which became longer and bloodier every time they broke out and finally this underground growth seemed to be getting the upper hand and spread like a cancer.



Confident in his coming victory Skarborr went through a metamorphosis and left his moist realm as a disgusting and horrifying beast to be present as the last victory in the fight for the planet.

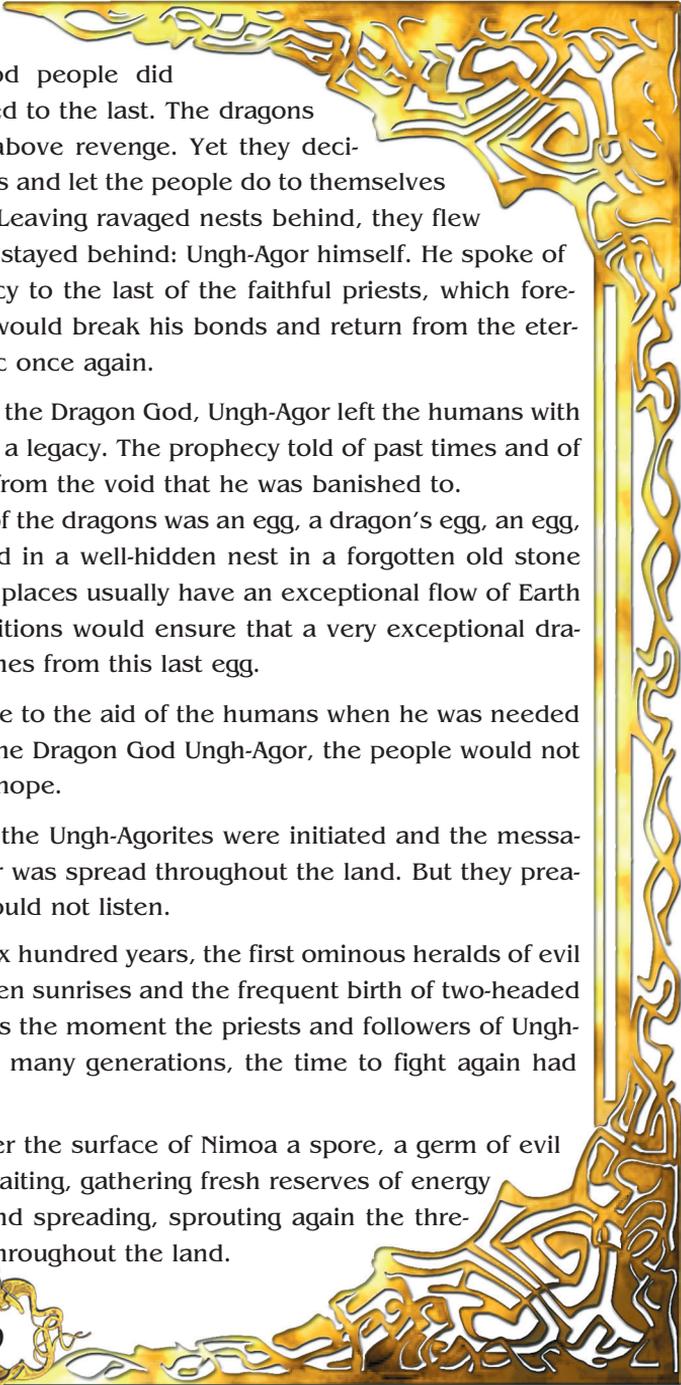
The very fact that Skarborr left his protective sanctuary also presented the powerful dragon god Ungh-Agor with just one big chance. In a long and bitter battle, the dragons manage to beat Skarborr and his miscarriages of Hell.

The fruits of the matted underground network of threads dried out and thanks to their magical powers the dragons were able to use the positive Earth energy and the danger was erased. This evil was torn out by the roots, but was Skarborr vanquished forever?

A long period of peace rested over Nimoa. The towns built by the humans flourished and slowly but surely the people forgot about the terrible wars of their ancestors.

Only the wise keepers of the holy legends, the Ungh-Agorites, preserved the knowledge of the godly dragon and the horrible Skarborr. For most of the people stories of Skarborr were something that you told your children. "If you can't be good, then the nasty Skarborr will come and get you" is what was said to mischievous children. Nobody ever believed a word of it. In the same way as people forgot about the danger, they also started to distance themselves from their religion and the Ungh-Agorites were seen as a load of cranky old men on flying carpets.

Just a few years passed - and a new sect sprung into existence: a group of fanatics calling themselves "Zealots" saw dragons as the next threat to humanity. They decided that the dragons wanted to replace Skarborr and his monsters on the throne of evil. The poor misguided souls - they decided to strike first, and destroyed all the dragon eggs they could find. There were other people, of course, who were faithful to their dragon friends and tried to defend the precious eggs from the zealots. There were not enough of them, though - most people were too lazy and afraid to stand up for what they knew was right.



A small group of good people did resist and was destroyed to the last. The dragons in their wisdom were above revenge. Yet they decided to leave these lands and let the people do to themselves whatever they wished. Leaving ravaged nests behind, they flew away. Only one dragon stayed behind: Ungh-Agor himself. He spoke of a prophecy and a legacy to the last of the faithful priests, which forewarned that Skarborr, would break his bonds and return from the eternal void to wreak havoc once again.

Before the dragons left, the Dragon God, Ungh-Agor left the humans with a horrific prophecy and a legacy. The prophecy told of past times and of the return of Skarborr from the void that he was banished to. The bequest or legacy of the dragons was an egg, a dragon's egg, an egg, which Ungh-Agor placed in a well-hidden nest in a forgotten old stone temple. These old holy places usually have an exceptional flow of Earth energy and these conditions would ensure that a very exceptional dragon develops and hatches from this last egg.

This dragon would come to the aid of the humans when he was needed the most. So decreed the Dragon God Ungh-Agor, the people would not be left behind without hope.

The temple keepers of the Ungh-Agorites were initiated and the message of the coming savior was spread throughout the land. But they preached upon ears that would not listen.

Eventually, after over six hundred years, the first ominous heralds of evil were noticed: three green sunrises and the frequent birth of two-headed Simoran cattle. This was the moment the priests and followers of Ungh-Agor had feared for so many generations, the time to fight again had come!

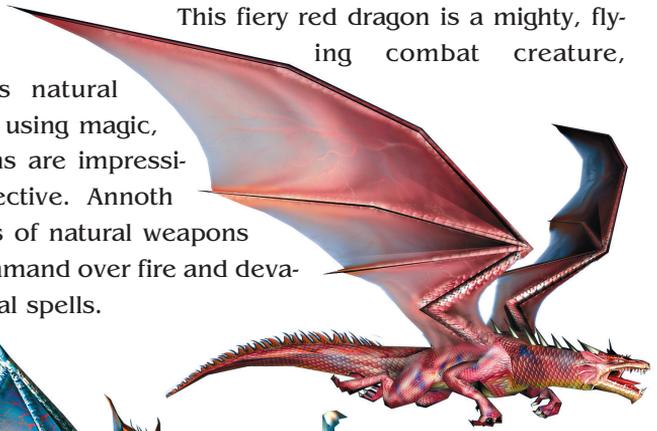
Somewhere, deep under the surface of Nimoa a spore, a germ of evil had survived. Sitting, waiting, gathering fresh reserves of energy to start reaching out and spreading, sprouting again the threads of evil under and throughout the land.

THE DRAGONS

ANNOOTH - THE FIRE BREATHER

which prefers his natural fighting abilities to using magic, but his conjurations are impressive and highly effective. Annooth has the most types of natural weapons and he has the command over fire and devastating pyrotechnical spells.

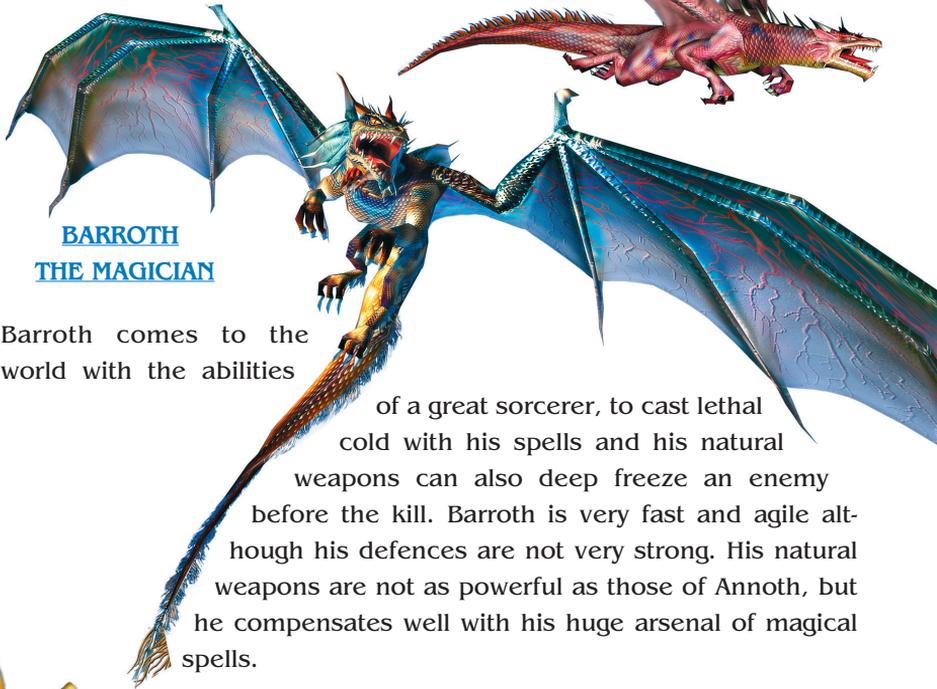
This fiery red dragon is a mighty, flying combat creature,



BARROTH THE MAGICIAN

Barroth comes to the world with the abilities

of a great sorcerer, to cast lethal cold with his spells and his natural weapons can also deep freeze an enemy before the kill. Barroth is very fast and agile although his defences are not very strong. His natural weapons are not as powerful as those of Annooth, but he compensates well with his huge arsenal of magical spells.





MORROGH -

THE NECROMANCER

Not only does this dragon bring certain death; but by calling up hoards of zombies and other creatures from beyond the grave he shows his powers over death itself. He is not the fastest of dragons but he regenerates very quickly.

OTHER CHARACTERS

QUIBECK AND THE ORDER OF THE UNGH-AGORITES

Soon after the game begins you will meet Quibeck. He is the overseer of a powerful group of magicians who have worshiped the dragon god Ungh-Agor since time immemorial. He is your adviser and brings you information and informs you of you most urgent tasks throughout the game.



He is a very serious man on a flying carpet with a big heart and total dedication to solving the troubles in the land Nimoa. As the most senior of his sect and leader of the Ungh-Agorites, he has been on the side of the dragon from the very beginning and is a true believer in the prophecy and the coming of the saviour. Quibeck is also the driving force behind the fight with Skarbarr.

Throughout the game you can observe other believers in the prophecy on their flying carpets harvesting the souls of monsters that you have killed. This is a kind of energy recycling and the energy won is collected for repairing and upgrading the towns.

THE KING: This character is the secular leader of world of Nimoa and is very skeptical about the dragon. Nonetheless he is happy to give the dragon a chance though, as he really has no other choice and he needs all the help he can get.

PARDIS - THE WARLORD

A strong and good man, a ferocious and loyal warrior and General of the forces of good. He is a middle-aged and has spent all his life fighting

against evil, but does not wish to leave the savior alone in the fight against Skarbarr.

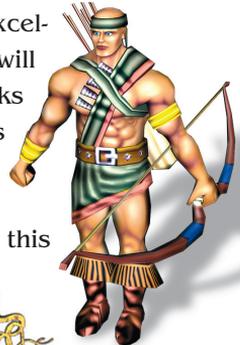
Pardis did not really believe in the prophecy and doubted the dragon's powers at their first meeting. Yet, he is soon convinced and the dragon gets all his support.



KINDJAL THE HUNTER

Kindjal the Hunter: Kindjal lives and works outside the relative safety of the villages and towns in the forests, alone with the nature. He can move silently through the forests and plains and is excellent with his mighty bow and arrow, attributes that will certainly help in the fight against Skarbarr. He speaks quietly, although a touch of irony may be heard in his voice, but he takes his task very seriously. He

is a bit sceptical about the dragon at first, but soon accepts the abilities of this flying horror story.



SKARBORR AND HIS NATAL LAIRS

Skarborr is primarily a subterranean life form, living as a mould, reaching out and stretching its threads through an infected area like a deadly toadstool.

Deep within the earth is the stinking center of Skarborr and where ever its threads break through the surface its reproductive organs appear in the form of a cap and spews out the most revolting monsters in the same way as fungi eject spores

These aberrations of hell spread the evil and ensure that the ubiquitous mother "plant" strengthens its hold over life on the planet. Although you read the word "plant", who can really categorize the existence of this being?

The numerous monsters in all of their diverse forms are only a comparatively insignificant manifestation to the hidden, unseen form of Skarborr. Very little is known about this underground life form apart from long periods, sometimes hundreds of years, in which it seems to vegetate only to spit out more powerful and more revolting monsters. The legends mentioned that it would someday come to a horrible metamorphosis of this creature and Skarborr himself would appear on the surface of Nimoa. This happened once, but not too recently, and no

one even wants to even try and imagine what might have happened, if the dragon had not been victorious and weakened Skarborr forever.

