

MATTEL ELECTRONICS®
Intellivision® Intelligent Television

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)

**ADVANCED
DUNGEONS & DRAGONS™***

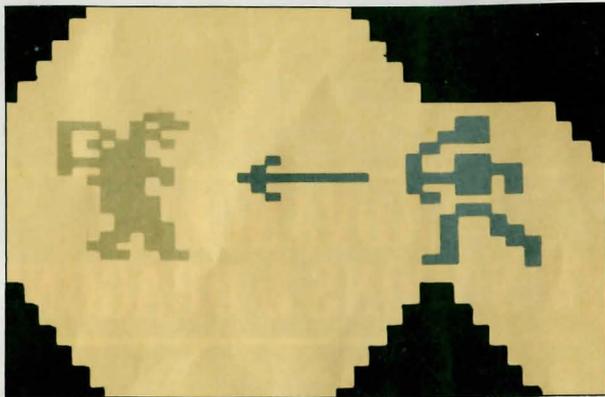
FOR COLOR TV VIEWING ONLY



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You control a 3-man expedition of adventurers. Your object is to acquire the two halves of the ancient Crown of Kings, hidden deep within the caverns of the legendary Cloudy Mountain. To reach the treasure, you must cross a hostile land. The obstacles are numerous. Your resources are courage, cunning and three arrows. The rest you must find and fight to obtain. If you survive the wasteland and the creatures of the caves, you will have traveled out of danger into even greater peril. For each half of the Crown of Kings is guarded by terror — the Winged Dragons keep their endless watch.

ADVANCED DUNGEONS & DRAGONS™ Cartridge is designed to be played by one person against the computer. Two or more can play, however, by taking turns leading the expedition through each mountain.

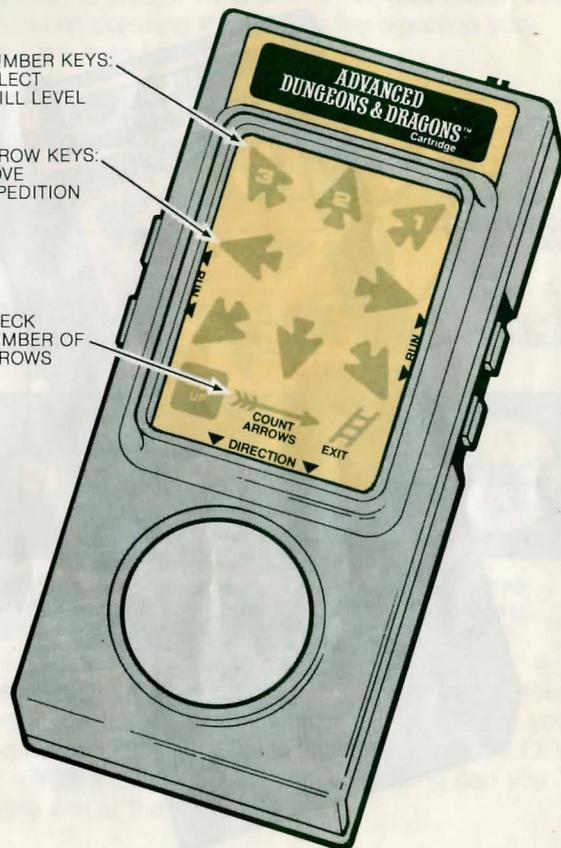
CHECK YOUR CONTROLS

CONTROLS USED IN STRATEGY MAP

NUMBER KEYS:
SELECT
SKILL LEVEL

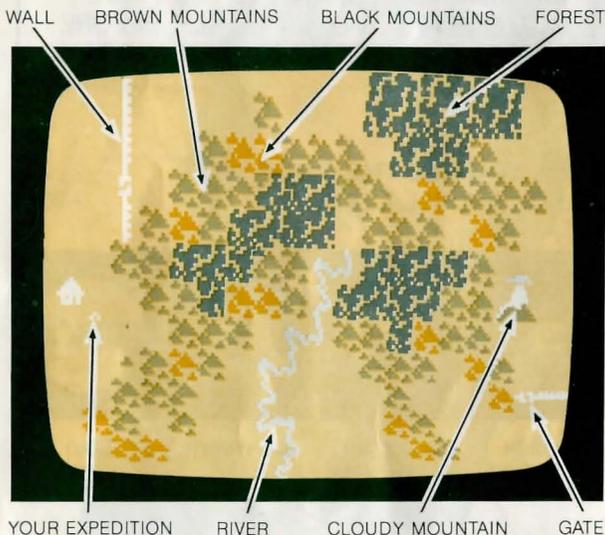
ARROW KEYS:
MOVE
EXPEDITION

CHECK
NUMBER OF
ARROWS



**AFTER YOU SELECT A SKILL LEVEL,
THE STRATEGY MAP APPEARS.**

Your expedition is represented by 3 **BLINKING SQUARES**. You start out at home. In the background, you can hear the Winged Dragons of Cloudy Mountain snoring as they wait for their next meal to arrive.



