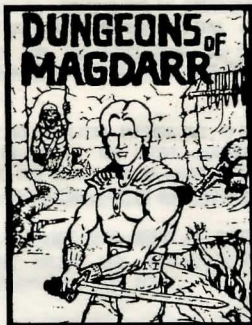


DUNGEONS OF MAGDARR



WELCOME TO THE DUNGEONS OF MAGDARR! YOUR JOB WILL BE TO CHOOSE, EQUIP, AND TRAIN A BAND OF WARRIORS AND MAGICAL SPECIALISTS TO DEFEAT THE EVIL MAGDARR.

YOU WILL USE THE "PLAYER" PROGRAM TO CHOOSE YOUR MEN. ONCE CHOSEN, THEY WILL HAVE TO BE TAKEN INTO THE DUNGEON A LITTLE AT A TIME UNTIL THEY BUILD SKILLS AND WIN ENOUGH TREASURE FOR PROPER EQUIPMENT AND ARMOR.

PROGRAM 1 : PLAYER

THIS PROGRAM ASSISTS IN CREATING THE PLAYERS USED IN THE GAME. IT IS RUN BEFORE YOU GET INTO THE ACTUAL GAME TO CREATE THE CHARACTERS THAT YOU WILL USE. IT IS BEST TO CREATE AT LEAST TWO PLAYERS OF EACH SKILL TYPE (WARRIOR, WIZARD, THIEF, CLERIC).

PROGRAM 2 : DEATH

THIS IS THE ACTUAL DUNGEON PROGRAM. WHEN YOU HAVE CREATED YOUR PROGRAMS, YOU RUN DEATH TO PUT THEM INTO COMBAT. ONCE THE CHARACTERS HAVE BEEN CREATED, ONLY THE DEATH PROGRAM NEEDS TO BE RUN FOR FUTURE GAMES.

USING PLAYER

THE FOLLOWING RACES CAN BE USED IN THE GAME.

HUMAN - THERE IS NO ADVANTAGE OR PENALTY FOR A HUMAN PLAYER IN THIS GAME. THE HUMAN PLAYER HAS NO RESTRICTIONS ON PLAYER CLASS.

DWARF - THE RACE OF DWARF CAN BE EITHER FIGHTER OR THIEVES. DWARVES CANNOT USE MAGIC SPELLS BUT CAN USE MAGICAL ITEMS SUCH AS WANDS. THE RACE OF DWARF HAS AN ADVANTAGE OF +1 ADDED TO THE CONSTITUTION ABILITY AND A PENALTY OF -1 SUBTRACTED FROM THE CHARISMA ABILITY.

ELF - THE RACE OF ELF CAN BE ANY OF THE CLASSES. THE RACE OF ELF HAS AN ADVANTAGE OF +1 ADDED TO THE DEXTERITY ABILITY AND A PENALTY OF -1 SUBTRACTED FROM THE CONSTITUTION ABILITY.

HALFLING - THE RACE OF HALFLING CAN BE EITHER FIGHTERS OR THIEVES. HALFLINGS CANNOT USE MAGICAL SPELLS, BUT CAN USE MAGICAL ITEMS SUCH AS WANDS AND MAGICAL WEAPONS. THE RACE OF HALFLING HAS AN ADVANTAGE OF +1 ADDED TO THE DEXTERITY ABILITY AND A PENALTY OF -1 SUBTRACTED FROM THE STRENGTH ABILITY.

THE GAME ALLOWS THE USE OF THE FOLLOWING CLASSES OF PLAYERS. THESE CLASSES ARE REPRESENTATIONS OF THE PLAYERS OCCUPATIONS.

FIGHTER - AS A PLAYER CLASS, THE FIGHTER IS VERY IMPORTANT IN THIS GAME. ALL FIGHTERS SHOULD HAVE A HIGH STRENGTH ABILITY. FIGHTERS HAVE UP TO 10 HIT POINTS PER SKILL LEVEL. THE FIGHTER HAS THE ADVANTAGE OF USING ARROWS DURING THE COMBAT SEQUENCE. THE FIGHTER CLASS HAS ONE SUB-CLASS.