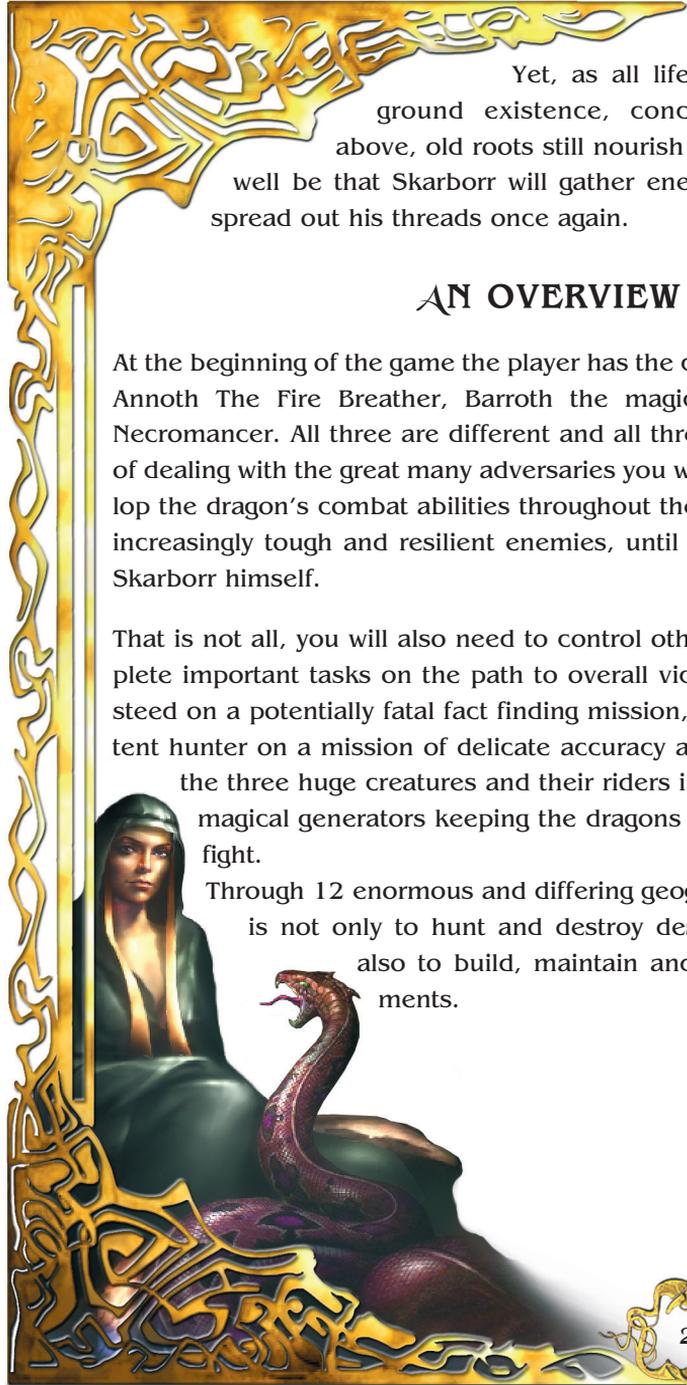
Skarborr's terrestrial form has thrown all descriptions of known daemons into the shadows, he

appears as a giant, horribly ugly monstrosity with unbelievable, physical and magical power. Only the consolidated power of all of the divine

species of dragons and humans could

beat the daemon and as Skarborr was finally killed and his monsters died out or were hunted down and the caps dried and withered away was victory certain.





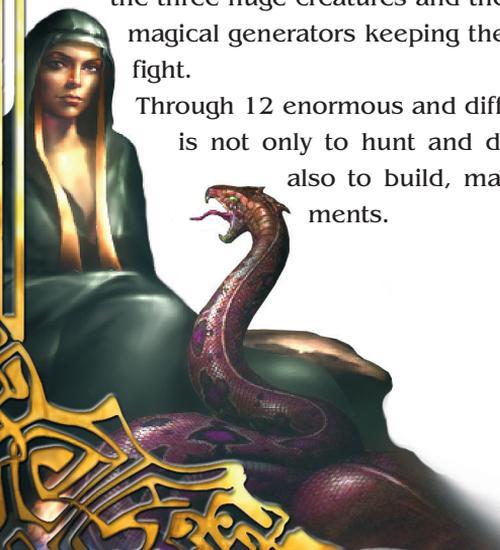
Yet, as all life forms with an underground existence, concealed from the eyes above, old roots still nourish a vital center so it may well be that Skarbarr will gather energy over centuries and spread out his threads once again.

AN OVERVIEW

At the beginning of the game the player has the choice of three dragons: Annoth The Fire Breather, Barroth the magician and Morrogh The Necromancer. All three are different and all three have their own ways of dealing with the great many adversaries you will meet. You also develop the dragon's combat abilities throughout the game to deal with the increasingly tough and resilient enemies, until you meet and conquer Skarbarr himself.

That is not all, you will also need to control other characters and complete important tasks on the path to overall victory: a warlord and his steed on a potentially fatal fact finding mission, the thoroughly competent hunter on a mission of delicate accuracy and selective killing and the three huge creatures and their riders in an attempt to destroy magical generators keeping the dragons away from the next big fight.

Through 12 enormous and differing geographical areas the task is not only to hunt and destroy despicable monsters, but also to build, maintain and defend human settlements.



GETTING STARTED

After you have installed the game, click on the “Play” button to get to the start menu for the first time. On the left hand side of the screen you have the following possibilities.

Load game - please check the chapter on loading games, as you will have no saved games when playing for the first time.

Load last game or resume last game - this is not yet relevant to you, but here you can continue with your last save.

Options - here you can make any adjustments to the game required by yourself or your computer. Please read the “Options” chapter for more details, but no settings need to be changed for you to start playing.

Tutorial - for a tour of the basic functions of the game click on this button to get to a short teaching program.

Credits - here you can view a list of all the people who have brought you “The I of the Dragon”.

Exit - Click here to end the program.

STARTING A NEW GAME

In the middle of the screen you will see a magical artifact hanging over a small campfire. Click on this to begin a

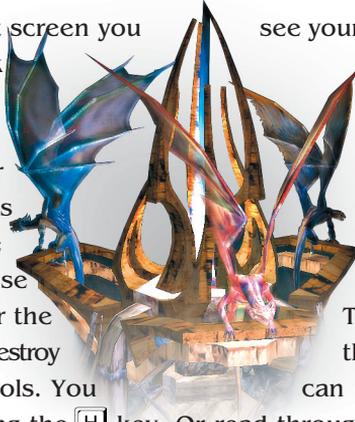
 new game. You are then taken to a stone temple in which you will see three dragons.

Hold the mouse cursor over them to find out which is which. Click on any one of the dragons to receive a description about his natural and magical abilities.



As soon as you have chosen a dragon, confirm your choice by clicking on the check mark in the dialog box. The I of the Dragon will now load.

In the next screen you see your dragon in the land of Nimoa. Click with left mouse button somewhere in the landscape and there. Alternatively you can use the cursor keys. Beware! Soon some of the monsters whose only purpose is to shoot you down. To shoot, you can use the right mouse button, the spacebar or the Tab key. Shoot monsters and destroy their lairs and get a feeling for the controls. You can get more help during the game by pressing the [H] key. Or read through this manual for any aspects that you like help on. The best way to get assistance is to play the tutorial before you begin. To start the tutorial from the game press the Esc key and then the tutorial button, then simply follow the instructions on the screen.



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THE CAMERA

In the "The I of the Dragon" you fly through a wonderful 3D landscape seen out of the dragon's perspective. You fly quickly and attack enemies while trying to avoid their counter attacks.

And here it is very important in the game how well you coordinate your movements with the environment. After you have played for a while you will also realize how easy and logical the controls are, but you will also find it useful to find out about the basic functions of the camera and controls for the dragon.

CAMERA POSITION

The moment the game starts the camera is in position behind and above the dragon, so that you can watch your alter ego in action. This angle is called the "dragon camera". You may also want to see the world and your airborne conflicts from the dragon's perspective (ego perspective.) That is also possible by pressing the **C** key on your keyboard. You can switch from one camera to the next as often as you like between the angles.



Dragon camera: The view from just behind the dragon (default).

Ego perspective: See the world and your foes out of the dragon's eyes.

Follow-up camera: similar to the dragon camera. This setting allows you to zoom very close to an enemy or an object. Press the wheel during an attack and the camera will focus on the attacked object or enemy.

CAMERA SWING (PANNING)

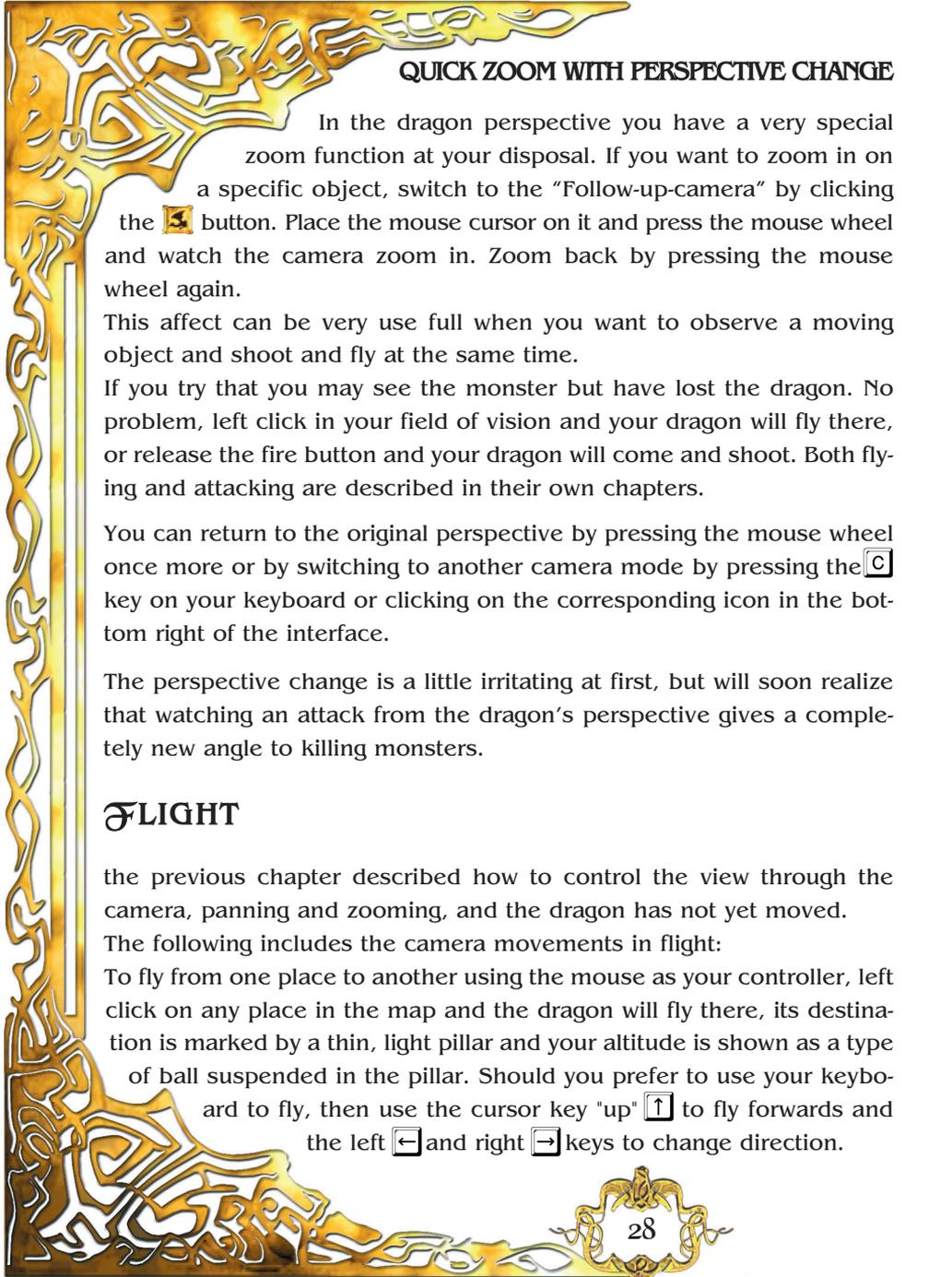
You can swing the camera around the dragon, left, right, up and down by placing the mouse cursor in the corresponding edge of the screen, top for up left for left etc. if you follow these actions the mouse wheel pressed or by pressing the **Shift** button, you only need to make smaller movements with the mouse to achieve the same effect. Alternatively, you can pan just as easily with the numeric pad **Num** key **4**, **2**, **8**, **6** or by pressing the respective arrow keys **←**, **↓**, **↑**, **→**.

CENTERING THE CAMERA

To center the camera (bring it back to the start position) press the number **5** on the numeric pad **Num**.

ZOOMING

You can zoom the camera in and out by turning the mouse wheel or by using the **+** (plus) and **-** (minus) keys on the numeric pad **Num**.



QUICK ZOOM WITH PERSPECTIVE CHANGE

In the dragon perspective you have a very special zoom function at your disposal. If you want to zoom in on a specific object, switch to the "Follow-up-camera" by clicking the  button. Place the mouse cursor on it and press the mouse wheel and watch the camera zoom in. Zoom back by pressing the mouse wheel again.

This affect can be very use full when you want to observe a moving object and shoot and fly at the same time.

If you try that you may see the monster but have lost the dragon. No problem, left click in your field of vision and your dragon will fly there, or release the fire button and your dragon will come and shoot. Both flying and attacking are described in their own chapters.

You can return to the original perspective by pressing the mouse wheel once more or by switching to another camera mode by pressing the  key on your keyboard or clicking on the corresponding icon in the bottom right of the interface.

The perspective change is a little irritating at first, but will soon realize that watching an attack from the dragon's perspective gives a completely new angle to killing monsters.

FLIGHT

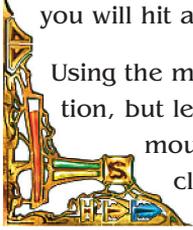
the previous chapter described how to control the view through the camera, panning and zooming, and the dragon has not yet moved.

The following includes the camera movements in flight:

To fly from one place to another using the mouse as your controller, left click on any place in the map and the dragon will fly there, its destination is marked by a thin, light pillar and your altitude is shown as a type of ball suspended in the pillar. Should you prefer to use your keyboard to fly, then use the cursor key "up"  to fly forwards and the left  and right  keys to change direction.

FLIGHT ALTITUDE

It is worthwhile during the game to vary your altitude depending on the situation. Although your dragon is usually safe as long as he is in motion, to avoid enemy fire one should utilize all possibilities in all directions including the vertical. Climb to dodge and dive to target and shoot more accurately. It is unlikely that you will hit a moving target when you are too high.



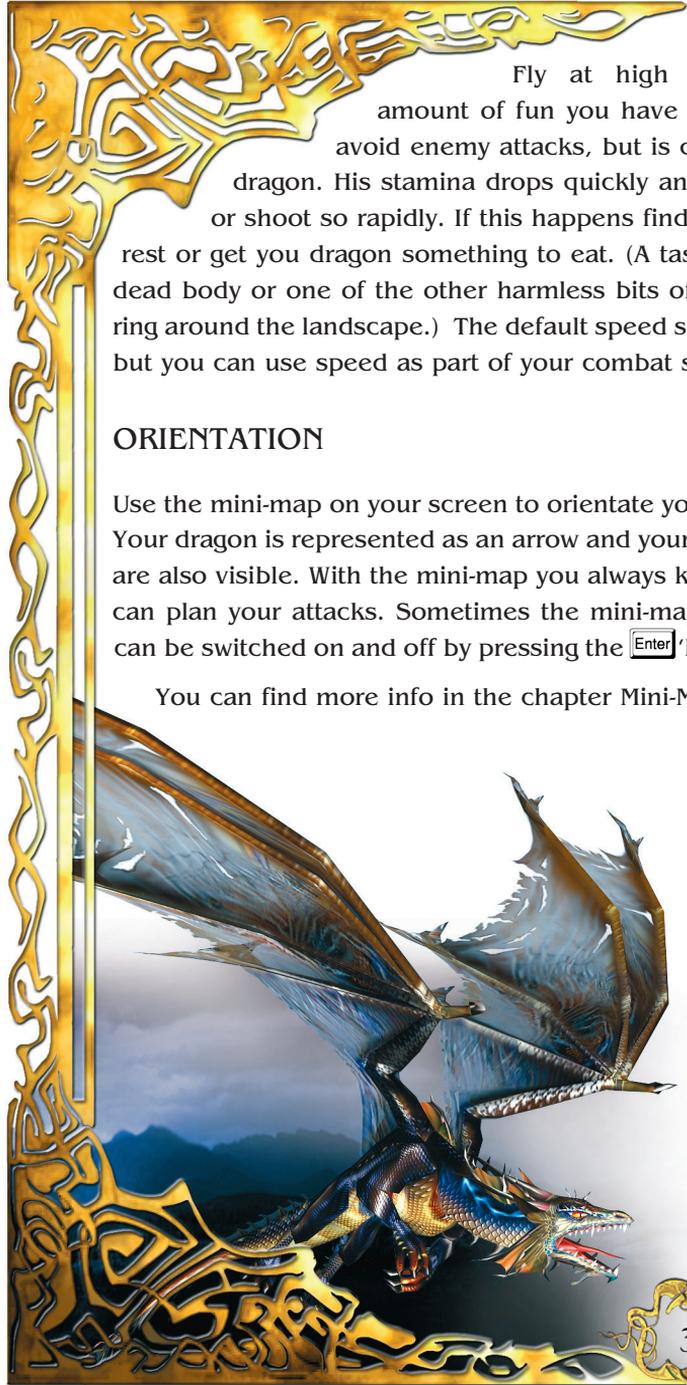
Using the mouse, you can change altitude by click on your destination, but leave your finger on the left mouse button and move the mouse either towards you to dive or away from you to climb. Another possibility is to click on the button in the bottom left hand corner of the screen.

