

Entertainment

# Dungeon Master

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## DUNGEON MASTER

A supplement to NEMESIS

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## Introduction

Dungeon Master (DM) frees the Nemesis user from the restriction of having only one pre-defined dungeon to explore. The user of DM may define his own dungeons, designing the topographical features of each level and populating each level with user defined monsters and items. Maze, monster and item source files used to create the the first seven levels of the dungeon included with Nemesis are provided as examples and sources to draw upon in the creation of new dungeons. Using DM the user can create any number of adventures, each limited only by the user's imagination (and disk space).

## Installation Instructions

Both NEMESIS and DM require a terminal definition file ("TERM.DEF") configured for the users CRT. For more information on terminal definition files, please see the NEMESIS manual.

## Files included with DM

The Dungeon Master Disk contains the following files:

File	Purpose
DM.COM	The Dungeon Master program
PERSON.COM	Replaces the PERSON.COM provided with NEMESIS.
TERMDEF.COM	Program to build terminal definition (TERM.DEF) files.
SOROC.DEF	Terminal definition file for a SOROC IQ 120.
HAZEL.DEF	Terminal definition file for a HAZELTINE 1500.
ADDS.DEF	Terminal definition file for a ADDS Regent 20.
L.0	Dungeon source file for LEVEL.0
through	
L.6	Dungeon source file for LEVEL.6
MONSTERS.0-1	Monster source file for levels 0 and 1
through	
MONSTERS.6-7	Monster source file for levels 6 and 7
ITEMS.C-0	Item source file for the castle and level 0
through	
ITEMS.5-6	Item source file for levels 5 and 6

## An Overview of Level Creation

A NEMESIS dungeon is a collection of one or more files created by DM; each dungeon's files will have the same name and different integer extensions (e.g. "AARDVARK.0", "AARDVARK.1" and "AARDVARK.7" could be an entire dungeon). Each of these files contains all the information for one dungeon level, hence a dungeon can have at most 1000 levels: 0..999. DM requires three source files to create a level:

Maze Source Files are prepared by a screen-type maze editor in DM. They contain the physical plan of the level, i.e., placement of rooms, corridors, stairways, pits, chutes and other special features.

Monster Source Files are ASCII files prepared by any editor. They describe the local inhabitants of a level and their attributes such as armor class, hit dice, special characteristics, etc.

Item Source Files are also ASCII files. They define and describe the items to be found on this level along with their attributes. Such items may include treasure, armor, swords, scrolls, staves, etc.

Any source file may be used in more than one level. For instance, it is quite common for the same monsters to be found on two or three adjacent levels.

Upon entering DM the following menu screen is displayed:

Dungeon Master routines

- A) Level Creation Routine
- B) Edit Maze Source File
- C) Character Editing Routine
- D) Document Level Information

Enter Option: \_

The next sections deal with each of these options in detail.

#### Level Creation Routine

To create a level, select : "A) Level creation routine."  
The program will prompt for "Dungeon Name:" -- This determines which dungeon the level belongs to, and will be the name of the level file created. The next prompt to appear is "Which level do you wish to create?" The user must enter an integer in the range of 0..999 which will be the extension of the file created as well as the placement of this level in the three dimensional dungeon. DM will not allow a previous level to be overwritten by level creation and if a file by the same name and extension exists, the message "Sorry, information for that level is already on hand" will be displayed.

After a unique dungeon name and level number have been entered, the prompt "Enter name of monster source file" appears. The user must enter the name of a monster source file. This file consists of 0 or more lines of the following format:

```
<chance> <name> <dex> <group range> <damage range>  
<hits range> <armor class> <lair type>  
<special stats 1> <special stats 2>
```

<chance> the percent chance of being attacked by a group of these monsters. This figure does not affect the frequency with which a character is attacked by monsters, it is simply used to determine which type of monsters will attack. The sum of the chances of all the items on a level must not exceed 100%.

<name>: the ASCII name of this type of monster (e.g. werepig or arrdvark.) Spaces in the monster's name should be replaced with underscores (e.g. "Druid\_Priest").

<dex>: the monster's dexterity. The difference between the character's dexterity and the attacking monster's dexterity is used to determine who swings first and how often the monster will swing.

