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# The quest for Gemstone Dragon

## Introduction

The world was different once. Dragons soared in the skies and aided the kingdom of man. The Empire prospered, magic was in a time of renaissance, the Imperial army kept peace and order throughout the realm, and the Dragoknight Legion at its head was beloved by all. So it was for an age.

That age has died.

Pride and apathy seeped into the ruling hearts of the Empire, like slow venom, which poisoned man's bond with Dragonkind, and eventually, sundered it entirely. The once-honoured Dragoknight legion is scattered, scorned and abandoned by its people. The hearts of the Empire are torn between ancient magic and new technology.

The roads and wilderness are no longer safe as the army which once policed it has dwindled or been replaced by little more than mercenaries of the crown.

In this time of weakness and uncertainty, an unknown evil gathers its forces. In this time of conflicting ideology, the old places of magical power grow tainted. While the crumbling sound of the Empire's torpid fall goes unheeded by rulers consumed with their own egotism, all manner of foul creatures freely plunder its villages. In this new and desperate age, man's most powerful allies slumber, and only one hope remains.

But who can awaken the Dragons?

Fight hideous monsters in lushly rendered environments with a user friendly point-and-click battle system! Customize your character's skill-set and arm yourself with a full array of weapons and armour! Loot the bodies of your foes or pick the locks of forgotten chests to discover countless magical items—each with their own back story and link to the world! Explore ancient ruins, deep forests, and mystical mountain paths! Uncover the fate of the Gemstone Dragon, and perhaps, change the fate of the Empire!

## Starting the game

On the title screen, you have a set of menu options described below:

**Start Game:** This will show a short character creation screen and start a new game.

On the character creation screen you can choose your character's portrait, gender and type a name for your hero.

Once you are satisfied with your selection click on the Next button at the bottom right of the monument graphic to load the first area of the game.

You will be able to adjust your ability scores, skills and weapon proficiencies from inside the game and from within the inventory screen.

**Load Game:** This will load a previously saved game.

**Load From File:** Gemstone Dragon allows you to save your games as standalone files on your desktop or any other folder on your hard drive. You can previously saved stand alone save game file from here.

**Register Game:** (Desktop version only) This menu item will open a browser window to a web page which will allow you to register the full version of the game

**Unlock Game:** (Desktop version only) When you register the game you will receive a code number which consists of up to 15 letters and digits. You must type this number in the input box and click "Next". **You must be connected to the Internet** so that we can validate your registration code. This procedure occurs almost instantly and you will be able to access all areas in the game.

**Preferences:** This menu will pop up a screen which contains preferences for music and sound effects volume, difficulty level and a few others. You can also set the delay between game refreshes. This is how fast the game updates sprites and moving objects. If you have a fast PC (2GHz or faster) you set this to a **lower** value for smoother animation. This option also affects window scrolling speed.

**Credits:** This will show a list of the people and companies that have helped in the development of the game.

**Quit Game:** (Desktop version only) This will exit the game to your Operating System Desktop.

## The Main Interface

The main interface is where you can handle your character's actions within the game world.



At the top right corner you can see your character's portrait. There are also the health and mana indicators. Also in this area state icons appear which show certain special states that affect your character. For example if your character is poisoned or if there are unspent ability points (a golden plus sign).

You can mouse-over your character portrait to see a quick list of common attributes such as your level, experience, gold carried, attack and damage modifiers, armor etc.

**Moving your cursor near the top, bottom, left and right edges will pan the view so that you can see the surrounding area. You can also scroll the view with the W (up), S(down), A(left) and D(right) keyboard keys or by using the arrow keys.**

At the bottom right corner of the main interface there are the action buttons which control your character's actions. These are described below:

## **The action buttons**

From left to right, these include

Attack button, Missile Attack button, Dialogue, Cast spell, Use Skill, Use inventory item, Show inventory, Quests and Journal Log, Local Map and World Map view, Game menu (save, load, quit to title screen)

### **Attack Button**

This is not necessary to use unless you want to attack an NPC. Once you mouse over to the marker (the red circle) of an enemy your cursor will automatically change to the attack cursor. If you click you can immediately attack the enemy. Otherwise you can first click the attack button and then click on the creature you wish to attack.