During all action aerial combat we recommend that you get used to the keyboard controls. Press the **Q** and **A** keys or the **Page Up** and **Page Down** keys to adjust your altitude. In this way it is a lot easier to take advantage of the 3 dimensional space available to you when avoiding even the most dangerous homing missiles.

TIP: you can give the mouse wheel the function of setting the altitude by changing the control setting in the options menu under Controls / Bind. But please also alter the controls for the zoom function, which is the standard setting for the mouse wheel. Click on **"Apply"** to confirm your changes.

FLIGHT SPEED

You the player are also Lord over your flight speed. Click on the slide switch in the bottom right hand corner of the screen and pull it to the left (slower) or the right (faster). The extreme left of the slider is the same as stop or pause. To adjust the flight speed on the keyboard use the **Home** and **End** keys, or check the setting in the tutorial or the option menu as there can be regional differences.



Fly at high speed increases the amount of fun you have and is the best way to avoid enemy attacks, but is quite exhausting for the dragon. His stamina drops quickly and he will not fly as fast or shoot so rapidly. If this happens find a quiet place to take a rest or get you dragon something to eat. (A tasty monster or two or a dead body or one of the other harmless bits of dragon fodder wandering around the landscape.) The default speed setting is recommended, but you can use speed as part of your combat strategy.

ORIENTATION

Use the mini-map on your screen to orientate yourself in the landscape. Your dragon is represented as an arrow and your enemies and their lairs are also visible. With the mini-map you always know where you are and can plan your attacks. Sometimes the mini-map is in your way, but it can be switched on and off by pressing the  'Return' key at any time.

You can find more info in the chapter Mini-Map.



COMBAT

ATTACKABLE OBJECTS

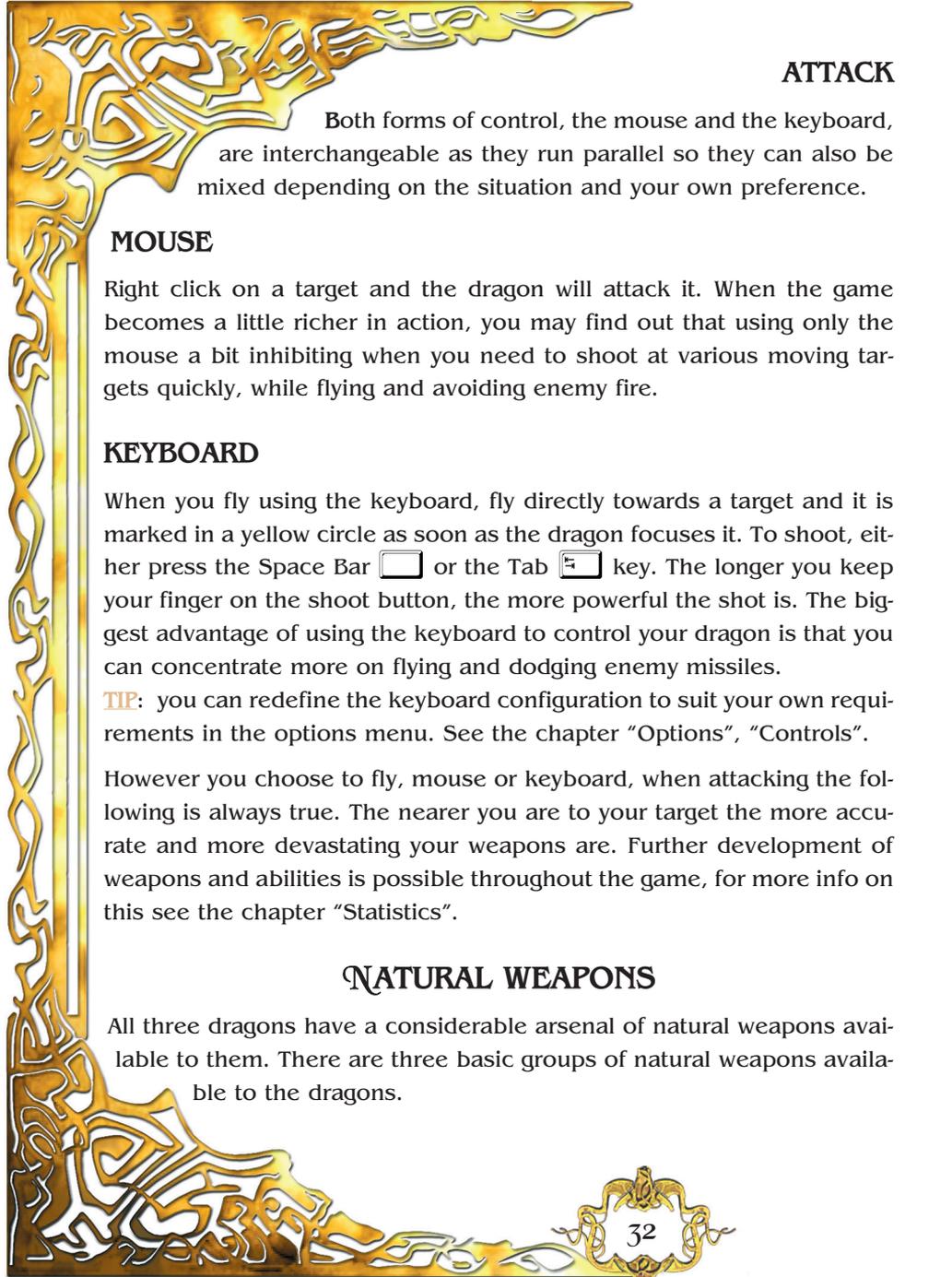
At the beginning of the game your dragon is young and has little combat experience. His weapons are not very powerful and only accurate at close quarters. You have a lot of time to practice and get used to your dragon's preferred methods of attack. Shoot a tree or two or any passing monster to perfect your handling of the controls. Your real targets are the monsters and their lairs.

If you use the mouse, these objects are shown with a green, yellow or red spot above them indicating their health condition. If you fly with the keyboard, as soon as an object is focused it has a yellow circle around with its health indicator at the top. When an object is hit the level of the spot drops and changes color from green = (healthy), yellow = (ouch), red = (seriously damaged).

The humans and their town buildings can also be destroyed by dragon fire, but try to avoid doing this as it is partly your task to protect them. They also have a green spot above them when you pass over them with the mouse, or a green circle around them with a green spot when you use the keyboard controls.

If you want an even better overview of what to shoot and what you want to preserve, press the **[Z]** key and you will see enemies with a small red shield above their heads and buildings. In the same way the humans and their town buildings are marked with green shields.

- | | |
|-----------------------------|-----------------------------------|
| Graphic red with diagonal | = enemy/monster |
| Graphic red with spot | = lair |
| Graphic green with diagonal | = Human |
| Graphic green with spot | = Building |
| Graphic white | = Harmless animal / dragon fodder |



ATTACK

Both forms of control, the mouse and the keyboard, are interchangeable as they run parallel so they can also be mixed depending on the situation and your own preference.

MOUSE

Right click on a target and the dragon will attack it. When the game becomes a little richer in action, you may find out that using only the mouse a bit inhibiting when you need to shoot at various moving targets quickly, while flying and avoiding enemy fire.

KEYBOARD

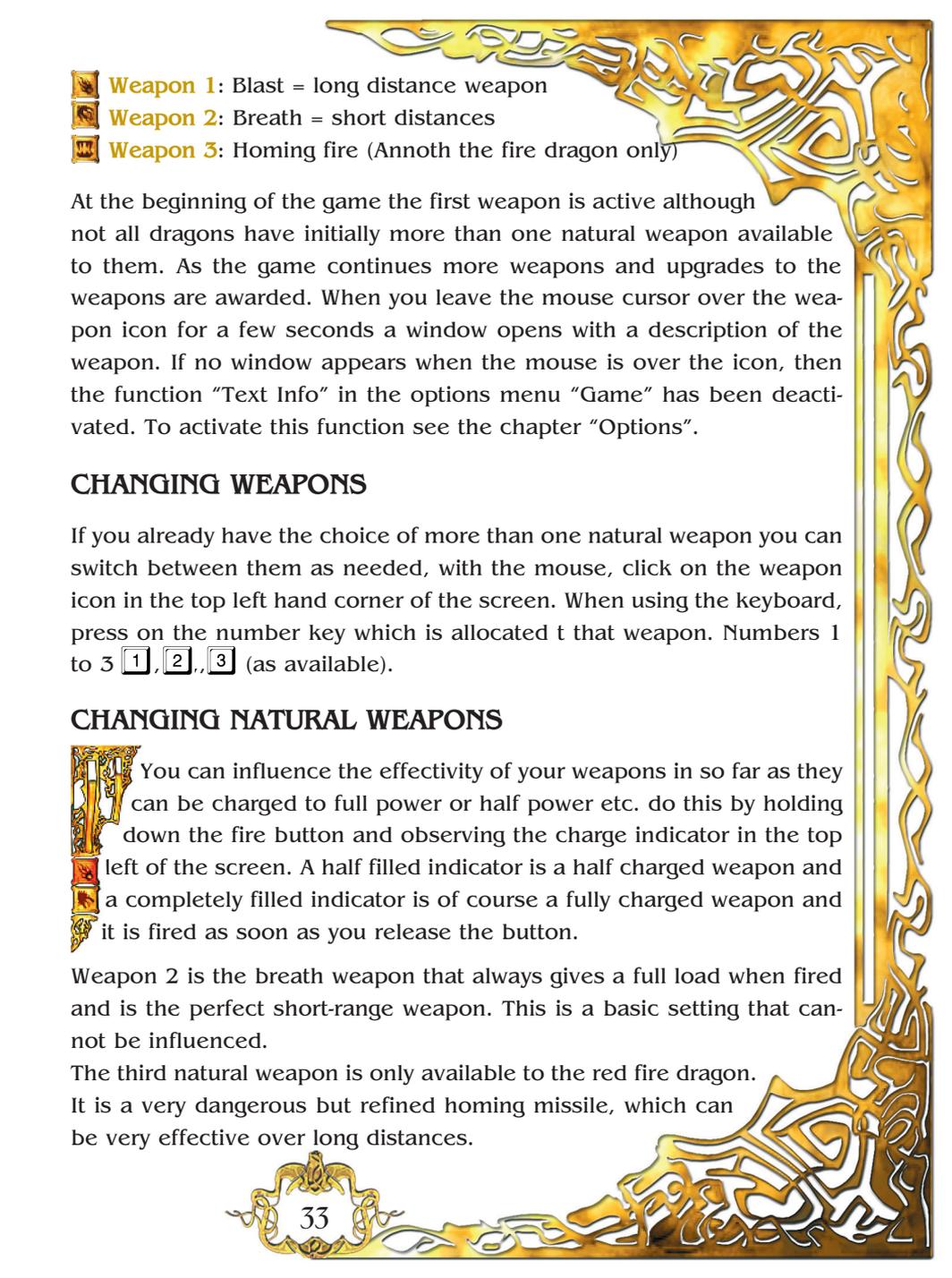
When you fly using the keyboard, fly directly towards a target and it is marked in a yellow circle as soon as the dragon focuses it. To shoot, either press the Space Bar  or the Tab  key. The longer you keep your finger on the shoot button, the more powerful the shot is. The biggest advantage of using the keyboard to control your dragon is that you can concentrate more on flying and dodging enemy missiles.

TIP: you can redefine the keyboard configuration to suit your own requirements in the options menu. See the chapter "Options", "Controls".

However you choose to fly, mouse or keyboard, when attacking the following is always true. The nearer you are to your target the more accurate and more devastating your weapons are. Further development of weapons and abilities is possible throughout the game, for more info on this see the chapter "Statistics".

NATURAL WEAPONS

All three dragons have a considerable arsenal of natural weapons available to them. There are three basic groups of natural weapons available to the dragons.

- 
-  **Weapon 1:** Blast = long distance weapon
 -  **Weapon 2:** Breath = short distances
 -  **Weapon 3:** Homing fire (Annoth the fire dragon only)

At the beginning of the game the first weapon is active although not all dragons have initially more than one natural weapon available to them. As the game continues more weapons and upgrades to the weapons are awarded. When you leave the mouse cursor over the weapon icon for a few seconds a window opens with a description of the weapon. If no window appears when the mouse is over the icon, then the function "Text Info" in the options menu "Game" has been deactivated. To activate this function see the chapter "Options".

CHANGING WEAPONS

If you already have the choice of more than one natural weapon you can switch between them as needed, with the mouse, click on the weapon icon in the top left hand corner of the screen. When using the keyboard, press on the number key which is allocated to that weapon. Numbers 1 to 3 , ,  (as available).

CHANGING NATURAL WEAPONS



You can influence the effectivity of your weapons in so far as they can be charged to full power or half power etc. do this by holding down the fire button and observing the charge indicator in the top left of the screen. A half filled indicator is a half charged weapon and a completely filled indicator is of course a fully charged weapon and it is fired as soon as you release the button.

Weapon 2 is the breath weapon that always gives a full load when fired and is the perfect short-range weapon. This is a basic setting that cannot be influenced.

The third natural weapon is only available to the red fire dragon. It is a very dangerous but refined homing missile, which can be very effective over long distances.

