

**TANO MICROCOMPUTER PRODUCTS CORPORATION
WARRANTY STATEMENT**

TANO Microcomputer Products Corporation warrants to the original consumer/purchaser that this product is free from any defects in materials or workmanship for a period of 90 days from the date of purchase.

If such defect is discovered within the warranty period, the sole obligation of TANO Microcomputer Products Corporation or its Authorized Repair Center will be to repair or replace (at its option) the product, free of charge, on receipt of the unit (charges prepaid if mailed or shipped) with proof of date of purchase and a returned warranty card, filled out previously.

This warranty shall not apply if the product is modified, tampered with, misused, or subjected to abnormal working conditions.

TANO Microcomputer Products Corporation is not responsible for incidental or consequential damages resulting from the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury. This warranty is in lieu of all other warranties. Some states do not allow limitations on how long a warranty lasts or do not allow the exclusion of limitations in incidental or consequential damages, so the above limitations may not apply to you.

This warranty gives you specific legal rights and you may also have other rights that vary from state to state.

NOTICE:

- (a) This guarantee is restricted to the original purchaser.
- (b) Claims will not be accepted if any unauthorized modification is made to the product or if the serial number or the guarantee labels have been removed or defaced.
- (c) TANO Microcomputer Products Corporation's liability is limited to the cost of repair or replacement (at TANO Microcomputer Products Corporation's discretion) of the defective product.
- (d) The postcard attached to this statement must be completed by the Purchaser and returned to TANO Microcomputer Products Corporation within 28 days of purchase.

IMPORTANT!

Your warranty card must be validated by your dealer's stamp or signature. Your properly returned warranty card entitles you to one year's free membership in the Dragon User's Club.

**TANO MICROCOMPUTER PRODUCTS CORPORATION
WARRANTY REGISTRATION**

NON-DISCLOSURE AGREEMENT

The purchaser below agrees that he/she is receiving a copy of the Dragon Data 16K Basic Interpreter for use on a single computer only. The purchaser agrees that the above 16K Basic Interpreter will be strictly safeguarded against disclosure to persons not authorized by TANO Microcomputer Products Corporation. The purchaser agrees that copying or unauthorized disclosure will cause great damage to TANO Microcomputer Products Corporation and that this damage is far greater than the value of the copies involved. The purchaser agrees that this agreement shall inure to the benefit of any third party holding any right, title, or interest in the Dragon Data 16K Basic Interpreter or any software from which it was derived.

To be completed by Dealer:

Purchaser's _____
Name and _____
Address: _____

Dealer's
Stamps:

Date of _____
Purchase: _____
Model No: _____
Serial No: _____

BUSINESS REPLY CARD

FIRST CLASS PERMIT NO. 207 NEW ORLEANS, LA

POSTAGE WILL BE PAID BY ADDRESSEE

TANO Microcomputer Products Corp.

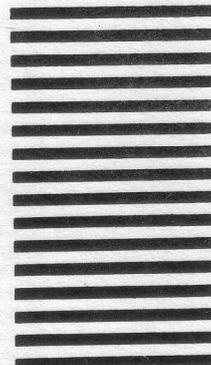
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NO POSTAGE
NECESSARY
IF MAILED
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UNITED STATES



The TANO Masterpack Cassette

This cassette tape includes five programs that can help put your business and household affairs into the computer age:

CCWRITER, CCCALC, CCMAILER, CCMERGER, CCFILE.

Detailed instructions for the use of the first five programs are included with your DRAGON.

In addition, there are four game programs that let you start having fun with your DRAGON immediately:

GOLDDIGGER, TOWER OF FEAR, COURIER PILOT, AND DRAGONQUEST.

GOLDDIGGER (GOLDDIG)

Use the arrow keys to guide your search for gold in your mine. Descend on the elevator and start your search, but beware of underground springs and cave-ins which can end the game. Remember, you have to get out with the gold.

Tower of Fear (TOWER)

You must get into the tower, find the treasure, and escape. Beware the NOTMEN as you direct your Adventurer through the Tower of Fear! See "Legend of the Tower" for instructions and clues.

Courier Pilot (COURIER)

Use the arrow keys to fly the courier plane across the English Channel into Allied territory with secret papers. You will encounter obstacles such as clouds that ice your wings and fog banks that obscure hidden dangers. When you start your own programming, use the listing of this program (just type LIST after loading it from tape) to see how easy it is to create your own games with DRAGON BASIC.

Dragonquest (DRAINTRO AND DRAGON)

In a desperate race against the sun you search for SMAEGOR, Monarch of Dragonfolk, who has kidnapped the Princess of the Realm and holds her in a distant and unknown place. In a quest for Honor and Glory, you must search the land, seeking out the tools needed for the ultimate confrontation. On the River Delta, in the abandoned Temple of Baathteski, Goddess of the Blade, everywhere, clues abound. You decide what to do and reap the rewards - or take the consequences!

After you have set up your DRAGON and a cassette recorder (the DRAGON user's Manual tells you how), you can run these game programs without further ado.

Put the cassette into the recorder with SIDE 2 facing up. Type the letters CLOAD on the keyboard, and then press the ENTER key.

Now press the PLAY button on the recorder. The T.V. screen will display an "S" as it searches for the first program and will display an "F" when it finds it. The name of the program will then be displayed. When you see "OK" on the screen, type the letters RUN and press ENTER. The program will then tell you what to do.

You should read the User's Manual first. It isn't long, and it tells you how to set up your recorder correctly as well as giving you tips on loading programs.