### **Missile Attack Button**

The missile attack button is not used. When attacking with a missile weapon, like a bow, you can use the standard attack button.

### **Dialogue**

You can initiate dialogue with an NPC either by clicking the NPC blue circle or by clicking the dialogue button and then selecting the NPC by clicking on his/her marker.

### **Cast Spell**

This button will open a submenu with a list of available spells. In the beginning you do not know any spells, but later in the game there will be characters who will teach you spells or you can learn new spells by using spell scrolls. Clicking a spell icon will change the cursor to the cast spell cursor. Then you must select the marker of a creature or your own green circle to cast the spell on yourself.

### **Use Skill**

Similarly to the cast spell button, this button will open a submenu with a list of your skills. These skills include find traps, remove trap, pick lock and stealth.

### **Use inventory item**

This button will open a list with items in your inventory that you can use. For example from here you can get quick access to the potions in your inventory and use them immediately without going to your inventory screen. This submenu shows all 16 slots in your inventory but only the ones that contain items with special uses are active.

## **Show Inventory**

This will open the inventory screen which is described in more detail later in this manual.

## **Quests and Journal Log**

Most of the cut scene texts are also copied to your journal (at least the most important part) so you can always review your journal in case you missed something. The Quests page shows all quests that have not been completed yet and the Done Quests page show all completed quests.

## **Local Map and World Map**

This button will show an overview of the whole area but it will only show the areas that are already explored. From this screen you can also click the globe icon at the top left to view the World Map which shows all accessible areas. You cannot travel from this screen though. The accessible areas become clickable only when you reach the edge of a map.

## **Game Menu**

From the game menu you can save your game, save your game to an external file, load a previously saved game or quit to the title screen.

## **The Inventory Screen**

If you click the inventory icon on the main interface (which looks like a backpack) or hit the (i) key on your keyboard, the inventory screen pops up. In this screen you can see or change all player statistics, equip items, use items like potions and also pick or drop items. In the inventory screen it is also visible your current level, your endurance and mana, your experience and the experience required to reach the next level and finally the amount of gold you carry.

On the left panel there are 4 tabs at the bottom. You can click each one of them to view the list of relevant statistics. These are:

### ***Abilities***

On this tab you can see or change the major abilities of your character. These are Strength, Dexterity, Mind, Spirit, and Constitution. Strength and Dexterity are important to be able to equip certain items while Mind and Spirit are required when you cast spells. Clicking on any ability shows more information about the ability.



You have 5 primary abilities. These determine what items you can use. For example most melee weapons require a minimum strength value and missile weapons require a minimum dexterity value.

Clicking on an ability name will show a description for each ability as well as any effects you get by increasing the ability.

## Strength

Your strength ability determines what kind of weapons you can use. Most melee weapons will require a minimum strength ability before you can use them.

All weapons have a minimum strength, or dexterity or both requirements in order to be used. If a character has an ability (or abilities) above or equal to the specified requirements then he may use the weapon or item. In a different case, he cannot, and must raise his abilities in order to meet the requirements of the weapon. Once a person can use a weapon the damage he may cause depends entirely on the weapon plus any damage bonuses.

For every 15 points of Strength you get a +1 attack bonus when using melee weapons.

## Dexterity

Your dexterity describes how agile you are and what kind of weapons you can use. Most missile weapons, like bows, will require a minimum dexterity ability before you can use them.

For every 15 points of Dexterity you get a +1 attack bonus when using missile weapons.

## Mind

This ability is a cumulative score of all your mental capabilities. It is a vital ability for all actions that require a high degree of intelligence like casting a spell, picking a lock, disarming a trap etc.

For every 10 points of Mind your maximum mana is increased by 4 points

## Spirit

Your Spirit score is a cumulative ability of all your spiritual and divine capabilities. This ability determines how successful you are in casting priest spells like protective or curative spells.