FEEDING YOUR DRAGON

Dragons can get very hungry! Although they can hold out for a very long time without food a hungry dragon becomes less able to fight and shoot quite so effectively, he does not regenerate his health and stamina and the Mana flow slows down. All this can make him very vulnerable. The answer is to feed him regularly. His diet is quite simple, there are animals in "The I of the Dragon" landscape, which he can catch and eat. He also eats some of the smaller monsters, alive or dead, and if there are dead humans after a fight near a town, he will not turn his nose at them either. To catch food, click on the icon  under the weapons list and then right click on his prey, or press **E** on your keyboard and when his take out is focused release the fire button. "Tab"  or the "Space Bar" . The dragon will then chase and catch his dinner. This does not always work; sometimes it depends on the terrain. Press the fire button again and the dragon will eat. If you want to give your dragon a healthy diet of monsters, please remember that he catches his food in flight and eats in the air. He will not catch the bigger monsters.



MAGIC

Not only do the dragons have impressive natural weapons; they are also creatures of magic. You can select an active magical spell from the top right of the screen. The game starts with only two spells but throughout the game you will collect an impressive arsenal of spells. In the following you will find out how to use magic and how to organize your inventory.



CHOOSING YOUR SPELL

Where your natural weapons are good, some of the spells a dragon can use are absolutely devastating. Before you use magic to decimate your enemy there are one or two steps to follow.

Spells on the extreme right of your screen cannot be used before they are activated. They are in your inventory, but grayed out. This list can be hidden by clicking on the icon above it and reappears when you click on the icon a second time.



Activate a spell either by clicking on it twice or move per drag and drop into one of the empty "Spell Slots" at the top of your monitor. You can only activate as many spell as there are "Spell Slots" when the game begins you have two "Spell Slots" and as the game continues you get more either by the next level up or by collecting complete sets of crystals.

See the chapter on "Gerra Crystals."

As you will usually have more spells in your inventory than "Spell Slots" available for active spells, it is useful to know that they can be swapped around by drag and drop. Make room for a spell by dragging one from the active list and placing it in the inventory. Select the spell you want by double click and it will take the place of the other.

CHARGING A SPELL

As soon as a new spell appears in the active spells list, it automatically starts to charge. Before this process is complete the spell cannot be used.

Loading: to use a spell you can left click on it with the mouse, press the designated key. These keys are always  to  and cannot be redefined.

You can watch the spell loading, a blue ring runs clockwise around it from the bottom. Select a spell and see it spell slot change. It s now ready to use as soon as you release the fire button (Tab  or Space Bar ) or right click on the target.



Your natural weapons are deactivated when you use a spell. Meaning that the spell has priority until it is released. To reactivate your natural weapons, if you change your mind, press the weapon number.

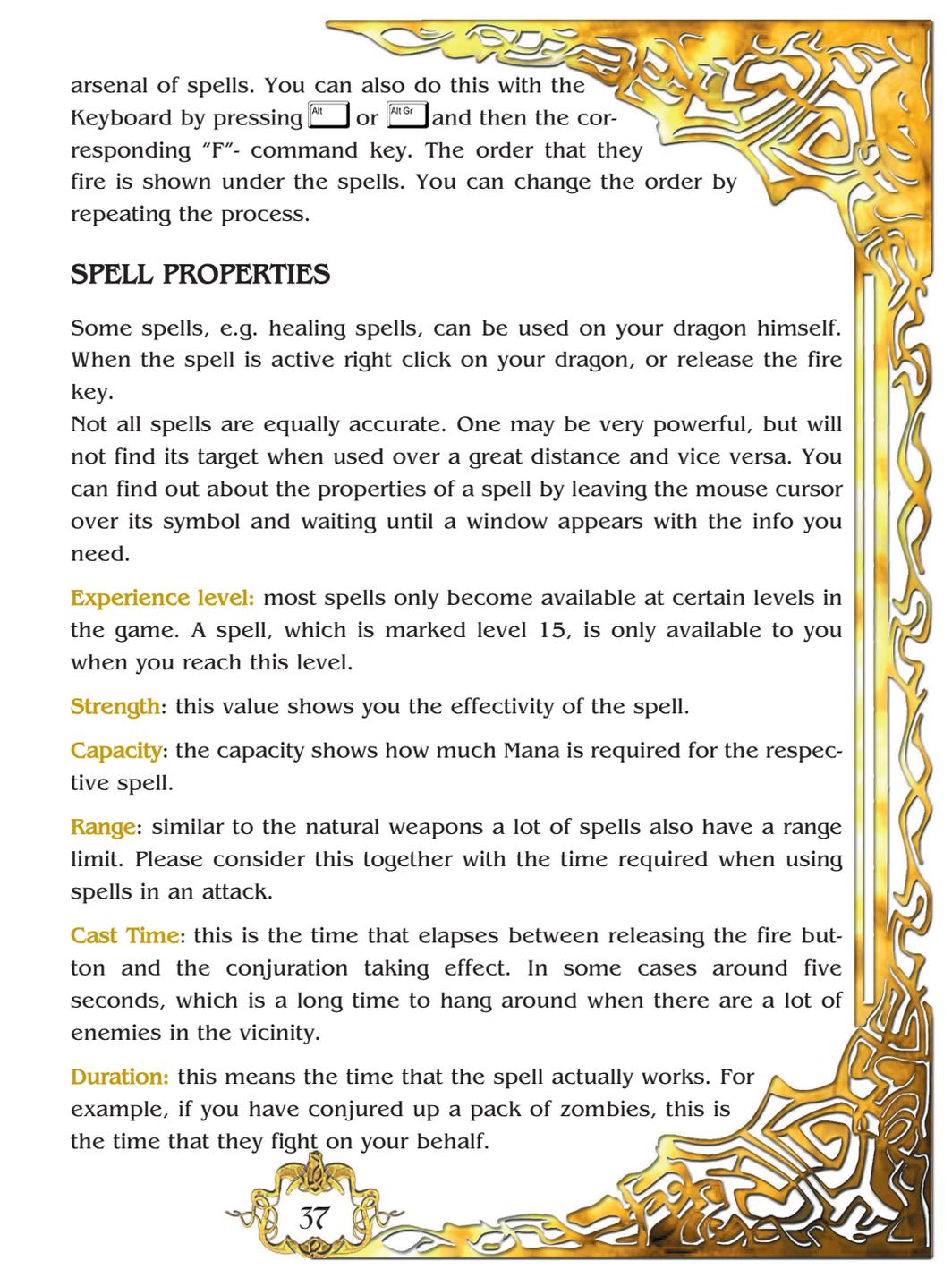
When a spell has been released you must wait for it to charge before you can use it again. You will hear a “Ping” when it is ready for use again.

QUEUING SPELLS

If you wish, you can activate more than one spell at a time. The number of spells is only limited by the amount of spell slots you have in the top edge of the screen. You get more slots as the game continues.

Before an attack you can define which spells and in which order they are used. You only then have to hit the fire button each time you focus a target, or right click on the targets with the mouse one after the other.

Press  or  and click on the charged spell you want to use and repeat the process until you have a loaded



arsenal of spells. You can also do this with the Keyboard by pressing  or  and then the corresponding "F"- command key. The order that they fire is shown under the spells. You can change the order by repeating the process.

SPELL PROPERTIES

Some spells, e.g. healing spells, can be used on your dragon himself. When the spell is active right click on your dragon, or release the fire key.

Not all spells are equally accurate. One may be very powerful, but will not find its target when used over a great distance and vice versa. You can find out about the properties of a spell by leaving the mouse cursor over its symbol and waiting until a window appears with the info you need.

Experience level: most spells only become available at certain levels in the game. A spell, which is marked level 15, is only available to you when you reach this level.

Strength: this value shows you the effectivity of the spell.

Capacity: the capacity shows how much Mana is required for the respective spell.

Range: similar to the natural weapons a lot of spells also have a range limit. Please consider this together with the time required when using spells in an attack.

Cast Time: this is the time that elapses between releasing the fire button and the conjuration taking effect. In some cases around five seconds, which is a long time to hang around when there are a lot of enemies in the vicinity.

Duration: this means the time that the spell actually works. For example, if you have conjured up a pack of zombies, this is the time that they fight on your behalf.

For other spells it is irrelevant e.g. dropping a boulder on a monsters head.

MANA

All dragons are magical creatures and all dragons can use magic, but they need a flow of magical energy to use and to load spells.

If you want to make your dragon's use of magic more efficient, you should invest experience points in extending his mana flow. The higher this value is, the faster the spells recharge. The mana flow available is divided between all spells charging at the same time.



EXPERIENCE LEVELS

As you kill monsters and destroy their lairs, you gain experience points. The exact number of points for a fatal hit is shown on the screen.



After achieving a certain number of points you go up to the next level. If you pass over the **S** (Statistics) in the bottom left of the screen with the mouse cursor, you will see the percent points required until going up to the next level. If you want more info, click on the **S** to get to the statistics screen.

In the statistics at the top middle you can see your points and how many points are needed before the next level up **NEW LEVEL**.

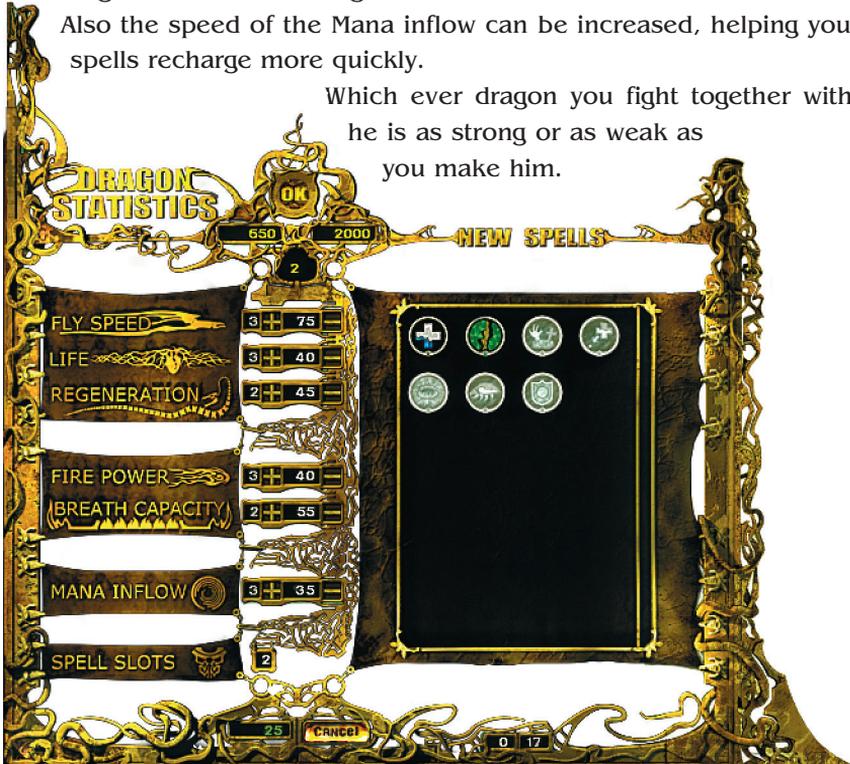
Directly below these two values is a number which indicates at which level you are currently playing on. All three of the statistics above give more information in a window when you let your mouse cursor rest on them for a while. As soon as you go up one level the **S** (Statistics) in the bottom left hand corner of the game screen flashes to inform you that you have "Statistic points" to divide among the characteristics of your dragon to make him stronger, faster etc.

STATISTICS SCREEN: DEVELOPING YOUR DRAGON

At the beginning of the game your dragon is still young and inexperienced. As the game goes on he gets more experience after level ups in the way of "statistic points" these points you can divide up among the abilities of the dragon and on buying new spells. You decide if you dragon should fly faster or shoot harder, or if you need a faster regeneration after being hit.

Also the speed of the Mana inflow can be increased, helping your spells recharge more quickly.

Which ever dragon you fight together with, he is as strong or as weak as you make him.



The exact number statistic points available for distribution is shown at the bottom of the screen.

ACQUIRING NEW SPELLS WITH STATISTIC POINTS

You can buy, so to say, new spells for your dragon with the statistic points from the last update. On the right of the statistics interface is a collection of icons, which represent a list of spells. The colored icons are spell that are available to you now and the grayed out spells will become available to you in following levels.

Choose the spell you want to use and click on it. Then click on  and the spell goes automatically into your arsenal of magic.

Check to see if you have any stat points left over. If so you can divide them between the dragons combat abilities etc.

NOTE: Spells are expensive as far as experience points are concerned. You can see the cost of spells at the bottom of the spells list. Be sure to keep a balance between the amount of spells you buy and developing his other characteristics. "A dragon cannot win a fight on spells alone".

DIVIDING STATISTIC POINTS ON ABILITIES

You can increase the value of a characteristic by clicking on the  sign next to one of the categories.

Flight speed: increases the maximum flight speed of your dragon.

Life: the higher your dragon's life levels the more resilient he is against attacks.

Regeneration: determines the speed at which a dragon recovers his health during and after battle.

Fire power: increases the effects of all natural weapons.

Breath capacity: this determines how fast the dragon can shoot repeatedly after charging his weapons.

Mana: meaning the inflow of magical energy. The higher this value the faster the spells recharges. You only get so many points by each level up to distribute, so make good use of them. More info about the cost structure in the following chapter.

COST STRUCTURE

When you want to increase the value of one of the dragon's abilities by one point, it depends on the cost factor of the of that category as to how many statistic points it is going to cost you. In other words, points for abilities vary depending on the dragon you use and the ability.

For example: let's say that you are playing the dragon Annoth and have just achieved the second level. You get 25 statistic points and want to use them to increase the dragon's flight speed. At the beginning of the game Annoth has a flight speed value of 80 points. Points available =25. click on the "+" next to the category flight speed and increase the value to 81, your statistic points sinks from 25 to 22 because one point of speed costs three statistic points.

The same transaction for Barroth The Magician only costs 2 statistic points. The cost factor for each separate category is next to the  sign.

	Annoth	Barroth	Morrogh
Flight Speed	3	2	3
Life	2	3	3
Regeneration	4	4	2
Fire Power	2	4	3
Breath Capacity	3	4	2
Mana	4	2	3

How the different cost factors for all three dragons are divided can be seen in the table below. The balance is directly related to the Natural abilities of the dragons. It would simply cost you too many statistic points to make an excellent magician out of Annoth because his greatest strength is in the power of his pyrotechnically based natural weapons. It makes as little sense to concentrate to many of your valuable points on Barroth's Natural weapons because all of his talent lies in his agility and his mighty command of magic. At the same time, do not neglect a dragon's other skills. Only a well-balanced dragon can be any competition to Skarbarr.

You can distribute the statistic points to each of a dragon's characteristics by clicking on the **+** (plus) sign next to the categories, or take a point away by clicking on the **-** (minus) sign. You can cancel the action and distribute the points at a later stage if you wish. To do this, click on **CANCEL** at the bottom of the interface. No changes will be initiated and you lose none of the statistic points. When you have distributed all your points and are happy with your selection, click on **OK** to return to the game. Once you done this, you cannot reverse the action.

