

## INTRODUCTION

In the mid 1980's both the United States and Russia began work on computer controlled, semi-intelligent, multi-weaponed, heavy assault vehicles. Such a vehicle would be oblivious to poison gas, biological warfare, and neutron bombs. It could be sent on suicide missions without loss of life. It would not panic under fire and would follow orders perfectly.

Because of several defense budget cuts in the United States and successful KGB espionage (of American and Japanese computer technology) the Soviets managed to build, field test, and deploy their "SUPER TANK" first. Called the T-99 SOKOLAV ROBOTANK, It first saw action in Afganastan in late 1992. Reports of great metal "DRAGONS" (early T-99's were equipped with flame throwers for anti-personnel use) filtered back to the west. The name stuck, and since then all of these vehicles, whether Soviet or American, have been called Dragons or Dragon Tanks.

The game of Dragon is a strategy game that pits one Dragon Tank against a small group of conventional armored units. The Dragon Tank is played by your home computer while you have several armored units at your command. The object of Dragon is to destroy the Dragon Tank before it can reach its objective. The Dragon's objective depends on which scenario you choose.

The Dragon Tank depicted in this game is similar to both the Russian T-99B and the American M-1000 "Sherman II". It carries eight weapons: 4 80MM light tank guns, 2 125MM heavy tank guns, and 2 surface-to-surface/surface-to-air missile launchers.

The other armor units used in the game are as follows:

Light tank: light weight, lightly armored tank capable of speeds up to 80 km/hr.

Heavy tank: heavily armored tank capable of speeds up to 50km/hr.

MSL tank: self-propelled surface-to-surface missile launcher.

Helicopter: heavily armed assault helicopter.

Cannon: stationary 200MM Howitzer.

Laser: large field emplacement housing a laser cannon. Its firepower and range are greater than that of the Howitzer.

- Movement Points - Maximum numbers of spaces an armor unit can move during one turn.
- Attack Points - Number of points of damage an armor unit's weapon can do.
- Defense Points - Number of attack points an armor unit can sustain.
- Defense Factor - Chances of surviving a hit if fired upon on a scale of 6 ("2" means 2 chances in 6 of surviving).
- Weapon Range - Maximum distance a weapon can fire. ("7" means 7 spaces).
- Cost Points - How many armor points are needed to purchase a particular armor unit.
- Armor Unit - Weapon, playing pieces used in this game. Also called armored units.
- Armor Points - Points given to player at start of game. Used like money to purchase armor units.

## ARMOR UNIT STATISTICS

ARMOR UNIT TYPE	MOVEMENT POINTS	ATTACK POINTS	DEFENSE POINTS	DEFENSE FACTOR	WEAPON RANGE	COST POINTS
LASER	0	6	2	1	9	9
CANNON	0	4	2	1	7	4
MSL TANK	3	2	2	3	5	3
HVY TANK	3	2	2	3	3	2
HELICOPTER	7	1	1	1	2	2
LT TANK	5	1	1	2	2	1
HQ*	0	0	0	0	0	0

\* USED IN SCENARIOS #2 AND #4 ONLY

## DRAGON STATISTIC

The Dragon has 30 normal defense points (like those of an Armor unit). In addition, it has 8 weapon defense points (1 for each weapon). When the Dragon sustains damage it may or may not be to a weapon. If a weapon is hit then the weapon defense points are reduced by one and the Dragon will be able to fire one less weapon. The only way to tell what weapon was hit is to listen to the sounds it makes and the range of any armor units it hits when it fires a weapon. If a weapon is not hit then the appropriate amount of attack points will be subtracted from its non-weapon defense points. The chances of a hit being on a weapon are 50%.

The Dragon movement point total may be 0, 1, 2, or 3 depending on its defense point total (non-weapon). The relationship is shown in the chart below.

DEFENSE POINTS	MOVEMENT POINTS
20-30	3
10-19	2
1-9	1
0	0

The Dragon's weapon statistics are displayed in the following chart.

WEAPON TYPE	ATTACK POINTS	WEAPON RANGE	NUMBER PRESENT
MISSILE	2	5	2
HVY TANK	2	3	2
LT. TANK	1	2	4

## SCENARIOS

There are four scenarios. They are:

1. Search and Destroy
2. Hit and Run
3. Break Through
4. Sneak Attack

When playing Scenario One (Search and Destroy) the Dragon Tank will search out your armored units and attempt to destroy them one by one. You win by destroying the Dragon. It wins by destroying all of your armored units.

