

DRACONIC THRONE

JUNGLE

Player's Guide



Story

*In the kingdom, any pretender is required to get rid of you.
That was called "Draconic Throne".*



System requirement

MSX with 16KB RAM or higher.

Joypad connected to port-1 or 2 is available. You just have to make use of only trigger-A.

✓ CAUTION

This program automatically distinguish VSYNC by reading IDBYTE(002Bh) and adjust its own speed. It may show an unexpected result if IDBYTE discords from VSYNC, for example on an emulator.

How to play

I. Use keyboard or joypad to control the dragon. Your control device depends on which trigger you push at the title screen.

II. Beat off the kingdom troops trying to get rid of you. The game is partitioned by AGE. At the end of each AGE, the pretender is waiting for the dragon. Burn him out, and you can get to the next AGE.

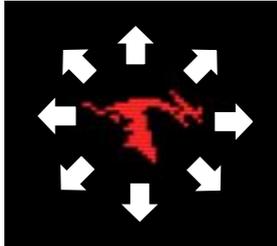
III. You are exactly invulnerability, any enemy bullets never hurt you. However you are pushed back to the left by their direct hit. If you reach to the left edge of the screen, the game is over.

IV. The dragon will be given an appropriate title for your score and playing. Push trigger in a few seconds after the game over, you can continue from the same AGE.

How to control the dragon

[1] Move

The dragon flies to the direction you input by your control device.



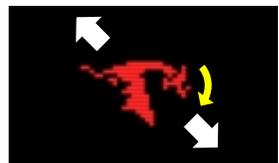
[2] Fireball

Push the trigger and release it soon, and the dragon will spit a fireball out at his neck angle.



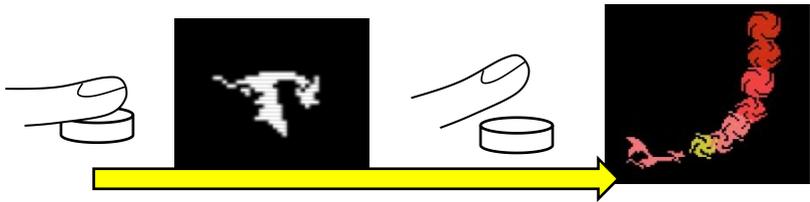
[3] Neck angle

Move at a tilt direction while pushing the trigger, and the neck angle will be raised up or bowed down, as follows.



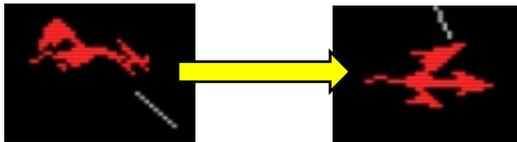
[4] Dragon breath

Keep pushing the trigger for a few second, and the dragon's body will shine. And then release the trigger. He blasts out the dragon breath to burn anything up. Move while breathing, and it will lash about just like a whip and attack over a wide range.



[5] Barrel roll

The dragon starts barrel roll if you're giving any direction while a hit of enemy bullet. While the rolling, he can avoid any enemies' bullet. However, this ability is unavailable in the following cases.



- ✧ Without input to move at a direct hit.
- ✧ A few seconds after previous rolling or direct hit.
- ✧ While blasting out the dragon breath.
- ✧ Against sword attack by a prince.

Characters

Prince No word as to whether he is in the king's blood, however, he is surely a pretender at present. He has a large great sword called the Dragon Slayer. And the shield in his left hand comes from a scale of ancient dragon, as a folktale goes. It is actually the only way to keep out the dragon breath.



Slinger Draftees by the pretender, recklessly fight against the dragon by throwing stones. Sadly enough their attack doesn't reach to high-altitude.

Archer Also draftees equip longbows. They truly require a new king but the more necessary thing is their own lives. They often begin to leave behind burned brothers.



Hoplite Mercenaries with a large shield reflecting dragon's fireballs. Their pilum thrown parabolically is enough strong to defeat the dragon by a few hits.