THE MAIN MAP



The main map gives you an overview of the condition of the lands in "The I Of The Dragon" world and helps you to move from one land to the next.

You can open the main map by pressing the

 key on your keyboard or by clicking on the 

“Global Map” icon in the bottom right of the screen.

At the beginning of the game you find yourself in Mediterraneo in the north west of Nimoa, there are eleven other lands, which you must fight your way through: Crimea, Earthskull, Ferra, Forest, Golden Woods, Hole, North Star, Rockwood, Terra, Turf und Wonderland.

You will recognize the region in which you are in by the yellow margin around the borders. Those with a blue border are regions where you have already been and the red ones are not yet accessible to you and will be opened as the game progresses. Navigate through the Global map with a left click of your mouse.

The map is not only for your orientation, but in the box at the bottom left of the interface is valuable information about the health condition of the town, the numbers of humans, monsters and their lairs. To get this info, just allow the mouse cursor to rest in one of the regions.

- 1) The existence of a town, if you have built one there, its health condition in brackets and the number of lairs.
- 2) The number of living humans
- 3) The number of monsters.
- 4) Whether or not the area is accessible to you.

You also get info about lands, which you do not have admission to and are still firmly in enemy hands. You will come to these later in the game. The symbols on the right of the interface give you a quick overview of the various regions. When a symbol lights up it means the following.

 Symbol 1: Dragon: Your location! (Yellow-bordered region)

 Symbol 2: Town

 Symbol 3: Humans

 Symbol 4: A battle between the towns-folk and monsters is in progress.

 Symbol 5: Monster Lairs

 Symbol 6: Monsters

Towns are shown as green circles on the global map and enemy lairs as red dots. If there is a battle in progress it is shown as a colored exclamation mark. An orange exclamation mark means the situation is critical.



MINI MAP

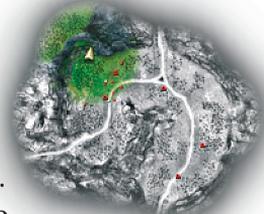
During the game a small "mini-map" at the top left of the screen shows your immediate location.

The visible map shows you all the areas you have covered.

The colored area represents your dragon's field of vision with the arrow depicting the dragon and his flight direction. The grayed out land around you is places you have been to but lie out the dragon's sight. When you first enter a region the visible map is very small, but increases in size as you fly through unknown territory.

The Mini-Map also shows you where your town is, marked with a green circle. The small red dots are enemies and the red dots their lairs. It is a good idea to keep an eye on the Mini-Map as it may help you to predict the next enemy attack, or help you to plan your strategy.

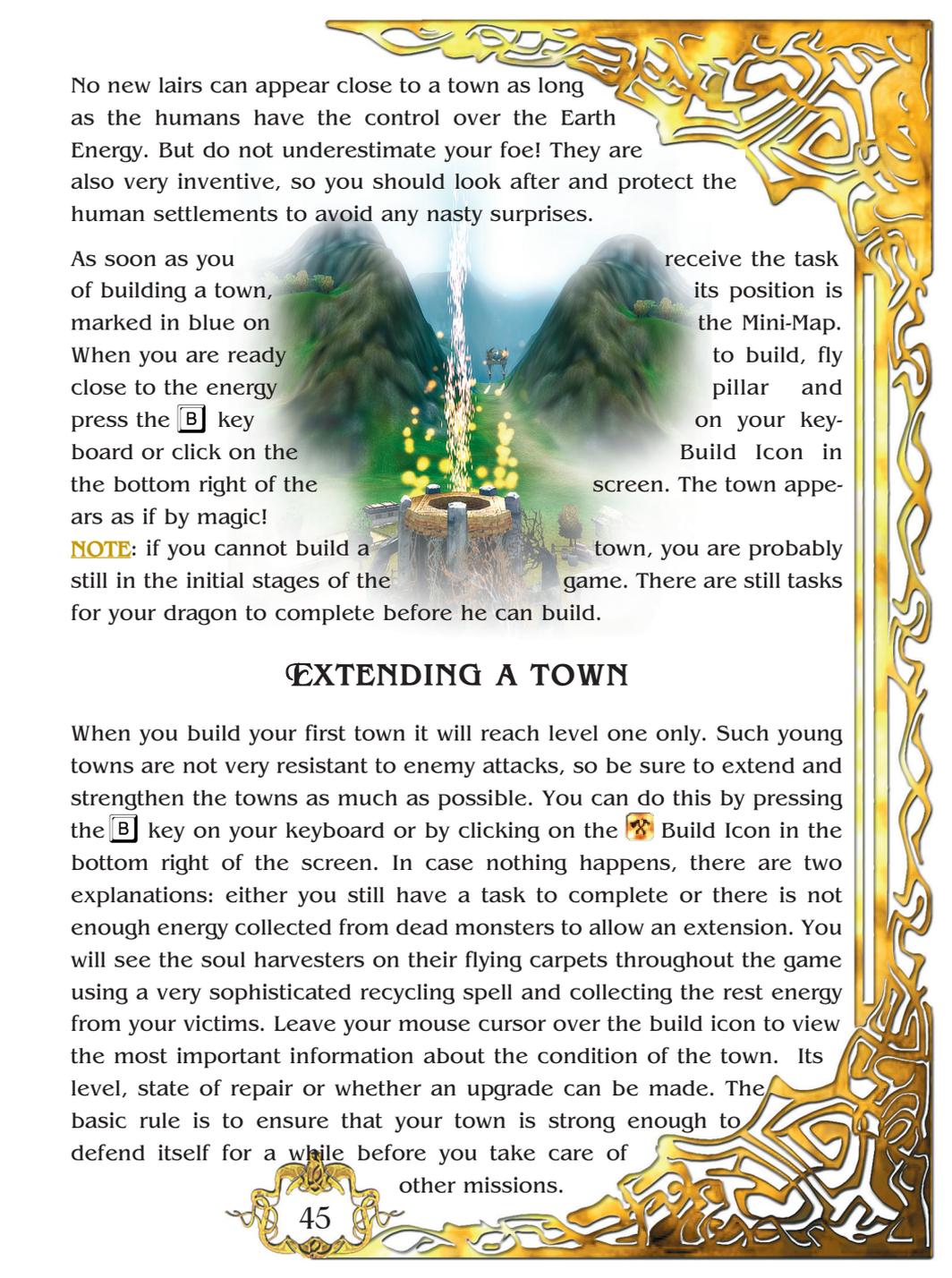
You can switch the mini-map on or off by pressing the return  key on your keyboard, or by clicking the topmost icon  in the bottom right of the screen.



BUILDING TOWNS

In "The I of the Dragon" it is part of the dragon's task to build and maintain human towns although when the game begins the dragon does not have the ability to build. He must first complete a specific task.

Towns can only be built in specific places, where you see the Earth Energy pillars is where the humans will place the altar, the center of their town. The altar controls the Earth Energy to a certain extent and this source of power is also the basis of all magic and very important for the control over a region.



No new lairs can appear close to a town as long as the humans have the control over the Earth Energy. But do not underestimate your foe! They are also very inventive, so you should look after and protect the human settlements to avoid any nasty surprises.

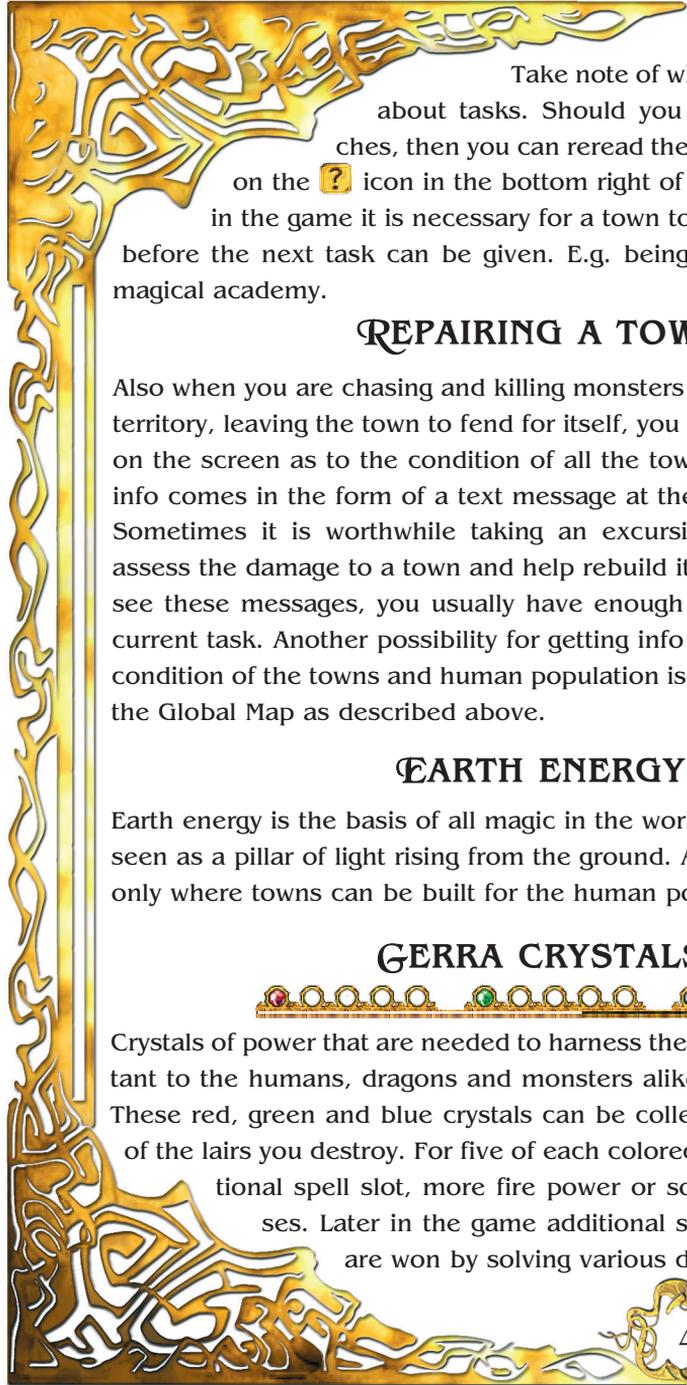
As soon as you of building a town, marked in blue on the Mini-Map. When you are ready to build, fly close to the energy pillar and press the **B** key on your keyboard or click on the Build Icon in the bottom right of the screen. The town appears as if by magic!

NOTE: if you cannot build a town, you are probably still in the initial stages of the game. There are still tasks for your dragon to complete before he can build.

receive the task its position is the Mini-Map. to build, fly pillar and on your key-Build Icon in screen. The town appe-

EXTENDING A TOWN

When you build your first town it will reach level one only. Such young towns are not very resistant to enemy attacks, so be sure to extend and strengthen the towns as much as possible. You can do this by pressing the **B** key on your keyboard or by clicking on the  Build Icon in the bottom right of the screen. In case nothing happens, there are two explanations: either you still have a task to complete or there is not enough energy collected from dead monsters to allow an extension. You will see the soul harvesters on their flying carpets throughout the game using a very sophisticated recycling spell and collecting the rest energy from your victims. Leave your mouse cursor over the build icon to view the most important information about the condition of the town. Its level, state of repair or whether an upgrade can be made. The basic rule is to ensure that your town is strong enough to defend itself for a while before you take care of other missions.



Take note of what Quibeck says to you about tasks. Should you miss one of his speeches, then you can reread the instructions by clicking on the  icon in the bottom right of the screen. Sometimes in the game it is necessary for a town to reach a specified level before the next task can be given. E.g. being big enough to have a magical academy.

REPAIRING A TOWN

Also when you are chasing and killing monsters in some other part of a territory, leaving the town to fend for itself, you will receive information on the screen as to the condition of all the towns you have built. This info comes in the form of a text message at the bottom of the screen. Sometimes it is worthwhile taking an excursion to another area to assess the damage to a town and help rebuild it. Don't panic when you see these messages, you usually have enough time to complete your current task. Another possibility for getting info about a region and the condition of the towns and human population is to look at the details in the Global Map as described above.

EARTH ENERGY

Earth energy is the basis of all magic in the world of Nimoa and can be seen as a pillar of light rising from the ground. And it is in these places only where towns can be built for the human population.

GERRA CRYSTALS



Crystals of power that are needed to harness the earth energy, so important to the humans, dragons and monsters alike in the land of Nimoa. These red, green and blue crystals can be collected from above some of the lairs you destroy. For five of each colored stone you get an additional spell slot, more fire power or some other useful bonuses. Later in the game additional spell slots and weapons are won by solving various difficult tasks.

MONSTERS & LAIRS

Throughout "The I of the Dragon" you will come across not only monsters, but also their lairs. Some of these are the fruits of Skarborr, like the caps of a toadstool spitting out its revolting spores. Other are of stone pushed up through the earth wherever Skarborr's matted threads reach the surface. And the Stalker camps, a hastily assembled collection of tents and wagons. As long as they stand and are intact, they will continue to spew out more monsters and enemies.

STARDRUD: A small green animal with tentacles almost evenly distributed over its body. As the result of an evolutionary process some of the tentacles have transformed into limbs for movement. The ancient ancestors of Stardruds dwelt in deep caves undisturbed by natural light and their upper front tentacle had a lantern like gland similar to that of an angler fish to lure its prey. In connection with the necessity to live on the surface of earth this tentacle has developed the ability to fire pulses of energy. Stardruds use these new capabilities for hunting and defending their lairs.



Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
18	small	100	150	medium	0-50	medium	4

BUG: A yellow-feathered spider, which can be found in any portion of the world. It lives in all kinds of environments, is slow and cowardly, has some measure of pack behavior. The bug kills



Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
18	small	100	150	low	0-50	low	4

enemies by direct injection of poison from its lower glands or by squirting poisonous green liquid at close from its front mandibles.

ZOMBIES: the undead, raised from old cemeteries. At the beginning of the enemy's advance old cemeteries became an easy source of "manpower" as dark energy forced the dead to rise and attack anything that could interrupt its advance. To attack, zombies wring out portions of dark energy that can find a target by itself. In close combat zombies are extremely dangerous as their never tiring hands beat at their adversaries with frightening force.



Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
35	small	100	150	low/high	0-50/0	-/-	15/5+5



EARTHER: Powerful silicone based beings. It is believed that their appearance is connected with volcanic activity in magically saturated places. These beings are clever enough to build shelters and to avoid any direct confrontation. They also have very high defense abilities and XP. They prefer to move on their hind limbs using their overdeveloped front limbs for assistance.

In close combat use for attack forceful blow from top to bottom of front limbs. For remote attacks they concentrate high levels of magic energy of different polarity on left and right hands and then release this energy in direction of target by clapping hands.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
60	small	150	200	med./high	0-100/0	-/-	15/10

Earthers are especially dangerous in narrow fissures where they feel at home.