In Scenario Two (Hit and Run) the Dragon will move across the battlefield in search of your HQ (headquarters) and attempt to destroy it. After destroying your HQ it will try to return back across the battlefield to its own lines. You win by destroying or stopping the Dragon. It wins by destroying your HQ and escaping off the right side of the screen. The game is a draw if it destroys your HQ and you can destroy it.

In Scenario Three (Break Through) the Dragon will attempt to break through your lines (to reach some unknown target not on the screen). You win if you stop or destroy the Dragon. It wins if it crosses the battlefield and exits the left side of this screen.

Scenario Four (Sneak Attack), is really not a separate scenario. What it does is allow the computer to choose the scenario instead of the player, the player will have to figure out what the Dragons objective is by its actions during the game.

## SKILL LEVELS

There are five skill levels of. The differences between the levels are the number of craters of the battlefield and the number of armor points at your disposal. The higher the skill level, the more possible craters on the battlefield and the fewer armor points you get. The following chart shows the differences.

<u>LEVEL</u>	<u>CRATERS</u>	<u>ARMOR POINTS</u>
1. LIEUTENANT	1-10	30
2. CAPTAIN	1-20	25
3. MAJOR	1-30	20
4. COLONEL	1-40	15
5. GENERAL	1-50	10

## LOADING DRAGON

### VIC20:

Load the program DRAG. After it is loaded, leave the disk in the drive, type RUN, and press "RETURN", DRAG is a loader program, it will turn the screen blue and load and run the program "DRAGON".

### C64:

Load the program DRAGON. Then type RUN and press "RETURN".

## PLAYING DRAGON

### CHOOSING OPTIONS

The Crystal Microsoft Logo will appear. After a few seconds the program title will appear. A few seconds later the scenario choices will be displayed along with the prompt "ENTER OPTION". Type the number of the scenario you wish to play and press "RETURN".

The computer will then display the skill levels and another "ENTER OPTION" prompt. Type the skill level of you wish to use and press "RETURN".

### CHOOSING ARMOR UNITS

After selecting the skill level, the screen will clear and the Armor Unit Select Menu will be printed. It will display the total armor points available to you, the name of each armor unit, and the cost of each armor unit. A ">" will appear to the right of the first armor unit. This means that you are to type in how many of this type you wish to use and press "RETURN".

If you select any of this armor unit you will notice that the number after the words "ARMOR POINTS" is now smaller. That is because the computer has subtracted the cost of each armor unit selected.

A ">" will now be displayed to the right of the second armor unit. Continue selecting armor units until all armor points have been used.

If you try to select more of a specific armor type than you have armor points for, the computer will beep and you will be asked to input a new number.

If you do not have enough armor points to select even one of a specific armor type, the computer will put a zero there and go on to the next type.

When you get to the last armor type (Lt. Tank) the computer will automatically choose enough to use your remaining armor points.

Press "RETURN" when you are ready to continue.

#### SETTING UP BATTLEFIELD

After pressing "RETURN", the screen will clear and change color. This is the battlefield. Dots will be randomly placed on the battlefield to represent craters left from previous battles. Also, a vertical black line will appear in column "N" (VIC) OR "T" (C64).

Around the outside edge of the battlefield, letters of the alphabet will be printed. A-T across the top and bottom of the battlefield and A-R down both sides. (A-Z across top and bottom and A-T down sides on C64 version). The letters represent the coordinate system used to place armor units on the battlefield. Each coordinate location on the battlefield is called a "SPACE".

At bottom of the screen will be a prompt. The prompt will contain the name and number of an armor unit you have chosen. The system is asking you where you wish to place this particular armor unit. To position it, type in the two letter coordinate position for the space in which you wish to place the armor unit (horizontal then vertical position - no spaces). Below is an example.

COMPUTER PROMPT	YOUR INPUT
LASER 1:	BC

In the example above, the laser would be placed in the location that is two spaces from the left side of the screen (B) and three spaces from the top (C).

After typing in the location, the system will place the armor unit at that position and prompt you for the placement of the next armor unit. This will continue until all armor units have been positioned.

There are three places where an armor unit cannot be placed at the start of the game. An armor unit cannot be placed in a space that contains a crater or another armor unit. It cannot be placed on or to the right side of the vertical line.

If you place a unit in an illegal location you will hear a beep and the computer will ask you to type the information.

#### PLAYING THE GAME

##### DRAGON'S TURN

After the last of your armor units has been positioned the vertical line will be removed. The Dragon will then enter the battlefield on the right edge of the screen.