RANGER - THIS SUB-CLASS IS THE STRONGEST PLAYER CLASS THAT CAN BE CREATED AND USED IN THIS GAME. THE RANGER HAS UP TO 16 HIT POINTS FOR THE FIRST SKILL LEVEL AND UP TO 8 HIT POINTS ADDED FOR EACH SUCCEEDING SKILL LEVEL.

CLERIC - THE CLERIC PLAYER CLASS IS IMPORTANT IN THE GAME FOR TWO REASONS. BY THEIR VERY PRESENCE, THE CLERIC CAN TURN AWAY "UNDEAD MONSTERS" SUCH AS SKELETONS AND ZOMBIES. THE CLERIC ALSO HAS HEALING SPELLS THAT CAN BE USED TO RESTORE ANY OF THE PLAYERS HIT POINTS. A DEAD PLAYER CANNOT BE RESURRECTED AND A PLAYER CANNOT REGAIN MORE HIT POINTS THAN THAT PLAYER STARTED WITH. THE NUMBER OF HEALING SPELLS AVAILABLE TO THE CLERIC INCREASES AS THE CLERIC INCREASES IN SKILL LEVEL.

WIZARD - THE PLAYER CLASS OF WIZARD IS THE WEAKEST CLASS OF PLAYER IN THIS GAME. THE WIZARD CANNOT WEAR

ARMOR OR CARRY WEAPONS OTHER THAN DAGGERS, DARTS AND A MACE. THE WIZARDS ATTRIBUTE IS THE ABILITY TO USE MAGICAL SPELLS IN COMBAT. HIGH DEXTERITY AND INTELLIGENCE ABILITIES ARE PREFERRED FOR THIS PLAYER CLASS. THE NUMBER OF SPELLS AVAILABLE TO THE WIZARD INCREASES AS THE WIZARD INCREASES IN SKILL LEVEL. AT HIGHER SKILL LEVELS THE WIZARD IS A VERY STRONG PLAYER DUE TO INCREASED SPELL ABILITY. THE WIZARD HAS UP TO 4 HIT POINTS PER SKILL LEVEL.

ONE OF THE WIZARDS MOST IMPORTANT SPELLS IS MAPPING. PRESSING THE "M" KEY DURING PLAY WILL CALL UP A MAP OF THE DUNGEON IF YOU HAVE A LIVING WIZARD WITH YOU.

THIEF - THE PLAYER CLASS OF THIEF IS VERY IMPORTANT IN THIS GAME BECAUSE OF TWO SPECIAL ABILITIES OF THIS CLASS. THE THIEF HAS THE ABILITY TO FIND AND REMOVE TRAPS FROM TREASURE CHESTS AND TO HIDE IN THE SHADOWS. THESE ABILITIES ARE EXPLAINED IN THE THIEF'S ABILITIES SECTION OF THESE INSTRUCTIONS. THE THIEF CAN ONLY WEAR LEATHER ARMOR DUE TO SWIFT MOVEMENT RESTRICTIONS. THE THIEF HAS UP TO 6 HIT POINTS PER SKILL LEVEL.

THIEFS ARE ALSO HANDY BECAUSE THEY CARRY COMPASSES. AS LONG AS YOU HAVE A THIEF WITH YOU, YOUR MAP DIRECTION WILL BE DISPLAYED IN THE UPPER LEFT HAND CORNER OF THE SCREEN.

EACH OF THE PLAYERS IN THE GAME HAS CERTAIN PLAYER ABILITIES AS FOLLOWS:

STRENGTH - THE STRENGTH ABILITY IS A MEASURE OF THE PLAYER'S ABILITY TO LIFT OR MOVE ITEMS. THE FIGHTER NEEDS HIGH STRENGTH TO WIELD WEAPONS, CARRY TREASURE, ETC. A HIGH STRENGTH SCORE WILL INCREASE THE DAMAGE DONE IN COMBAT ALONG WITH INCREASING THE PROBABILITY OF HITTING THE OPPONENT.