YACKURD: these reptilian like creatures eat “gerra” crystals, which explains their form and their choice of dwelling. Yackurds live in caverns, which they make themselves in constant a search for their staple diet, the crystals.



Their lower jaw has grown into the upper neck portion of their spine and their brain is located at the base of the lower jaw. The upper jaw is extremely versatile, as it has to give an unobstructed exit for energy generated by a gland in the middle of their skull. These powerful pulses of this energy destroy rock, allowing the Yackurds to mine for their nourishment.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
60	medium	100	200	low/high	0-250/0	high/-/-	12.5/15+5

CHIKUS: Big straight walking mammalians. Chikus are first mentioned in the most ancient of legends, which partly explains their size and incredible power, but even the most stupid of heroes was able to outwit them.



Chikus live in small tribes and are really dangerous when they attack in groups. The only weapons they use are the forks they carry which they use to hurl boulders over great distances.

These great rocks are thrown not only with great accuracy but also with amazing frequency.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
50	medium	150	200	high	0-300	high	7.5

SMALL SNATCHER: looks somewhat like an ugly, land version of a hermit crab.

Evolution has remodeled the snatcher's mandibles in appearance and function, now resembling razor sharp fangs. Snatchers reproduce by shooting eggs into living beings.



These eggs, when released are very accurate as they use a magical flow to track the nearest living target. After entering body of a victim the eggs suppress the immune system and then kill completely to keep the optimal temperature of 35 degrees Celsius in their "incubator".

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
35	medium	150	200	med./fast	0-75	-/-	6.6/5*8



TRIXXTER: Trixxters have evolved from spotted lizards, whose front limbs have formed into wings.

Just another quirk of evolution and one more disgusting creature takes to the air! Trixxters are very fast and agile but have very little endurance. Not only in their movements, but in their potentially, fatal attacks. Specific features of their eyesight make them vulnerable to attacks coming directly from above.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
50	medium	150	250	med./fast	0-100	medium	5

BIG BUG: these giant violet spiders can be found in forests and high on mountain plateaus. They are usually surrounded by their smaller cousins.



This extremely poisonous arachnid can not only spit poison in the ordinary manner, but concentrates magical energy and throws it powerfully, together with load of long lasting, powerful poison.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
140	big	200	250	med./slow	0-50..200	med./high	4/20

ZERBORG: this being was created by true dark magic and is also spoken of as the "spawn of the enemy". The zerborg is very mobile and fast, has good defenses and regenerates quickly. Its main feature is the ability to pump enormous amounts of magical energy through itself. When aimed, it concentrates powerful clots of this energy and hurls them in its desired direction. The background of this ability is a high concentration of chemical solutions produced by a gland in the base of the tail, allowing this high frequency expulsion of magical energy.



Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
80	medium	150	300	fast	0-100	medium	10



SHAMAN: these Stalkers joined the enemy almost from the very beginning. Shamans were the most influential members of the various Stalker tribes in the land Nimoa and because of their co-operation with the enemy were given a lot of magical power. In close combat shamans can do almost nothing and prefer a fast retreat. But surrounded by their fellow tribesmen they can turn a battle to their advantage by throwing small fireballs that despite their size can ignite anything they touch.

Shamans can also heal themselves and their tribesmen.

Their most strategic weapon is the ability to slow down whole platoons of adversaries, making them more vulnerable to any type of attack.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
50	small	150	300	-/-	-/-	medium	-/-/50

CROSS BOW MEN: Raiders and snipers. They have many advantages over human archers. Unlike humans, Cross Bow Men use crossbows, which are attached to their arms and they can fire them simultaneously. This affects accuracy, but the firepower of the group is astounding. Another interesting characteristic is that the females of this species of half humans always fight on equal terms with the males but they prefer longer ranged weapons.



Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
20	small	150	300	fast	0-150	medium	2.5+2.5

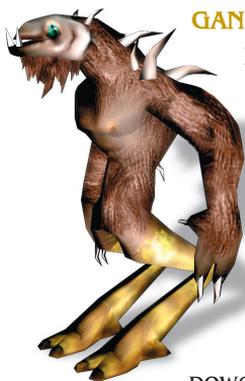
RIDER: Stalker females have been taming uramatures for many centuries and recently started to breed them. Riders are very good at controlling these animals with their knees, but it is believed that the riders have a constant mental or magical affinity with their steeds allowing them to control these powerful beasts.



The mighty tusks of the uramature are often lengthened and strengthened with forged iron tips, which not only protects tusks but can burst through the strongest armor.

This battle unit greatly enhances the military potential of the stalkers, as it is effective both in long ranged and close combat uses.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
100	medium	150	300	fast	0-150	medium	2.5+2.5

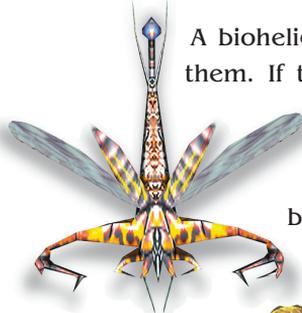


GANGLIN: formerly an absolutely peaceful herbivorous beings living in a hot areas of the territories. Powerful lower fangs and almost skinless skull make them very good gatherers of roots and root crops. Ganglins can adapt to very well to changes in temperature and have the ability to magically change the temperature of their environment. They became good soldiers of the enemy who turned their natural abilities into powerful weapons.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
120	big	150	300	slow/med.	0-150/0	high/-/-	25/20

BIOHELICOPTER: this flying insect is renowned for it's suddenness. Many researchers have died trying to get a sample to study.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
50	big	150	300	slow	150	-/-	20



A biohelicopter often attacks long before its prey can see them. If the first strike doesn't kill the victim, the insect moves to safe distance and starts the next attack after gathering power. BioHelicopters have no natural enemies so over time they have become over confident and clumsy.



PLUCHIDO: These giant reptiles have only survived because of their phenomenal vitality and defensive mechanisms. a pluchido has two crests of oversized scales on its back.

Each crest consists of several dozens of scales. When in danger the reptile shakes its whole body making a wave from tail to head. The scales rub on each other and charge with power. At the end of the wave the pluchido uses its horns to direct a discharge of all the generated energy in the direction of danger. It has a very high regeneration rate and its almost impenetrable scales defend the pluchido from almost any enemy.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
380	huge	150	200	med./slow	200	low	40

CHIKUSUM: are the leaders and chiefs of the chikus tribes. They are usually the biggest and strongest females. Chikusum easily control the tribes because of their strength and surprising intellectual advantage.

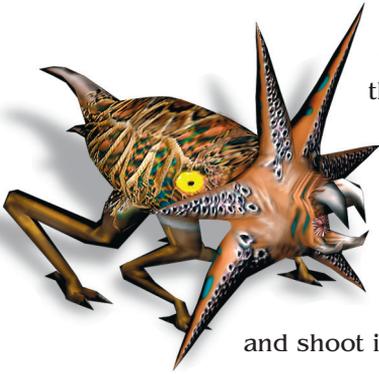
Chikusum make huge hammers for themselves out of "sky stone," in other words - normal rock with a high content of "gerra" crystals in them.



Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
75	medium	150	300	fast/slow	200	-/-/-/-	25/21

Using simple shamanic spells chickusum can generate lightning strikes from their hammers, which are powerful enough to reduce a mighty tree into a pile of matchwood.

GUARNO: a large crablike quadruped originally from the oceans of planet now adapted for life on the dry land. Its evolution lent him the abili-



ty to move very quickly and extend the inner, beaked part of their body with great speed.

This is of course their method of catching their pray, injecting a paralyzing poison before digesting it.

Because Mother Nature has a black sense of humor the guarno can also concentrate energy on the tips of horns and shoot it at a victim.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
120	big	150	300	med./slow	75	-/-/-/-	75/25

AMFIBRAHY: this marsupial nightmare mammal is at home in tropical climates. One unique feature of this animal is that both sexes have pouches.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
330	huge	150	200	medium	250	high	50*2

Female amfibrahy raise their young for quite a long time and release them from a pouch completely developed and differing from the adults only in size. Amfibrahy use burning stones to hunt and heat them in their pouch, which serves as a chemical furnace when not used for carrying the young.



CREEPER: this is a giant flying insect with extremely strong chitin armor, able to withstand even the hardest blows. It uses a concentrated magical charge when attacking, only effective over short distances. Creepers use thin bladed wings to fly, normally too small for normal flight.



To support their mass, creepers tap into and use flows of magical energy that give their wings three times the lifting power.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
200	big	150	200	medium	50	high	42



MUMPH: The Mumph is a horrible mutation, looking like something between an overgrown toad and a hippopotamus. It is very slow and clumsy, but also very dangerous.

The almost superimposed upper torso has proportionally no relation to the rest of this creature, but is extraordinarily agile. On the basis of this almost “double existence” and that the field of vision of this monster is almost unlimited, and the speed of its attack frequency can be attributed to the fact that they shoot alternately at your dragon.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
400	huge	200	300	med./high	100	high	25/50

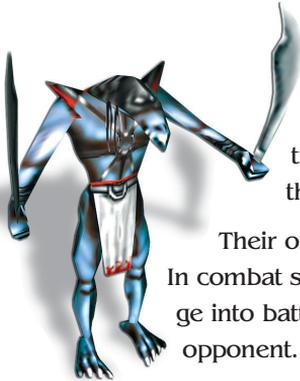
ELEFANTOM: this animal moves on two limbs. Its elongated body is perfectly balanced for speed and maneuverability. With big ears and the use of echolocation the elefantom has a basically nocturnal existence but can also be found during the day.



Some of the minerals that elephantoms eat turn into a highly flammable liquid in their upper stomach. To

attack, the elephantom belches this liquid and ignites it with an electrical discharge from the tip of its snout. An elephantom can “breathe” a long stream of fire or spit globs of it over great distances.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
250	big	150	300	med./slow	150/50	-/-	20/-/-



SWORDSMAN: the Stalkers military elite. Highly trained, fast, clever, very good fighters in general. Swordsmen traditionally avoid using armor counting on their speed for protection. Two swords allow them to strike with high frequency.

Their only weak point is probably their bad organization. In combat swordsman look for the strongest enemy and charge into battle, thus giving a chance of victory to a disciplined opponent.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
40	medium	150	200	high	0	-/-	2.5+2.5



SINISTERWING: Born fliers. Only recently it was proven that the enemy created SinisterWings.

As they withstand heat and cold easily their range of habitation is astounding: from snowy the mountains of Earthskull to the very deserts of Wonderland. The enemy, Skarborr, has given SinisterWing the ability to cast some spells.

SinisterWing the ability to cast some spells. "Power arrow" is the most dangerous of these spells. Their maneuverability, speed, vitality, firepower, ability to cast spells and the fact that it's almost impossible to find a SinisterWing alone, makes them exceedingly dangerous opponents.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
100	big	150	200	med./high	0-75/0	-/-	20/5*8

GRUNZ: The Grunz really has a heart of gold and fights on the side of your dragon to help the humans in their fight against evil. The ancestors of this beast originate from the year 2140.



Through a variety of mutations this monster can no longer be recognized in its original form or seen that it has developed out of the conserved DNA of a Eurasian Dynasty building machine. Only one or two characteristics still indicate that it has something in common with the original animal. The humans of Nimoa will hopefully be thankful.

Life	Size	Audibility range	Visible range	Attack rate	Distance	Accuracy	Fire power
100	big	150	200	med./high	0-75/0	-/-	20/5*8

CREATURES WHICH CAN BE SUMMONED BY SPELLS

CREEP: this is a giant flying insect with extremely strong chitin armor, able to withstand even the hardest blows. It uses a concentrated magical charge when attacking, only effective over short distances.

Creepers use thin bladed wings to fly, normally too small for normal flight. To support their mass, creepers tap into and use flows of magical energy that give their wings three times the lifting power.



STAR OF DESPAIR: this spell calls up a strong crystalline creature. It flies on magic streams that resonate with its

crystal body and create a bluish halo around it.

The Star Of Despair attacks with rapid magic impulses over very long distances.

SWARM: a swarm of insects appears as a single entity. Very effective summoned "creation" because it's almost invulnerable to most attacks.

Only breath weapons and attacks with volume-based damage and some spells can damage and destroy the swarm

SAVING & LOADING GAMES

The route to the screen where you manage your saved games always goes via the main menu, which you can get to by pressing the  key at any time, alternatively click on the icon in the bottom right of the screen.

In the main menu click on the upper left hand button "**Load Game**".



In the window in the top right of the screen you will see a window with your new game marked "**New**". Click on this and you can overwrite it with your own game name, "Annoth's First Blood", for ex-

ample. Conform your changes with the return key or click on the wheel on the left. Your game is now saved and appears in the list on the right. As a small reminder, there is a picture at the bottom right of the screen from the first save with the date and time of the save.

Deleting A Game: select a game, which you want to delete out of the list and then click on the red "game shredder" with the text "Delete". As soon as you have answered the security confirmation box the game will be deleted from your system.

Loading a Game: select a game out of the list and click on the animated "Load Game" button. Please note: you can only load a game when one has been selected out of the list. You return to the main menu by clicking on the red "X" at the top right of the screen.

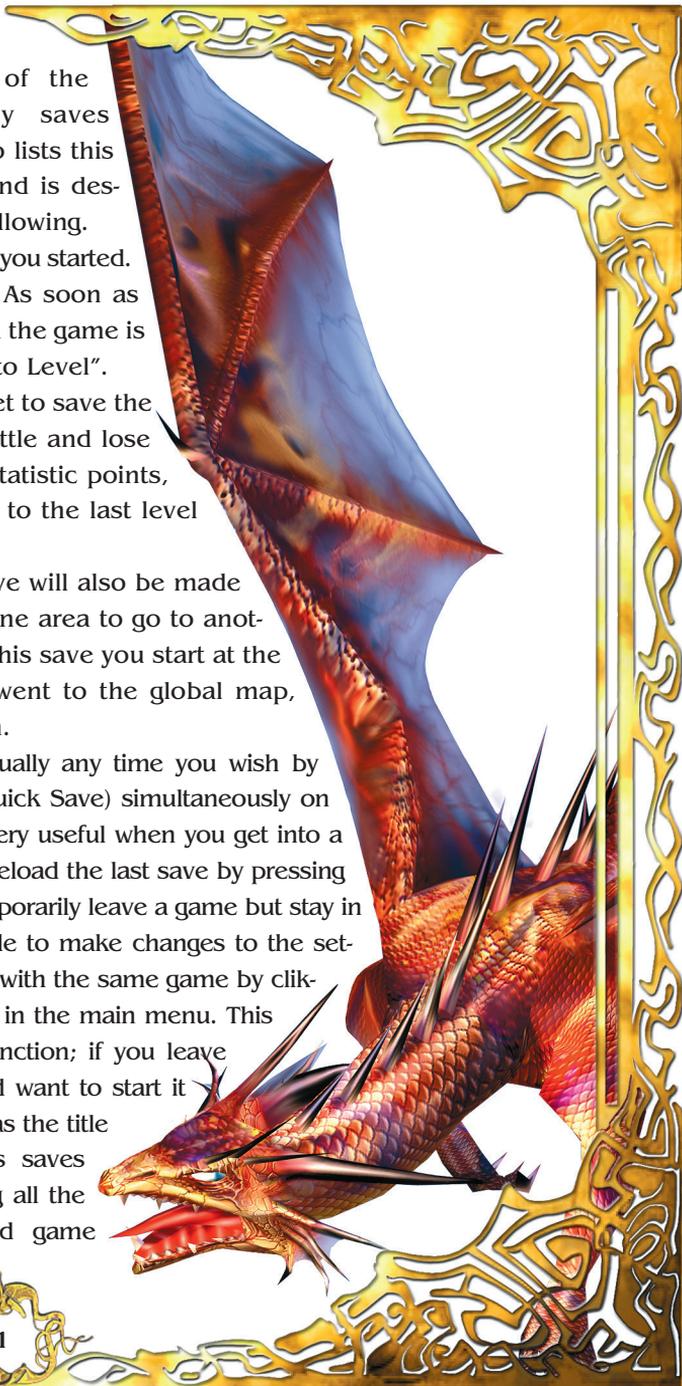
Auto Saves: "The I of the Dragon" automatically saves games for you and also lists this with your own saves and is described as one of the following.