<group range>: two integers indicating the maximum and minimum numbers of monsters which will be traveling in a group, pack or herd.

<damage range>: two integers indicating the maximum and minimum amounts of damage a monster will do BEFORE adjusting for player's armor class, dexterity and other factors.

<hit range>: two integers indicating the maximum and minimum number of hits a monster may receive before dying.

<armor class>: the monster's armor class, a signed integer used to compute how many hits a monster will receive from a particular swing. Lower numbers indicate better armor, +10 is bare human skin.

<lair type>: An integer used in awarding gold to a character for slaying or driving away each of these monsters. The amount of gold awarded for slaying each monster will be between 10 and 20 times the monster's lair type.

<special stats 1>: an integer indicating which special attributes a monster possesses. Currently only the five low-order bits of this word are used. Their meanings and decimal values are described in the following table:

#### Monster Special Stats

Bit	Value	Meaning
0	1	Monster is resistant to Sleep spells.
1	2	Monster will never run away in Melee.
2	4	Fire resistance.
3	8	Monster is resistant to Magic spells and items.
4	16	Monster is resistant to Cleric spells and items.

<Special Stats 2>: Reserved for future implementation: must be zero.

Of course, a monster may have any combination of these attributes. For instance, a monster special stat of 13 indicates resistance to sleep, fire and magic spells.

#### Item Source File

After entering the name of a monster source file, the prompt "Enter Item source file name" appears. The user must enter the name of an item source file as was done in the previous prompt. The format of the item source file is as follows:

```
<chance> <count> <name> <type> <ac> <dam> <life>  
<magic> <cleric> <item stats 1> <item stats2> <noise>
```

<chance>: the percent chance of finding this item. The sum of the chances for all items must not exceed 100%.

<count>: the actual number of these items on this level. You may only find the item this number of times in a session.

<name>: the ASCII name of this item, for instance, HOLY HAND GRENADE or SQUEEKY BOOTS. The name must be 20 characters or less, and spaces must be represented by underscores (e.g. SHIELD+\_3). This name will be displayed ONLY after the item has been disclosed. Before it has been disclosed, the item will be identified by the item type.

<item type>: an integer from 0 to 21 corresponding to the types in the following table:

Item Types

0	Sword	11	Dagger
1	Leather	12	Bow
2	Flask	13	Arrow
3	Shield	14	Torch
4	Mace	15	Staff
5	Book	16	Locket
6	Helmet	17	Ring
7	Hammer	18	Axe
8	Scroll	19	Gloves
9	Mail	20	Sphere
10	Plate	21	Boots

For instance a character may find "GAUNTLETS OF DAMAGE", but until it has been disclosed, the item will simply appear to be "Gloves."

<armor class>: an integer which will be added to the player's armor class when this item is in use. Remember that a lower armor class implies greater protection, hence a shield with an AC of +5 is not a very good item to use, while good plate has an AC of about -3.

<power>: a signed integer which is added to the player's in melee. Power is raw damage from a swing before taking into account the defender's dexterity and armor class.

<life>: while an item is in use, a number in the range of zero to this number is periodically rolled. If the value rolled is zero, the item wears out and is destroyed. An item with a long life, such as a sword would probably have a large number (e.g. 25), while a one-shot item such as a HOLY HAND GRENADE would have a life of 0.

<magic spells>: an integer representing the magical abilities of this item. The bits of this word and their corresponding meanings can be found in the Table of Magic and Cleric spells, later in this manual.

<cleric spells>: an integer representing the clerical abilities of this item. The bits of this word and their corresponding meanings can be found in the Table of Magic and Cleric spells.

<item stats 1> Currently not used -- must be zero.

<item stats 2> Currently not used -- must be zero.

## Table of Magic and Cleric Spells

Magic Spell	Cleric Spell	Bit
Light	Light	0
Damage	Cure	1
Sleep	Damage	2
Shield	Protect	3
Strength	Heal	4
Fireball	Cleanse	5
Lightning	Restore	6
Speed	Attack	7
Levitate	Dispell	8
Fear	Holy Word	9
Cloud Kill	Silence	10
Power Word	Disclose	11
Disclose		13
Fire Protection		14

<noise>: a signed integer which will be added to a character's total noise when this item is carried. A lower total noise means a louder character and more frequent attacks by monsters.