Note: Make a copy of each of the game programs on separate tapes. DRAGON QUEST and TOWER of FEAR let you save games - which means that the recorder could write over another file if you save the game. To save a program, CLOAD it but don't RUN it. Take out the original cassette, put in a new one, press the PLAY and RECORD keys at once, and Type CSAVE "program name" (7 letters or less), and press enter.

LEGEND OF THE TOWER

BLACKHEART FIRETHROWER was not lamented upon his passing into the world of shadow. Indeed, there was much cause for celebration, for he was a dark cloud upon the blue skies of Graylockland.

He was a Wizard, and the Wizards were not native to Graylock soil. Rather, they were products of the alien lands beyond the fabled stargates of Northstar Castle, driven from their holdings by an uprising of such awesome numbers of dissidents that even the powers of necromancy could not stay the tide.

But in Graylockland, the magikers flourished, BLACKHEART with them, and, in time, they grew so powerful that none could oppose them. They built impregnable fortresses and fell to fighting among themselves.

BLACKHEART FIRETHROWER was the most powerful of the outland mages, for he alone understood the secrets of immortality. With each reincarnation he grew more and more powerful until, at last, no single necromancer could withstand his attacks.

The other Wizards commissioned a questor, a lad of sixteen, who would not be suspect, to enter the service of their bane. He would gain the trust of FIRETHROWER and poison him with blood of Medusa obtained from Hiattia the serpent seller. This was the only death from which there could be no awakening for BLACKHEART.

The boy did his job well, but so powerful was his victim, that death was not immediate, rather, he employed his magic to polymorph his assailant into a cyclops who, when killed, reincarnated, thus, living death. The stricken Mage caused huge vines to grow, covering all the ground level entrances of the tower. He scattered his treasures in the mazes and corridors of the interior to confound and destroy anyone who would plunder therein.

Then he laid back his head, rested a moment and uttered a fearsome curse upon the plotters. Gathering strength from the looming darkness, he loosed a fireball the likes of which were so devastating as to level and melt the stone fortresses of his enemies. Thus acting, he died.

The human historian, Freerover outlined it best in answer to the questions of a would be explorer.

"Far from the city of Belestra, where all adventurers outfit their expeditions in Graylockland, lies, in the great outback, the TOWER OF FEAR. The great fortress of BLACKHEART FIRETHROWER has been occupied only by wraiths and cyclops for the past three hundred years. Anyone who has dared disturb the slumber of evil in that dank place has paid with his life.

You, Sir Adventurer, shall enter the Wizard's Tower, defeat all those NOTMEN who oppose you, and emerge victorious with treasure and glory. A true hero shall you be proclaimed, a man among men.

But if you fail, the slime slugs of the dungeon shall feed upon your mortal remains while the wraiths suck away your spirit. DO NOT FAIL, oh mortal or feel the hot breath of utter devastation upon your nape."

from "EXORTATION TO TOWER DELVERS" by FREEROVER THE BARD
in his volume entitled THE GRAYLOCK CHRONICLES

If you still wish to enter this dungeon here's how:
TO LOAD : COLOR COMPUTER enter CLOADM
program will autoexecute

publisher's note: read this document carefully. There are many clues here that will help you play this game.

GOLD DIGGER

You are now the proud owner of the LUCKY SEVEN GOLD MINE! This mine sits right on top of rich mineral deposits mixed in with dirt, rocks and underground springs. A vertical shaft has been sunk to the bottom of the mine for your elevator. Mining may proceed at any horizontal level after which your miner may move vertically or horizontally to obtain treasure or avoid objects blocking your way. However, your miner must return to the surface using the elevator.

During the course of your exploration, you will encounter rocks, gold, and underground water supplies. The discovery of gold will trigger an audio cue. Rock will impede your progress, forcing you to go around. Underground springs will flood the mine to the level you are on. If your elevator is below the water level it is inoperative and you may only continue to mine or hit the <BREAK> key to restart the game. You cannot exit the mine to collect points without using the elevator.

Make frequent trips to the bank to deposit your gold and replenish your operating points. If you deplete your points in the mine, the game is over. Employ the (up, down, left, right) arrow keys to dig shafts in different directions. You may conserve your points by backtracking through existing shafts to get to new digging sites.

Best of luck in your new venture and when you get to the bank tell 'em BACKPACK SAM sent ya.

COURIER PILOT

Soar with us back to the days of cloth planes and iron men. You are a World War One Courier Pilot with a mission. You must fly from a secret field in France across the English Channel to intelligence headquarters in Scotland. Your tiny biplane only holds enough petrol to skip one airfield before refueling becomes essential.

Weather is a factor in flying this treacherous route. As long as skies are clear you may proceed at any altitude. Flying in high clouds, however, may produce ice on the wings causing a crash. Flying in low clouds (fog), may inhibit your ability to see how to proceed or land. Flying below clouds in rain is relatively safe, but ice may result from ascending in this weather. Lightning may cause crashing, as may flying too low or attempting to land outside the airport.

Use the (up, down, left, right) arrow keys for control in flight. Be mindful of wind shear and up/down drafting which can cause your biplane to change course suddenly. Your (heading, fuel, altitude) instruments will help you complete your mission successfully.

COURIER PILOT was written in DRAGON BASIC by 14 year-old Tyson Sawyer of Jaffery, New Hampshire. By examining his code you may discover how easy it is to begin programming with your DRAGON.

GOOD LUCK, MON CAPITAN