Last Start: the last game you started.

Auto level: Auto level. As soon as you achieve a new level the game is saved and entitled "Auto Level". This is in case you forget to save the game in the heat of battle and lose all of your hard earned statistic points, you can at least return to the last level up.

Auto leaving: a new save will also be made as soon as you leave one area to go to another. When you call up this save you start at the point where you first went to the global map, not into the new region.

Tip: you can save manually any time you wish by pressing **Ctrl** and **S** (Quick Save) simultaneously on your keyboard. This is very useful when you get into a tight situation. You can reload the last save by pressing **Ctrl** and **L**. If you temporarily leave a game but stay in the program, for example to make changes to the settings, you can continue with the same game by clicking on "Resume Game" in the main menu. This button has a second function; if you leave the game altogether and want to start it again later this button has the title "Load Last Game." This saves you the trouble of going all the way through the saved game interface.



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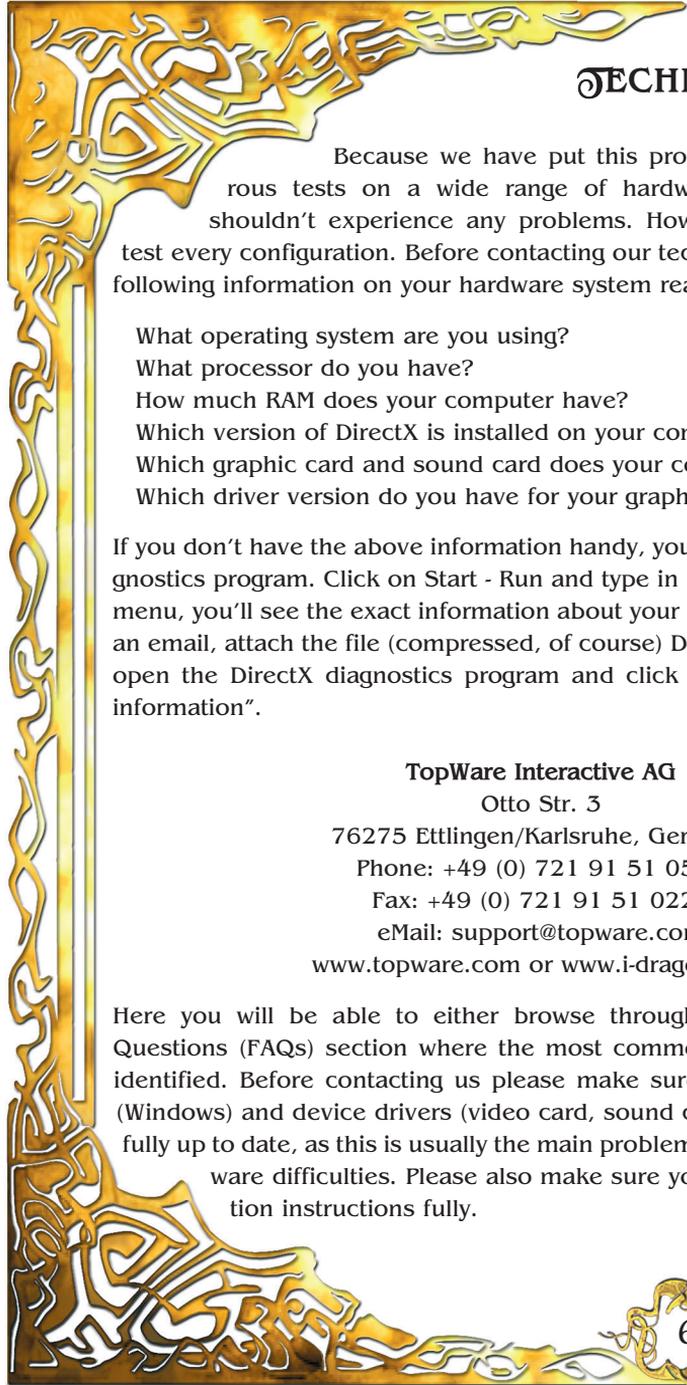
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TECHNICAL SUPPORT

Because we have put this product through many rigorous tests on a wide range of hardware configurations, you shouldn't experience any problems. However, it's impossible to test every configuration. Before contacting our technical support, have the following information on your hardware system ready at hand:

What operating system are you using?

What processor do you have?

How much RAM does your computer have?

Which version of DirectX is installed on your computer?

Which graphic card and sound card does your computer have?

Which driver version do you have for your graphic card and sound card?

If you don't have the above information handy, you can use the DirectX diagnostics program. Click on Start - Run and type in "DXDIAG". In the System menu, you'll see the exact information about your computer. If you send us an email, attach the file (compressed, of course) DxDiag.txt. To get this file, open the DirectX diagnostics program and click on the button "Save all information".

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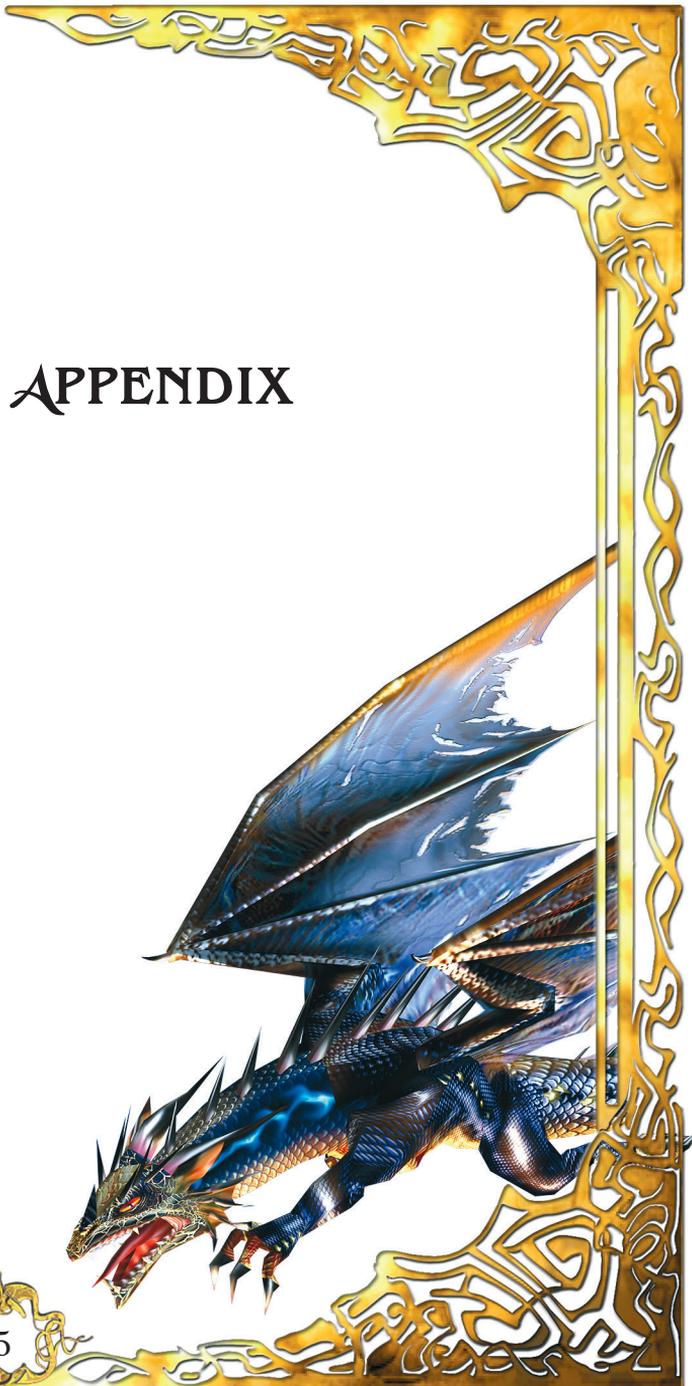
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www.topware.com or www.i-dragon.com

Here you will be able to either browse through our Frequently Asked Questions (FAQs) section where the most common problems are usually identified. Before contacting us please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

APPENDIX



KEYBOARD SHORTCUTS DEFAULT

	Fly to left
	Fly to right
	Fly forward
	First weapon
	Second weapon
	Third weapon
	Catch / Eat
	Statistics screen
	Next target
	Previous target
	Global Map
	Main menu / options
	Actual task
	Build / Repair
	(Num) Zoom in
	(Num) Zoom out
	Auto target

Attack		
Spell sequence		
Flight altitude (up)		
Flight altitude (down)		
Pause		
Camera (Mouse wheel)		
Quick zoom		
Center camera (Num)		
Show enemy symbols		
Change camera mode		
Stop flight		
Increase flight speed		
Decrease flight speed		
Make screenshot		
Camera to left (Num)		
Camera to right (Num)		
Camera up (Num)		
Camera down (Num)		
Show minimap on/off		

OWN KEYBOARD SHORTCUTS

Here you can write down your own keyboard shortcuts:

Annoth (Fire Dragon)

F1
F2
F3
F4
F5
F6
F7
F8
F9
F10
F11
F12

Barroth (Magician)

F1
F2
F3
F4
F5
F6
F7
F8
F9
F10
F11
F12

Morrogh (Necromancer)

F1
F2
F3
F4
F5
F6
F7
F8
F9
F10
F11
F12

- Fly to left
- Fly to right
- Fly forward
- First weapon
- Second weapon
- Third weapon
- Eat / Catch
- Statistics screen
- Decrease game speed
- Increase game speed

- Global map
- Options
- Actual task
- Build / Repair
- Zoom in
- Zoom out
- Next target
- Previous target
- Auto target
- Mini map on/off

- Attack
- Spell sequence
- Flight altitude up
- Flight altitude down
- Camera
- Increase flight speed
- Decrease flight speed
- Camera down
- Camera up

There are a lot of useful and impressive spell to use in “The I of the Dragon” and it is quite a challenge finding out all about them, but it also great fun. In the table below you find all sorts of info about the use of spells and their properties.

COMMON SPELLS

Detect Special Magic: Helps you locate mission-related objects.

Level	Power	Capacity	Distance	Cast Time	Duration
7	0	100	0	1.5	30

Detect Lairs: Detects all monster lairs in your vicinity. Cast it on yourself and the lairs will be marked by a reddish glow.

Level	Power	Capacity	Distance	Cast Time	Duration
7	0	100	0	1.5	60

Fire Stone: An attack that uses Tumba Umba’s magic to hurl burning stones at enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
10	50	200	150	1.5	---

Summon SinisterWing: Summon powerful flying creatures.

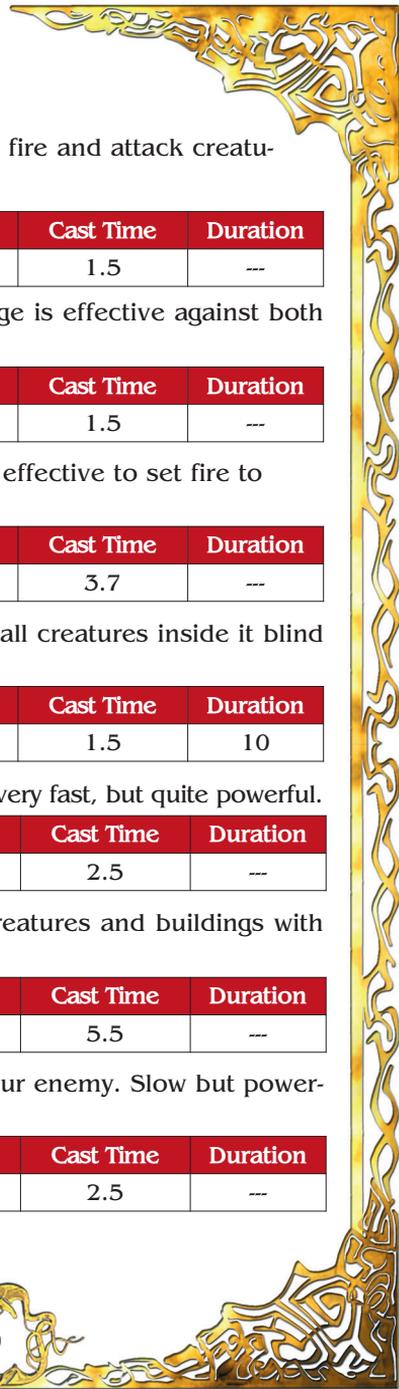
Level	Power	Capacity	Distance	Cast Time	Duration
10	800	800	100	5.5	---

Instant Return: Teleports you to your town or to the Energy Pillar, if there is no town.

Level	Power	Capacity	Distance	Cast Time	Duration
11	-299	300	200	4.2	---

Detect Monsters: Cast it on yourself to detect nearby monsters.

Level	Power	Capacity	Distance	Cast Time	Duration
17	0	100	0	1.5	60



ANNOTH - THE FIRE BREATHER

Raise geysers: Create magical geysers that spit fire and attack creatures in your vicinity.

Level	Power	Capacity	Distance	Cast Time	Duration
1	75	300	100	1.5	---

Ridge: Divide and conquer. Raising a small ridge is effective against both enemy structures and evil creatures.

Level	Power	Capacity	Distance	Cast Time	Duration
2	90	450	50	1.5	---

Pyro Blast: Blast away! Set them on fire! Quite effective to set fire to forests and enemies alike.

Level	Power	Capacity	Distance	Cast Time	Duration
4	40	400	100	3.7	---

Fog Cloud: Creates a fog cloud that will make all creatures inside it blind for the duration of the spell.

Level	Power	Capacity	Distance	Cast Time	Duration
6	0	100	200	1.5	10

Hound: An angry spirit pursues your enemy. Not very fast, but quite powerful.