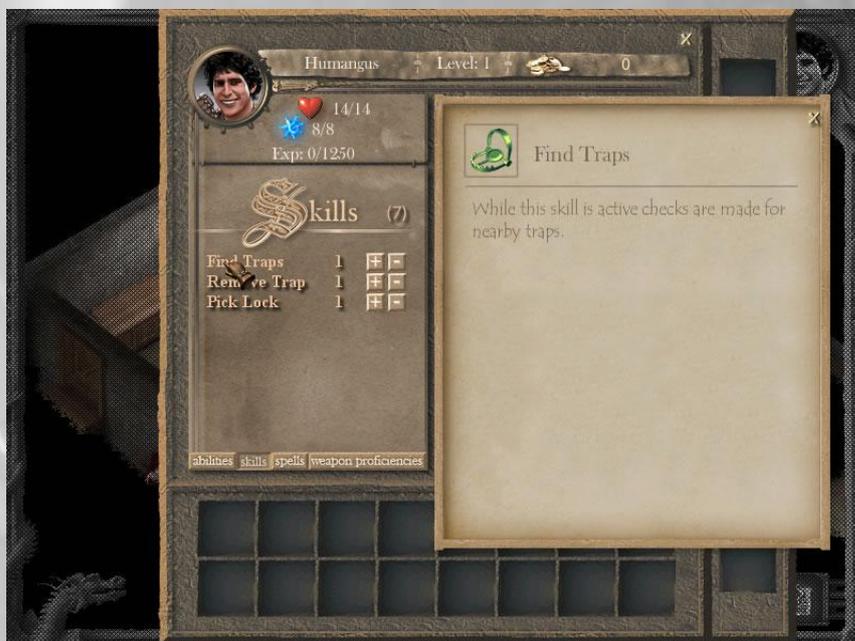
## Constitution

Your constitution shows the general health and physical built thus determining maximum endurance.

For every 3 points of Constitution your maximum endurance is raised by 2 points

## Skills

Here you can see or change the value of your 6 basic skills. These are: Search For Traps, Remove Trap, Pick Lock, Stealth, Negotiation and Lore. These are described in detail later in this manual. Clicking on any skill will show more information on the skill.



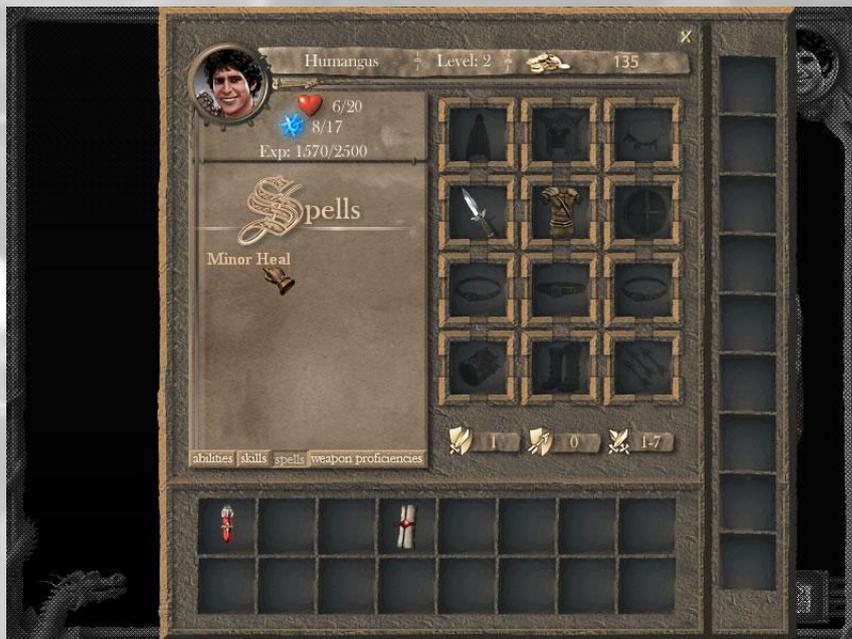
You begin the game with three very important and necessary skills. During the course of the game you will be able to acquire more skills that will aid you in your quest.

The skills that you begin with are find traps, remove trap and picklock. You already have 1 point in each skill so you can use them to overcome some basic traps and locks.

Clicking on a skill name will show a description of each skill

## **Spells**

You gain spells either by talking to certain characters in the game or by using spell scrolls. Spells usually require a Mind or Spirit score before you can cast them and all spells consume mana when cast. Clicking on any spell will show more information about the spell.