The Dragon's turn is first. On each turn it will move 0 to 3 spaces depending on battlefield conditions and how much damage it has sustained. After moving it will attempt to fire any and all weapons at its disposal.

You will be able to tell if the Dragon fires a weapon by any sound it makes. If it fires a missile you will hear a "wooshing" sound. If it fires a tank weapon you will hear a small explosion. If the weapon hits its target you will hear a large explosion and the target will turn light blue if damaged or violet if destroyed (a destroyed unit is then removed from the screen).

You will notice that there have been two numbers displayed at the bottom of the screen throughout the Dragon's turn. These numbers show the Dragon's status. The first number is the Dragon's defense points and the second is how many undamaged weapons the Dragon has. These two numbers are also displayed during the player's turn and are updated throughout the game.

#### PLAYER'S TURN

After the Dragon has finished firing its weapons, it becomes the player's turn. During his turn, the player may move and fire any and all of his armor units capable of doing so.

On the battlefield you will see one of your armor units flashing. This flashing unit is now the one that can be moved. At the bottom of the screen, along with the Dragon status number, will be a prompt. It will look something like:

30 8 M: 3 F >

The first two numbers ("30" and "8") are the Dragon status numbers. "M: 3" stands for "MOVEMENT" (how many spaces this particular armor unit may move during this turn), in this case, 3 spaces. The "F" stands for "FIRE".

If the "F" is blue it means that this particular armor unit has not fired its weapon this turn and that the Dragon is out of its firing range. If the "F" is red, the unit has not fired and the Dragon is within range. If there is no "F" then the weapon has been fired and cannot be fired again this turn.

To move the armor unit in question, press the number key corresponding to the direction in which you want it to travel. The diagram below shows the directions.

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      8   1   2
        \ | /
      7 - 0 - 3
        / | \
      6   5   4
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Do not press "RETURN". Everytime you press a movement key (1-8) the armor unit will move one space in that direction. If you do not wish to move the unit press "0". Everytime that the unit is moved one space the movement number will be decreased by 1.

If you wish to fire the armor unit's weapon press "9". You will hear a sound that represents the unit firing its weapon. A whistling sound for the laser, a wooshing sound for the missile tank, and a small explosion for all others. You have a 50% chance of hitting the Dragon with any one shot. If it hits its target you will hear a large explosion and one of the two Dragon status numbers will be lowered. If a weapon is hit, the second number will be decreased by 1. If the body of the Dragon is hit the first, number will be decreased by the amount of the firing units attack points. An armor unit may fire its weapon any time during its portion of the turn (but only once per turn).

When an armor unit is finished being moved and fired it will stop flashing and the next unit to move will begin to flash. This will continue until all units have moved and/or fired. Then it will be the Dragons turn again.

In the case of permanently stationary armor units (lasers and cannons) they may only fire, but not move. If the Dragon is out of their range they will be skipped during that turn.

Movement of any armor unit into a crater will result in loss of that unit. It is considered to have fallen to the bottom of the crater and been destroyed.

There are two illegal moves. One is attempting to fire a weapon that has already been fired this turn. The other is attempting to move an armor unit out of the battlefield (off the screen). If either of these occur, you will hear a beep and will be allowed to reenter your move.

#### COLLISIONS

If two ground armor units collide (try to occupy the same space) they both become damaged. A damaged unit is colored light blue and cannot be used for one turn.



If two helicopters collide they are both destroyed.

If a ground armor unit runs into the Dragon it will become damaged. But if the Dragon runs over a ground armor unit the unit is destroyed and the Dragon suffers the loss of one defense point.

Ground armor units and the Dragon may pass under a helicopter. A helicopter may pass over a ground armor unit, Dragon, or crater.

NOTE: Not all of the players armor units may appear on the screen at the same time. This is because a helicopter may be above a ground unit. Only one of them can appear at a time. Because of this, helicopters are moved last.

At the start of the Dragon's turn, all ground armor units are displayed along with any helicopters not occupying the same space as a ground unit. After all the ground units have moved during the player's turn the helicopters above the ground units will be displayed (instead of those ground units). Also, helicopters may temporarily disappear during ground armor movement and ground units may temporarily disappear during helicopter movement.

If a helicopter is above an object it will be displayed as the same color as the object it is above. Otherwise it will be its normal color.

#### NOTES ON PLAY

Certain scenarios may be more difficult to master than others, even on the same skill level. Different weapons selections may have different effects on the outcome of a battle. Also, different strategies may be needed to gain victory in different scenarios.