Level	Power	Capacity	Distance	Cast Time	Duration
8	80	800	200	2.5	---

Create Fire: Set fire for a prolonged time to creatures and buildings with this powerful fire-based spell.

Level	Power	Capacity	Distance	Cast Time	Duration
10	7	700	100	5.5	---

Fire Star: A rotating self-guided star pursues your enemy. Slow but powerful, with an area effect.

Level	Power	Capacity	Distance	Cast Time	Duration
12	160	800	300	2.5	---

Force of Regeneration: Cast it on yourself to increase your rate of regeneration for the duration of the spell.

Level	Power	Capacity	Distance	Cast Time	Duration
14	0	500	200	4.2	60

Long Star: A magical arrow. Very long ranged, can freeze enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
15	40	150	350	1.5	30

Fireball: Hurl a burning boulder at your foes.

Level	Power	Capacity	Distance	Cast Time	Duration
16	105	700	200	3	---

Meteor: A giant boulder falls from the sky.

Level	Power	Capacity	Distance	Cast Time	Duration
18	400	2000	200	5	---

Aim: Cast it on yourself to improve your aim for the duration of the spell.

Level	Power	Capacity	Distance	Cast Time	Duration
20	0	300	50	5	180

Volcano: Raise an erupting volcano that hurls poisonous smoke and flaming boulders. Mass destruction!

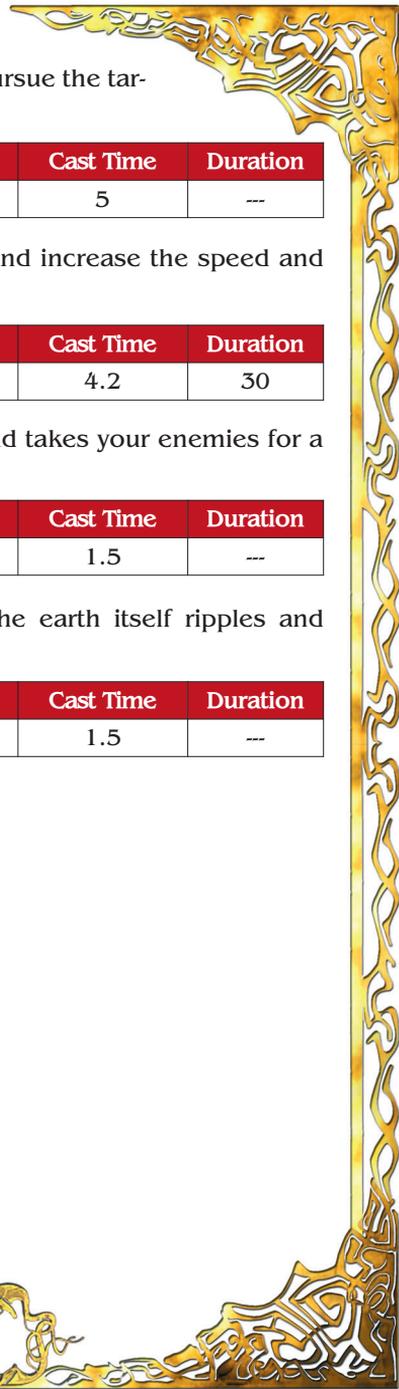
Level	Power	Capacity	Distance	Cast Time	Duration
22	240	1200	200	5.5	---

Big Fireball: A giant burning boulder. Splits into lethal flaming chunks at impact.

Level	Power	Capacity	Distance	Cast Time	Duration
24	200	1000	300	3	---

Fire Rain: Call fire rain onto the heads of your enemies'. Good area effect for destroying multiple targets.

Level	Power	Capacity	Distance	Cast Time	Duration
26	600	600	200	5	---



Fire Spectres: A swarm of enraged fire spirits pursue the target.

Level	Power	Capacity	Distance	Cast Time	Duration
28	240	1200	100	5	---

Rage: Cast it on yourself to become enraged and increase the speed and power of your natural attacks.

Level	Power	Capacity	Distance	Cast Time	Duration
30	0	900	50	4.2	30

Column: A giant pillar rises from the ground and takes your enemies for a personal audience with the heavenly powers.

Level	Power	Capacity	Distance	Cast Time	Duration
34	35	1000	150	1.5	---

Heaven Rage: Thunder balls and lightning! The earth itself ripples and damages your enemies from under their feet.

Level	Power	Capacity	Distance	Cast Time	Duration
38	370	1850	100	1.5	---

BARROTH - THE MAGICIAN

Energy missile: A missile that rapidly charges and inflicts moderate damage. Perfect weapon for a young dragon.

Level	Power	Capacity	Distance	Cast Time	Duration
1	25	150	125	0.8	---

Freeze: Allows you to freeze any creature, making it immobile for a period of time.

Level	Power	Capacity	Distance	Cast Time	Duration
2	0	200	100	1.5	30

Cleansing: Removes any residue spell effects that can be cast on you, such as poison, fire, etc.

Level	Power	Capacity	Distance	Cast Time	Duration
3	0	250	200	5	1

Power Arrow: A magical arrow. Very fast and long ranged.

Level	Power	Capacity	Distance	Cast Time	Duration
4	45	300	250	0.8	---

Loss of Aim: Affected enemies will temporarily lose aim, so you can fly over them in relative safety.

Level	Power	Capacity	Distance	Cast Time	Duration
5	0	150	50	1.5	60

Invisibility: Cast it on yourself to become invisible to your enemies for the duration of the spell. You will become visible as soon as you attack somebody.

Level	Power	Capacity	Distance	Cast Time	Duration
6	0	1100	50	5	45



Lump of ice: A lump of ice temporarily freezes your enemy.

Also does some damage.

Level	Power	Capacity	Distance	Cast Time	Duration
7	80	400	200	3.7	30

Blind: Everybody in the effective vicinity of this spell goes blind for a while.

Level	Power	Capacity	Distance	Cast Time	Duration
8	0	600	100	2.5	40

Spirits of Wind: Cast it on yourself to increase your speed.

Level	Power	Capacity	Distance	Cast Time	Duration
9	0	500	50	5	45

Cure: Restores some health to yourself or any other creature.

Level	Power	Capacity	Distance	Cast Time	Duration
10	-39	200	50	5	---

Demolition Sphere: An energy sphere that is very effective against buildings.

Level	Power	Capacity	Distance	Cast Time	Duration
10	80	400	250	4.2	---

Convert: Converts some of the weaker monsters to fight on your side for a while.

Level	Power	Capacity	Distance	Cast Time	Duration
12	0	500	50	3.7	30

Lighting Breath: Breath lightning onto your enemies. Instant-hit weapon of considerable power.

Level	Power	Capacity	Distance	Cast Time	Duration
14	50	200	100	0.8	---

Long Star: A magical arrow. Very long ranged, can freeze enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
15	40	400	350	1.5	30

Extended Invisibility: Cast it on yourself to become invisible to your enemies for the duration of the spell. You will become visible as soon as you attack somebody. Just like the Invisibility spell, but works for a longer time.

Level	Power	Capacity	Distance	Cast Time	Duration
15	0	1800	50	5	120

Strength of Wing: Restores your stamina to maximum.

Level	Power	Capacity	Distance	Cast Time	Duration
16	0	500	10	4.2	1

Mirror: Cast on yourself to reflect all attacks back to attackers.

Level	Power	Capacity	Distance	Cast Time	Duration
17	0	900	200	4.2	45

Teleportation: Allows you to teleport instantly to any spot in your range of vision.

Level	Power	Capacity	Distance	Cast Time	Duration
18	-499	500	200	4.2	---

Quick Stars: Summons three magical stars that follow your target.

Level	Power	Capacity	Distance	Cast Time	Duration
18	60	600	200	2.5	---

Heaven Defence: Absorbs some of the hits that you receive.

Level	Power	Capacity	Distance	Cast Time	Duration
19	0	800	200	4.2	180

Major Cure: Restores a lot of health to yourself or any other creature.

Level	Power	Capacity	Distance	Cast Time	Duration
20	-79	400	200	5	---

Blink: Saves you from a deadly hit. This spell automatically teleports you in a random direction and then deactivates.

Level	Power	Capacity	Distance	Cast Time	Duration
21	0	800	200	5	300



Mass Freeze: Freezes all creatures within its range for a while.

Level	Power	Capacity	Distance	Cast Time	Duration
22	0	600	100	1.5	45

War Sphere: Creates a sphere that will attack everything in its range with lightning bolts.

Level	Power	Capacity	Distance	Cast Time	Duration
24	300	600	75	3.7	---

Lightning Storm: Lightning hails from the sky onto the heads of your foes.

Level	Power	Capacity	Distance	Cast Time	Duration
25	42	1200	150	5.5	---

Advanced Invisibility: Allows you to stay invisible even while attacking.

Level	Power	Capacity	Distance	Cast Time	Duration
28	0	2500	50	5	30

Magic Stones: A barrage of stones hails onto the heads of your enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
29	480	1600	200	5.5	---

Extended Blink: Saves you from a deadly hit. This spell automatically teleports you in a random direction. It can activate several times during its standard duration.

Level	Power	Capacity	Distance	Cast Time	Duration
31	0	2800	200	5	30

Advanced Convert: Can convert most monsters to fight on your side for the duration of the spell.

Level	Power	Capacity	Distance	Cast Time	Duration
32	0	1500	50	3.7	120

Invade: Teleports you to the nearest monsters' lair.

Level	Power	Capacity	Distance	Cast Time	Duration
33	-799	800	200	4.2	---



Super Mirror: Cast on yourself to deflect all attacks back to attackers and protect yourself from damage.

Level	Power	Capacity	Distance	Cast Time	Duration
34	0	2500	200	0.8	25

Ultimate War Sphere: Creates an extra powerful sphere that will attack everything in its range with lightning bolts.

Level	Power	Capacity	Distance	Cast Time	Duration
37	1300	2600	100	3.7	---

MORROGH- THE NECROMANCER

Minor Cure: Restores some health to yourself or any other creature.

Level	Power	Capacity	Distance	Cast Time	Duration
1	-19	100	50	5	---

Fear: Strike fear into the hearts of your enemies. They will flee in panic.

Level	Power	Capacity	Distance	Cast Time	Duration
1	0	300	350	1.5	60

Ravine: A ravine goes in a straight line damaging everything in its path. Useful for attacking enemies standing in a row.

Level	Power	Capacity	Distance	Cast Time	Duration
2	70	350	50	1.5	---

Raise Zombie: Raises a zombie that fights for you for the duration of the spell. It has self-guided magic missiles and strong hands.

Level	Power	Capacity	Distance	Cast Time	Duration
3	300	300	50	5.5	---

Aid: Restores the health of any creature except its caster. Helps to prolong the existence of summoned creatures.

Level	Power	Capacity	Distance	Cast Time	Duration
4	-9	100	50	1.5	---



Small Crater: Creates a small crater on the ground that does damage. Especially dangerous on its edges.

Level	Power	Capacity	Distance	Cast Time	Duration
5	120	400	125	5.5	---

Summon Giant Insect: Summons a giant insect that attacks your enemies. The insect dies as soon as the spell wears out.

Level	Power	Capacity	Distance	Cast Time	Duration
6	800	800	50	5.5	---

Earth Skin: Cast this spell on yourself to make your skin absorb some of the inflicted damage.

Level	Power	Capacity	Distance	Cast Time	Duration
7	0	500	50	1.5	60

Poison Trail: Cast this spell on yourself to generate a poisonous trail.

Level	Power	Capacity	Distance	Cast Time	Duration
8	0	600	50	4.2	60

Wasteland: The ground turns to barren wasteland, hurting every creature in the vicinity.

Level	Power	Capacity	Distance	Cast Time	Duration
9	120	600	100	5.5	---

Black Skin: Increases the damage resistance of any creature except its caster.

Level	Power	Capacity	Distance	Cast Time	Duration
10	0	300	200	1.5	60

Raise Dead: Raise any creature from the dead. It will fight on your side and die as soon as the spell wears out.

Level	Power	Capacity	Distance	Cast Time	Duration
11	-99	500	200	5.5	---



Slow: Every creature in a certain radius is slowed down considerably. Especially effective against rapidly shooting monsters.

Level	Power	Capacity	Distance	Cast Time	Duration
12	0	200	200	1.5	60

Stone Strike: Stones cover a large area damaging everything there.

Level	Power	Capacity	Distance	Cast Time	Duration
13	160	800	100	2.5	---

Long Star: A magical arrow. Very long ranged, freezes enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
15	40	250	350	1.5	30

Raise Several Zombies: Raises a group of five zombies that fight for you for the duration of this spell. Very useful against flying targets - zombies have self-guided magic missiles.

Level	Power	Capacity	Distance	Cast Time	Duration
15	1200	1200	50	5.5	---

Haste: Increases speed of any creature except its caster.

Level	Power	Capacity	Distance	Cast Time	Duration
17	0	300	200	1.5	45

Big Crater: Creates a big crater on the ground that damages from the center, outwards.

Level	Power	Capacity	Distance	Cast Time	Duration
19	320	800	125	5.5	---

Summon Swarm: Summons a swarm of angry flying insects that attack your enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
20	600	600	50	5.5	---

Knock: A giant boulder falls from the sky onto your enemies. Powerful and accurate.

Level	Power	Capacity	Distance	Cast Time	Duration
21	200	1000	200	5	---



Slow Death: Your enemy begins to die slowly, unless its regeneration abilities are higher than the spell's power.

Level	Power	Capacity	Distance	Cast Time	Duration
22	0	700	150	3.7	600

Star of Despair: An energy star is summoned from another dimension. It produces frequent energy bolts, very useful in fights against flying enemies.

Level	Power	Capacity	Distance	Cast Time	Duration
25	800	800	50	5.5	---

Poison Nova: Cast this spell on yourself to generate a poisonous explosion.

Level	Power	Capacity	Distance	Cast Time	Duration
27	0	1200	1	4.2	30

Death Skin: Cast this spell on yourself to make your skin absorb most of the inflicted damage.

Level	Power	Capacity	Distance	Cast Time	Duration
29	0	500	50	1.5	60

Raise mountain: A giant mountain rises on the spot, hurting everything in range.

Level	Power	Capacity	Distance	Cast Time	Duration
30	360	1800	200	5.5	---

Star of Hope: An energy star is summoned from another dimension. It produces energy bolts and can heal friendly/summoned creatures.

Level	Power	Capacity	Distance	Cast Time	Duration
33	1000	1000	150	1.5	---

Summon Earth Elemental: Summons an Earth Elemental that attacks your enemies. The Elemental dies as soon as the spell wears out.

Level	Power	Capacity	Distance	Cast Time	Duration
35	1600	1600	50	5.5	---

Infuriate: Increases speed and attacking power of any creature except its caster.

Level	Power	Capacity	Distance	Cast Time	Duration
37	0	400	200	1.5	30