Spells are very helpful. When you cast a spell it usually consumes an amount of mana. If you don't have enough mana then you cannot cast the spell.

You will be able to get many spells during the course of the game. You get spells by purchasing and using spell scrolls. Many NPCs in the game will also teach you spells for free or for a price.

Clicking on a spell name will show a description of each spell and the mana it requires

## **Weapon proficiencies**

When you level up you usually get 1 point to raise any of your weapon proficiencies. Raising a weapon proficiency gives you attack and damage bonuses when using the respective weapon.



Improving your weapon expertise in a family of weapons will give you an attack and damage bonus when attacking with this family of weapons. Each point gives a +1 attack bonus and every second point gives you a +1 damage bonus. Every time you go up a level, you get 1 point to spend on weapon proficiencies.

### ***Character Roster***

On the right side there is the character roster which shows all currently equipped items on your character. You can click on an item in your inventory to pick it up and then click again on a slot to equip the item. If you mouse over any item a small magnifying glass appears at the bottom right. When you click this icon a window pops up which shows detailed information about the item as well as any requirements the item has before it can be used or equipped.

### ***Attack and Armor Values***

Just below the character roster the attack, melee armor and missile armor values are displayed. The attack value determines your chances to successfully hit an enemy. This value is improved each time you go up a level or by equipping certain magical items. The melee armor value determines how much protected you are from melee attacks while the missile armor value determines how difficult it is for enemies to hit you with missile weapons (like bows and arrows).

### ***Inventory Items***

There are 16 slots available where you can carry your items. If you mouse over any item, a small magnifying glass appears at the bottom right. When you click this icon a window pops up which shows detailed information about the item as well as any requirements the item has before it can be used or equipped.

## **Ground Items**

On the right side of this screen there is a list of slots that contain items on the ground. You can pick items from the ground by moving them to your inventory. You can also drop items if you move an item from your inventory to any ground slot.

## **Item Information Screen**

If you mouse over any item, a small magnifying glass appears at the bottom right. When you click this icon a window pops up which shows detailed information about the item as well as any requirements the item has before it can be used or equipped. There are some items which are not identified. You cannot equip such items and you need an adequate lore skill value before you can identify such items. From this screen you can use items like potions by clicking the “Use” button. You can also split items that are stacked, like arrows by clicking on the “Split” button which appears when viewing information about such items.

## **World Map Screen**

Whenever you reach the edge of a screen, the world map screen will appear which will show all previously visited areas and will also open new areas. You can click and drag up or down to scroll the map. While travelling, clicking on an area will take you there.



You can also access the world map by clicking the map icon on the main interface. From there, you can click the earth icon to view the world map.

## How to play

This section describes how you can interact with the game world through the main interface.

### ***Moving***

To move, first select your character (by clicking on the green ellipse) and then click on an open ground where you want to move. Your character will find a path and move there. Since your character is already selected you can click to another area to continue moving.

### ***Containers***

Clicking a container (chests, boxes, set of drawers) will either open it immediately if you are close enough or move to it and open it. If the container contains any items you can take any or all. If you want to pick an item, click on an item inside the container once. The cursor will change to the item. Move the cursor at the bottom of the screen and drop the item (by clicking a second time) on an empty inventory slot.

### ***Dialogue***

NPCs (Non Player Characters) have a blue marker. If you mouse over this marker the cursor will automatically change to the default dialogue cursor. Clicking the market will initiate dialogue with the selected NPC. You can also click the dialogue button from the main interface and then select the NPC.

### ***Traveling***

When you reach or mouse over the edge of a local map area, a cursor depicting a pair of boots will appear showing that it is possible to travel to a new area. Clicking on the edge of the map will open the world map interface. From the world map you can click any area to travel there.

## Combat

All hostile creatures have a red marker. When you mouse over the marker the cursor changes to the attack cursor and the default action is to attack the creature. You only need to click one time and combat will play until one of the combatants is dead. While you're adventuring you will very soon find out that many creatures or people do not like you much. Then the only thing you have to do is to trust your weapons and fighting prowess.