The **COLOR** of Cloudy Mountain reflects the skill level of the game:



OBSTACLES between your expedition and Cloudy Mountain include:



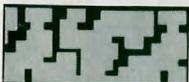
BROWN MOUNTAINS —
Impassable



BLACK MOUNTAINS —
Contain caves that permit passage



RIVERS —
Can be crossed by **BOAT**



FORESTS —
Can be cleared by **AXE**



WALLS —
Contain gates that can be opened
by **KEY**

A **TOOL** (boat, axe or key) can be used repeatedly. **ONCE ACQUIRED**, it stays with you, appearing when you start to cross the corresponding obstacle. Without the right tool, you are unable to pass an obstacle.

BLACK MOUNTAINS contain:

- Monsters and other nasty creatures
- Tools needed to cross obstacles (one per cave)
- Arrows needed to slay monsters
- One exit

MOVE YOUR EXPEDITION OUT!

Use the ARROW keys on the keypad, to move your 3-man expedition. As you move next to a black mountain, it changes color to reflect the type of cave and its contents.

 GRAY — EASY. Quivers of arrows only

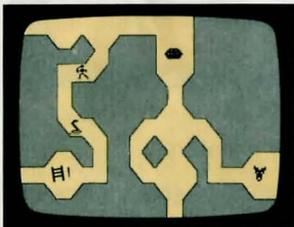
 BLUE — MEDIUM. Boat and arrows

 RED — MEDIUM HARD. Axe and arrows

 PURPLE — HARD. Key and arrows

ENTER THE MOUNTAIN!

Move your expedition ON TOP OF a colored mountain. Screen changes to the CAVE SYSTEM. Only one warrior enters at a time.



There are 2 sizes of cave systems. One is 4 rooms vertically by 8 rooms horizontally. The other is 4 rooms by 4 rooms. Rooms are different sizes and are connected by winding

passages of different sizes. A cave system is like the surface of a sphere. If you walk long enough in any direction, you wind up back where you began.

Use the Disc to move your warrior through the cave system. Rooms and passageways light up as the warrior moves into them, and remain lit behind him. As a rule, you cannot see very far ahead of the warrior, so move carefully.

ARROWS



Each warrior is armed with a bow. This is his only weapon. The group starts with a TOTAL of 3 arrows. The warrior in the cave has all 3 arrows. Quivers of arrows must be found in the caves and picked up, for additional ammunition.

TO PICK UP A QUIVER, move your warrior to cover it, then press the **PICK UP** key. To find out how many arrows you have, press the **COUNT ARROWS** key and count the number of clicks that you hear.

TO SHOOT AN ARROW

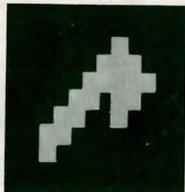
Press the **ARROW** key that points in the direction you want to shoot. Arrows follow corridors and bounce off cave walls, even in the dark. This allows you to shoot around corners. It also allows you to shoot a monster without ever seeing it or waking it up, once you determine where it is. Be careful! A bouncing arrow can ricochet back and shoot your own warrior.

LOOK FOR TOOLS

A tool is always guarded by a dangerous monster. When you find a tool, kill the monster. Then move your warrior to cover the tool and press the **[PICK UP]** key.



BOAT



AXE



KEY

WATCH OUT FOR MONSTERS!

Different TYPES of monsters have different natures. A monster may or may not make noise, may or may not sleep, may or may not leave clues to its presence (tracks or bones); and may or may not kill or wound. A MONSTER ALWAYS BEHAVES ACCORDING TO TYPE. All bats behave alike; all dragons behave alike, etc.

A bat, spider or rat can be killed with one shot. A dragon, demon or snake takes two shots. Blobs are indestructible (but slow). And a Winged Dragon takes three shots to kill. (Game Hint: In general, the harder a monster is to kill, the more dangerous it is.)

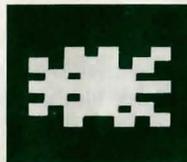


A monster must be on screen (but not necessarily visible) to be heard or shot. If you hit but do not kill a monster that is not visible, it will come after you. A sleeping monster may be awakened by shooting an arrow nearby.

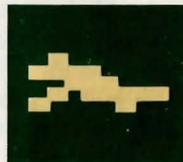
Watch and listen as you move through the cave system. With practice, you will learn the unique characteristics of each monster type. This is critical to winning the game.