Cavalry They dash across the field and rapidly shoot with arrows. Especially cavalry from behind is very danger because you have no way to counter while their chasing.



Balloon It appears in the air if you stay a long time at low altitude. An archer in the gondola rapidly shoots with arrows. You can break a balloon by ramming.



Chariots They claim to be professional dragon-hunt, and make a contract with the pretender. Their scatter shots often drive the dragon into the corner.

Warlock & his pupils They generate a magic square reflecting fireballs in the air. It shoot with a magic arrow chasing the dragon's trail. Especially a warlock can fly around with mystic power.



Bishop & Crusaders Bishop has no weapon, however, troops forget mortal fear when he gives blessing to his crusaders.

Twin Witches They also cast a magic onto themselves, and prevent any fireball. Their combination attack is very hard, however, it is not always true that they love each other.



Princess She may be a fiance of the prince or his sister. Anyway, she shows the truth of who she is after the dragon burns him up.

How to get higher score

(1) Dragon breath multiplier

Burn up more than two enemies by one dragon breath, and you will get multiplier bonus.

1st. enemy	100 pts.
2nd.	200 pts.
3rd.	400 pts.
4th	800 pts.
5th and later	1,600 pts.



(2) Barrel roll multiplier

Avoid more than two bullets by one barrel roll, and you will get multiplier bonus.

1st. bullet	none
2nd.	200 pts.
3rd.	400 pts.
4th	800 pts.
5th and later	1,600 pts.



Given titles

At each game end, a title fitting your playing is given to the dragon.



It mainly depends on your getting score. You sometimes get a hidden title to your play style.

◇ Defined titles to your score

Rank S	over 3,000,000 pts. :	?
Rank A	- 2,999,900 pts. :	?
Rank B	- 999,900 pts. :	?
Rank C	- 699,900 pts. :	?
Rank D	- 499,900 pts. :	?
Rank E	- 299,900 pts. :	Gawky Lizard
Rank F	- 99,900 pts. :	Cowardly Snake
Rank G	- 49,900 pts. :	Callow Cheeper
Rank H	- 9,900 pts. :	Dullsville Bug

Advanced technique

You will let the dragon do much better *Danse Macabre* with mastering the following technique.

■ Wide-range burning

You can attack wider than you expect, with making use of the dragon breath bowing.

Here you can see horizontal-sweep as a sample. Imagine you see the large troops at your right side. Close to them from the left in low altitude with charging dragon breath. Keep moving to the right and release the trigger a little after passing the front of the troops. At the breath reaching to the full-length, turn to the left. And then, the breath bows to the right. As the result, you can almost completely burn the troops out.



■ Blast and dive

The dragon breath can burn out not only enemy troops but also bullets, except magic missiles from spell casters. Therefore it is often effective to dive into the curtain fire with blasting the breath. Especially you can sometimes turn over danger situation; driven into the left corner.

■ Aggressive counter

Charge the dragon breath and then cross over the curtain fire by the barrel-roll. Before the roll is over, find your way to the troops and release the trigger. Soon after the roll is over, the dragon launches the breath out automatically. Swing him right and left directly above them, and you can give the wide-range burning upon them.



■ Passive counter

When unintentional barrel-roll starts while avoiding the curtain fire, it is one of the best ways that you stop avoiding and dare to dive into there. While rolling, hold the trigger to charge the breath and close to the troops. Later give them the counter attack.

■ Juke and dive

Magic missile chases the dragon, besides are able to cancel the dragon breath by its direct hit. So it is not so good that blasting the breath against spell casters in a hurry. At first let them cast the spell. After it begins to close to the dragon, rush by a roundabout route with charging the breath. Master this tactics, and you will not have to be scared of them.



CREDIT

Nobuaki Washio

as

Programming, Game & Character design and Music

Hiroshi Fujita

as

Additional composer

Par

as

Special adviser

And a lot of thanks to all beta testers in the world