Enemies and hostile creatures have a red circle. When you mouse over the circle the default action is to attack the creature, so the cursor becomes a sword.

You can also click on the sword from the interface buttons and then pick the creature you want to attack.

## Combat rounds

Combat occurs in rounds. This means that once you or an enemy have completed an attack, a certain period of time must pass until you are ready to prepare your next attack. This amount can vary. The main character default is 5 sec but this can become shorter (which means you can attack faster) when using some magical weapons.

## Combat resolution

Combat resolution is the sum of rules that determine when an attack is successful. This is very simple in Gemstone Dragon Flash RPG. Each creature has an attack roll. For example the main character's attack roll at the start of the game is 1-6. This means

a random number from 1 to 6 is picked when attacking. If this number is equal or more than the creature's armor then the attack is successful. Once an attack is successful, then damage is applied to the target and the target's endurance is reduced by a damage amount. When endurance reaches 0 the creature is dead.

### **Improving Combat Odds**

There are many ways to improve combat results.

- You can get better weapons. Some magical weapons give you an attack or damage bonus.
- You can increase your strength or dexterity that give you melee and missile attack bonuses
- You can increase a weapon specialization and fight with this specific family of weapons that you are expert on. This will give you attack and damage bonuses
- Use healing potions or spells to restore your lost endurance
- Increase your constitution which increases your maximum endurance and makes you harder to kill

### ***Picking up items***

You can pick up items from the ground by standing close to them and clicking on them. When you mouse over such an item on the ground the cursor will change to an open hand image. Alternatively, when you are near an item on the ground you can go into your inventory and all items on the ground will appear in the list on the right side of the inventory screen.

### ***Doors, stairs and other entrances***

Move near a door or other exit and then click on it to leave the current area.

## Shops, Taverns and Merchants

Many NPCs in the game will be able to offer you a list of items for purchase or they will buy items from you. The shop screen will usually open through dialogue by asking the NPC to show you his available items.



The top right portion of the shop screen displays the name of the NPC or the name of the shop.

There are 2 tabs labeled Buy and Sell. The Buy tab is active by default and lists all available items you can purchase. If you click on the Sell tab the list changes to your inventory items. Now you can select any items you want to sell (by clicking on the icon) and then click the “Sell” button which appears just below the list.

### ***Buying and Selling***

If you click on the icon of an item, this item becomes selected and a green border appears around the icon frame. If you click again the item becomes deselected. You can select any number of items you wish to sell or buy.

Right next to each item you can see the name of the item and its value in gold. If you are buying items then this is the amount you must pay. If you are selling items then this is the amount of gold you will receive.

At the bottom of the item list there is the total in gold of all items you have selected to buy (or the total you will receive for all items you wish to sell) . Next to the total there is the **buy** or **sell** button. When you click this button, the items will be transferred to your inventory when making a purchase or you will receive gold for the items you sell.

### ***Viewing item information in shop***

If you click on the name of the item then the item is not selected but you can view all item info on the scroll on the right side of the shop window.

## **Spell List**

### ***Healing Spells***

These spells help you recover your endurance. When endurance reaches zero you are dead, so they are most valuable to know some of these.



#### **Minor Heal**

Heals 9 points to the target. Requires 7 mana.

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#### **Heal**

Heals 16 points to the target. Requires 10 mana.

---



#### **Greater Heal**

Heals 24 points to the target. Requires 14 mana.

---



#### **Cure Poison**

This spell will neutralize most types of poisons except for the strongest ones. It requires 6 mana to cast.

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### **Cure Strong Poison**

This spell will neutralize all types of poison even the strongest ones. It requires 14 mana to cast.

## ***Protective Spells***

These spells will protect you by many different dangers either by increasing some of your score number or making you harder to get damage



### **Protection from evil**

This spell will increase your melee and missile armour by +4 for a period of 120 seconds. It requires 8 mana to cast.

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### **Bless**

This spell will increase your melee and missile attack modifiers by +5 for a period of 60 seconds. It requires 6 mana to cast.

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### **Haste**

Increases the pace of your movement for a period of 10 seconds. It requires 14 mana to cast.