BAT



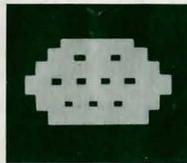
SPIDER



RAT



SNAKE



BLOB



DEMON



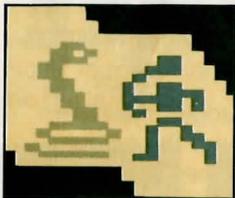
DRAGON



WINGED DRAGON



ATTACK ON A WARRIOR



A warrior can be wounded or killed by monsters or by ricocheting arrows. The degree of a warrior's injury is indicated by his color. Black means strong. Blue means wounded. Red means seriously hurt. If killed, a warrior disintegrates.

If a warrior is killed, another takes his place (unless he was the last warrior left in the party). The new man appears at the point where the first warrior entered the cave system. He automatically gets possession of any tools or arrows that the previous warrior had.

If all 3 warriors are killed, the game ends. The Strategy Map appears with a tombstone on the spot where the last warrior died.

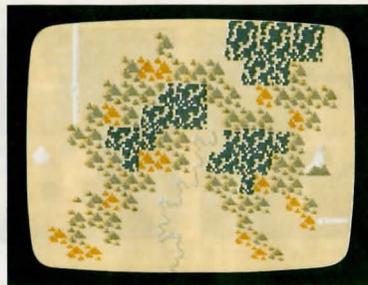
EXIT



A warrior cannot get out of a mountain the same way he got in. You must find the exit. The SINGLE exit in each cave system is marked by a LADDER and guarded by a dangerous monster. To

get out, kill the monster, move your warrior over the ladder, then press the **EXIT** key.

RETURN TO STRATEGY MAP



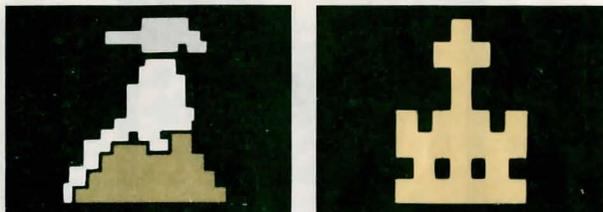
After you have fought your way through a mountain, the Strategy Map appears. The entire expedition automatically joins your warrior on the other side of the mountain. This mountain remains clear of monsters, until you pass through 4 more mountains. After that, monsters re-claim the first mountain.

When a mountain is clear, you can cross it without re-entering its cave system. This means you can retreat if the way ahead is blocked. Or you can return to a mountain along the way, that you did not enter before, to get the tool inside. You **CAN-NOT** re-enter the cave system of a clear mountain, until it is claimed by monsters again. If you need a tool contained in a mountain, get it while you are inside that mountain the first time around.

THE LAST 4 MOUNTAINS YOU HAVE PASSED THROUGH are always clear. However, they do not remain colored. Type information is lost when you return to the Strategy Map, but can be regained by backtracking.



CLOUDY MOUNTAIN



When you have fought your way to Cloudy Mountain, enter its cave system by moving onto the mountain. Find the TWO SEPARATE HALVES of the Crown of Kings and you win! No need to find an exit. You are magically returned to the Strategy Map, with the Crown.

Beware! Each half of the Crown is guarded by one of the deadliest monsters of all — the Winged Dragons!

STRATEGY TIPS

- 1 Start with an Easy game, until you learn the characteristics of different monster types. Learn which sight and sound clues go with which monsters.
- 2 Approach all of the accessible black mountains, before entering any of them, to find out which tools are in which mountains.



3

After entering your first cave system, look for arrows before taking on any of the really nasty monsters. 3 arrows do not last long against dragons and snakes.

4

Move slowly in the caves and LISTEN. Many beasts can be heard as you approach.

5

When you find a monster guarding a tool or exit, be prepared to RUN in retreat, until you reach a place where you can get off a clear shot or two.

6

Practice bouncing arrows off cave walls, to learn how they ricochet. The ability to shoot around corners gives you a distinct advantage over the monsters.

7

Learn to find and shoot monsters in the dark. Remember that your arrows follow corridors and bounce off walls in the dark. Only by shooting dangerous monsters from a safe distance, can your warrior avoid being eaten, especially on the harder levels.



MATTEL ELECTRONICS®
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**WHY YOU SHOULD PLAY
THE LEADING ROLE.**

ADVANCED DUNGEONS & DRAGONS™
INTELLIVISION® Intelligent Television cartridge is
fashioned after the original version of the world
famous ADVANCED DUNGEONS & DRAGONS®
role-playing game published by TSR Hobbies, Inc.
Both present situations where logic and quick
decisions are of utmost importance. ADVENTURE!
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