### Maze Source File

Finally, the prompt "Enter name of maze source file" appears. The user responds with the name of a file prepared with the dungeon editor described in the next section. After a bit of processing a complete level file will be written to disk and the user will be given an option to create another level or return to the main menu.

### Edit Dungeon Source File

The "B) Edit Dungeon Source File" section of Dungeon Master is used to specify the physical characteristics of a level of the dungeon. These characteristics include placement of walls, doors, magic doors and open spaces which form rooms, corridors cul-de-sacs, etc. as well as the placement of stairways and "special features" such as pits, shafts, teleporters, anti-cleric / anti-magic rooms, melee rooms, fire rooms and special rooms. Things not specified in this section are transient features (i.e. monsters and treasures).

To enter "B) Edit Dungeon Source File" select option "B" from the main menu. The prompt: " Enter Dungeon Source File Name" will appear on the screen. The user must enter the name of a dungeon source file to be edited. This file may later be combined with a monster file and an items file to generate a Level, but only source files may be edited. If the user enters the name of an existing source file, it will be read in and displayed on the CRT, otherwise the internal buffer will be initialized to all walls and displayed on the CRT. Any editing changes will be made to this buffer. An editing session is exited by keying an "E", at which point the user is given the option of updating the disk with his changes or losing them.

The dungeon display is identical to the display used in NEMESIS. The symbols used to represent the sides of a cell are as follows:

#### Key to the Dungeon Display

---

Open	. .
Doors	..:
Magic Doors	,,#
Walls	—

At this point the user may edit the source file to his liking. All commands are single keystrokes unless otherwise noted.

The commands "U","D","L","R" are used to move the cursor around the screen. These commands move the cursor one cell Up,Down ,Left and Right, respectively. In addition, as a convenience to users of terminals with arrow keys, the keys "^J","^K","^H" and "^L" also correspond to these functions. The editing commands that follow affect only the cell under the cursor.

The commands "0".."3","." and "M" allow the user to edit the sides of the current cell. The lower and right sides of the current cell may be edited by keying a two character command. Both characters must be "0","1","2","3" or ".", and they affect the lower and right sides of the cell in the following way:

"." leave side unchanged  
(don't care)  
 "0" change side to open  
 "1" change side to door  
 "2" change side to magic door  
 "3" change side to wall

While this method of editing is fine for minor changes, it is rather laborious for clearing a large room or boring a long corridor. For this reason, the "M" (macro) command was implemented. Keying "M", followed by four keystrokes, sets the current macro. The four keystrokes correspond to the four sides of a cell, starting at left and going clockwise. The valid values of the four keystrokes are listed in the previous section. After setting a macro, moving the cursor into any cell causes the macro to have the programmed affect on that cell. For example, to clear a large empty room you could enter "M0000" and the four sides of every cell you entered would be cleared. The macro can be reset by setting all four sides to don't care ("M....").

The intrinsic features of a cell can be set by using the "F" command. Keying "F" causes the prompt "Which Feature?" to appear on the top line. A single keystroke from the following table toggles the specified feature.

Key	Feature	Description
D	Darkness	Negates light spells.
P	Pit	Fall into pit, receive hits based on dungeon level and multiplier.
T	Teleporter	Teleports player to random location on same level. May teleport to different level on levels deeper than level 5.
S	Shaft	Fall down chute to cell directly below.
M	Anti-magic	Magic spells and items fail. Does not affect stats boosted by magic or items. Effect lasts as long as you are in this room, but negated spells are not restored upon leaving.
C	Anti-cleric	Cleric spells and items fail, otherwise same as above.
F	Fire	A flaming room which will cause hits on characters not having fire resistance spells.
A	Melee	You will be attacked more often here.
X	Special	Great treasures are here, but the cost of procuring them may be great.
N	Multiplier	A number from 0 to 15 which modifies the effect of some features. Higher multipliers indicate deeper pits, hotter fires, etc.

Some combinations of features can be used in conjunction to create nasty surprises for players. For example, since a player needs a spell of light to see (much less open) a magic door and darkness negates light spells, a magic door leading to a cell of darkness makes a good one-way portal. Combining anti-magic/anti-cleric with melee is a good way to exterminate players who rely to heavily on magical abilities.