---



### **Invisibility**

This spell will make you completely invisible for 60 seconds. You can attack, cast spells or use objects without revealing yourself. It requires 8 mana to cast.

## Offensive Spells

The spells in this group will usually harm your enemies, either a single one or in groups. Some of these spells might also reduce your enemies' ability to harm you.



### Horror

If successfully performed this spell will introduce uncontrollable fear into the heart of the target creature making it unable to act reasonably. Instead, it will run around aimlessly while trying to find an escape route. The spell requires 8 mana to cast and lasts for 120 seconds.

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### Slow

This spell will slow the movement of the target creature. It requires 8 mana to cast.

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### Control Creature

This spell will allow you to control another creature for 120 seconds. You may order the creature to move to another place or attack your other opponents. If you cast this spell to a creature multiple times, it will have no additional effect. The spell requires 8 mana to cast.

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### Confusion

Anyone under this spell will either wander aimlessly or attack a random creature even its own allies. The spell requires 8 mana to cast and it lasts for 120 seconds.

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### Paralysis

This spell will render the target unable to move for a period of 60 seconds. The recipient is still fully aware of what is happening to the surroundings. The spell requires 8 mana to cast.

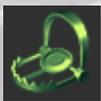


### **Turn Undead**

This spell will affect all undead creatures within a radius of 5 feet from the target area. Any undead creatures affected by this spell will flee in terror for a duration of 120 seconds. The spell requires 8 mana to cast.

## **Skills**

These are the skills you will need to use in the game. You start by already possessing these skills and you can develop them as you progress through the game and gaining levels.



### **Find Traps**

While this skill is active, you check the nearby surroundings for traps.



### **Remove Trap**

Once you have found a trap you may attempt to remove it by using this skill.



### **Pick lock**

This skill will allow you to open locked items or doors without using a key.



### **Stealth**

This skill makes you invisible in the eyes of your enemies or other creatures you wish to avoid. Unlike the invisibility spell, this state is achieved through hiding and camouflage rather than through magical means.



### **Negotiation**

This skill allows you to negotiate for better prices at shops or when trading. The better you get at this skill the lower prices you will pay. You can also attract higher prices when selling your own items.

For each point in this skill prices will be cheaper by 1% when buying items. This price reduction cannot go below the item's base price + 1% though.

For each point in this skill prices will be higher by 1% when selling items. The price you get for an item though cannot go above the item's base price-5%



### **Lore**

The better you get at this skill the easier it will be to identify magical items and their particular properties.

All non identified items must be identified before you can use or equip them.

## **Items**

### ***Potions***

Potions and elixirs are magical concoctions that can benefit you in many different ways. The most common potions will restore your endurance or mana while others might have a short beneficial effect.

These are only a few of the many types of potions you can use in the game.



### **Healing elixir**

This healing elixir will restore 9 endurance points.



### **Elixir of greater healing**

This is a more potent version of the Healing elixir and will restore 16 endurance points

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### **Elixir of extra healing**

This potion will restore 24 endurance points and it is the best healing potion you can get.

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### **Mana restore**

This potion will restore 14 mana

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### **Greater mana restore**

Upon drinking this potion 22 points of mana will be restored to you.

## ***Weapons***

You can equip weapons through your inventory and use them to fight enemies. Some weapons are better and more powerful than the others while some of them might be magical and have some benefits while they are equipped.

These are only a few of the many types of weapons you can use in the game



### **Long sword**

The simple, elegant weapon of heroes and knaves alike. The light plays on the blade and the polished pommel like they were old friends, teasing a fierce glint from the razor-honed edge.

Damage:  
1-7 slashing damage

Minimum requirements:  
Strength: 4



### **Bow**

The recurve design of this woodsman's weapon increases the distance and depth of the strike. The string is crafted from a weave of gut and wild vine which folklore says is unbreakable.

Damage:  
Depends on the arrows used.

Minimum requirements:  
Strength: 6

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### **Hammer**

The shaft is well worn and thick as your arm. The head is wide, flat and brutal. You can't help but picture the skulls cracking.