Stairways are a feature which deserve special attention. Each cell may contain a stairway going up and/or one going down. Three distinct stairways (1..3) may exist at any one level. A stairway is delimited by a downward stairway at an upper level and another upward stairway of the same number at a lower level. Stairways need not be contiguous: a stairway may begin at level 3, terminate at level 5 and then begin again at some lower level. Non-contiguous stairways are treated as separate stairways, so more than three stairways may exist in a dungeon.

Stairways can exist which do not terminate at either end. If a downward stairway has no upward stairway of the same number below it, a player can descend it (with the possibility of being attacked at each level) until he reaches level 999. At this point the message "The stairway is blocked by fallen debris. Press any key to return" appears and the player must fight his way back up to existant levels. A player climbing an upward stairway past level 0 will enter the castle. The stairs down from the castle always end at the upper left most upward stairway number one, on level 0.

Stairways with multiple terminators at either end may also exist. If a stairway down begins at level 2 and again at level 4, then terminates at level 5, the stairs up from level 5 will terminate at level 4. This can be used to lure players deeper into the dungeon, threatening their safe return. The converse of this, stairs with multiple lower terminators can also exist.

The "S" command is used to create a stairway. The user will be asked " Which direction(U/D)? " and " Which stairway(1..3 or 0 to clear)? " Entering stairway "0" has the effect of clearing that particular stairway. Entering a 1..3 will create that particular stairway all other characters are ignored.

There are also four miscellaneous commands not yet covered:

"I" Reinitializes the screen to all walls.

"P" replots the screen.

"Q" will give a quick scan of the features on this level.

"H" will send a map of this level to a file called "HARDCOPY."

# Character Modification Routine

The character modification section of DM gives the user god-like powers over NEMESIS characters, allowing any of a character's stats (with the exception of Expr and Gold) to be modified. To enter, select: "C) Character Modification Routine" from the main menu. The prompt "Edit which character?" then appears. The user responds with a valid character name. If a character by that name does not exist, an error message will be displayed and the user returns to the main menu. If the character does exist, the .CHR file will be read and the character's stats will be displayed in the following format:

## CHARACTER MODIFICATION ROUTINE

Editing Scharfe, the Chaotic Male Ogre Mage

Level 8	Hits 30	Expr 16211	Dlevel -1
Age 25.122	Age Mult 10		Dx 5 Dy 9
Mult 231	AC 3	Gold 851982	
Str 19			Magic Units 66
Int 22			Cleric units 0
WIS 16			Magic Spells Known FFFF
CHA 9			Cleric Spells Known 0
CON 14			
DEX 19			

Valid type 1 items CA3F Valid type 2 items 33

A) TORCH	G) HOLY HAND GRENADE
B) SHIELD + 2	H) MAIL + 3

The meanings of the various stats are explained in the NEMESIS manual. The item section displays the items in their disclosed states even if they have not yet been disclosed. Most of the stats may be altered by entering their abbreviation and the new value. The The abbreviations are as follows:

Stat	Abbr.	Stat	Abbr.
Level	L	Hits	H
Strength	S	Intelligence	I
Wisdom	W	Armor Class	A
Charisma	CH	Constitution	CO
Cleric Units	CU	Cleric Spells	CS
Dexterity	DE	Dungeon level	DL
Dungeon Col	DX	Dungeon Row	DY
Magic Spells	MS	Magic Units	MUN
Exp. Mult.	MUL		

For example, to make Scharfe a little more pleasing to the eye, we could change his charisma by keying "CH" and responding to the prompt: "Enter new charisma:" with "19<CR>" and he would become much prettier. This powerful feature presents an almost overwhelming temptation to cheat, so please try to restrain yourselves. Also, no provision has been made to reincarnate deceased players (we wouldn't want to make it too easy, now would we?)

#### Document level information

One last feature of DM is the ability to create hardcopy listings of level files. To do this enter D: "D) Document Level Information" from the main menu. The prompts "Enter Dungeon name" and "Enter level number" will appear. If valid a dungeon's name and level is entered, a file called "HARDCOPY" will be written to disk containing the information on the dungeon lay-out and features in the same format used by the "H" command in "Edit Dungeon Source Files."