Damage:  
2-6 crushing damage

Minimum requirements:  
Strength: 3

---

## ***Armour***

It is advised that you always try to wear the best armour you can find. Some armour will give you a bonus to melee attacks while some other might also help avoid both melee and missile attacks.

These are only a few of the many types of armour you can use in the game



### **Leather Armour**

The thick layers of well oiled, tanned hide will stop all but the finest weapons. The quality leather molds to the contours of your body, keeping movement free and quiet.

Melee Armour: +1

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### **Studded Leather Armour**

It is hard to improve upon functional simplicity. However, adding strategically placed metal studs not only increases the defensive strength of the armor; it also enhances the quality look of the outfit.

Melee Armour: +2

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### **Chainmail**

Chain Mail's interlocking rings shimmer like the scales of a metallic snake and grant the wearer the protection of steel while staying flexible. It is always worn over a layer of padded fabric or soft leather to prevent chafing and lessen the impact of blows.

Melee Armour: +3

---



### **Full Plate**

By far the sturdiest armor, Full Plate Mail is a total body defense against the most fearsome of enemy weapons. It is true, Full Plate Mail is not graceful. But who needs grace when you are covered in layered plates of shining steel?

Melee Armour: +5

## **Enemies**

Not all creatures will be friendly towards you. Some of them will attack you on sight such as wild animals or evil humanoids trying to get your gold, while some other might turn hostile after you attack them first or if they feel threatened.

All hostile creatures in the game will have a red circle marker. Clicking the marker will trigger the default action which is to launch an attack.



### **Giant Rat**

Hidden from human eyes for centuries and appearing only in myth and legend, the wild giant

rat has only recently been spotted invading human territory. Over the span of several thousand generations these creatures have morphed into gigantic monsters whose blood-shot eyes are something a traveller does not want to wake up to. Intelligent and audacious, the wild rat has only one thing on his mind: stifling the incessant hunger that wastes its body. They attack and attempt to eat anything that moves and their sharp teeth and claws make them quite a successful predator. They have been seen dragging whole sheep behind them and are known to attack humans as well.

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### ***Wolf***

The most common of all is the giant timber wolf whose intelligence and cunningness is well documented throughout human history. They travel alone in the summer and they pose little threat then, but during the cold months of the Aschelonian winter, the wolves gather in packs and they hunt for anything they can scent: whether goblin, dwarf, elf, ogre, orc or human. Incredibly strong and resilient, the timber wolf is also audacious beyond reason. It has been reported that one or two individuals were capable of attacking whole groups of armed orcs. They are relentless in their pursuit and once they scent their prey, they do not stop until blood is spilled.

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### ***Spider***

These monstrous eight-legged creatures are surprisingly fast and cunning. Once they spot their prey they move in quickly for the kill and use giant fangs to inject fast acting, debilitating poison before proceeding to devour the paralyzed victim

whole. They are very territorial and aggressive, attacking anything that moves within their vicinity. The spider's powerful legs are capable of breaking a human femur, and these creatures are seldom the ones to retreat first making the fight long and exhausting.

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### **Skeleton**

They are the resurrected remains of ancient warriors who wander aimlessly, leading a very solitary existence. Completely incapable of emotion, whether love or hate, they are focused on one thing alone: killing anything they deem dangerous to themselves or whatever it is that they protect. They are difficult to destroy because they feel no pain and they continue to attack until they can drag their wasted frames across the floor. Luckily, they lack the skill or intelligence needed to mount a serious and organized offensive.

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*This is a small list and only a part of the enemies that you will fight during your quest for the gemstone dragon*

## **Credits**

This game would remain just an idea in my head if there was not the help of the following individuals and companies.

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### ***Artwork***

Daniel Rybkin (interface, game art & illustration)  
Konstantinos Yatilis MacFarlane - <http://www.koyima.com>  
MEGS India  
Cartix Studios  
Black Bow Soft

### ***Sound Effects***

Hive Media  
Rajiv Agarwal

### ***Editing and writing***

Keith Karabin  
Slavomir Rapala

### ***Music Composition***

Bjorn Lynne  
Pierre Gerwig Langer  
Jon Cooper  
David Hughes  
Elliot Simons  
Imperial Sound

### ***Tower Floorplan design***

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