INTELLIGENCE - THE INTELLIGENCE IS A MEASURE OF THE PLAYER'S REASONING AND THINKING ABILITY. HIGH INTELLIGENCE IS NEEDED FOR A WIZARD TO PROPERLY USE MAGICAL SPELLS.

WISDOM - THE WISDOM ABILITY IS A MEASURE OF THE PLAYER'S ACCUMULATED KNOWLEDGE. THE CLERIC NEEDS HIGH WISDOM SCORES TO PROPERLY USE THE HEALING SPELLS.

DEXTERITY - THE DEXTERITY ABILITY IS A MEASUREMENT OF THE PLAYER'S AGILITY AND REFLEXES. THE THIEF NEEDS A HIGH DEXTERITY IN ORDER TO BE SUCCESSFUL IN HIDING AND REMOVING TRAPS. A HIGH DEXTERITY ABILITY WILL ALSO LOWER THE PLAYER'S ARMOR CLASS DUE TO THE ABILITY TO DODGE THE OPPONENT'S ATTACK.

CONSTITUTION - THE CONSTITUTION ABILITY IS A MEASUREMENT OF THE PLAYER'S STAMINA. A HIGH CONSTITUTION SCORE CAN RAISE THE NUMBER OF HIT POINTS A PLAYER HAS PER SKILL LEVEL.

CHARISMA - THE CHARISMA ABILITY IS A MEASURE OF THE PLAYER'S ABILITY TO ATTRACT AND HOLD FOLLOWERS.

ONCE YOU HAVE CHOSEN THE RACE, CLASS, NAME, AND SEX OF THE PLAYER, YOU MUST OUTFIT THE PLAYER WITH ARMOR AND WEAPONS.

ARMOR - THE FOLLOWING ARMOR IS AVAILABLE FOR PURCHASE IN BOTH THE PLAYER PROGRAM AND AT THE BLACKSMITH'S IN THE TOWN PROGRAM.

LEATHER	POOR PROTECTION
RING MAIL	
SPLINTED MAIL	GOOD PROTECTION
CHAIN MAIL	
PLATE MAIL	BEST PROTECTION

NOTE - HELMETS AND SHIELDS ARE NOT OFFERED LATER IN THE GAME. THEY SHOULD BE PURCHASED IF AT ALL POSSIBLE AS THEY GIVE THE GREATEST AMOUNT OF PROTECTION PER GOLD PIECE.

WEAPONS - THE WEAPONS USEABLE BY THE PLAYER WILL BE LISTED FOR YOUR PURCHASE. SEE THE TABLE IN THE WEAPONS SECTION FOR LIST OF WEAPONS.

GOLD - EACH PLAYER STARTS WITH A RANDOM AMOUNT OF GOLD DEPENDING UPON PLAYER CLASS. THIS GOLD WILL OUTFIT YOUR PLAYER IF YOU ARE CAREFUL. YOU FIRST WILL BUY ARMOR, THEN WEAPONS. THE AMOUNT OF GOLD LEFT AFTER EACH PURCHASE IS LISTED FOR YOUR REFERENCE.

WHEN THE PLAYER IS OUTFITTED THE PROGRAM WILL LIST THE PURCHASES, ANY GOLD LEFT, AND ASK YOU IF THIS IS CORRECT. IF YOU ARE SATISFIED WITH YOUR PURCHASES THEN A <Y> WILL CONTINUE THE PROGRAM. IF YOU WISH TO CHANGE YOUR PURCHASES, A <N> ANSWER WILL GIVE YOU A CHOICE OF CHANGING YOUR PURCHASES. AT NO TIME CAN YOU BUY MORE THAN YOU HAVE GOLD TO PAY WITH.

IF YOU ARE USING DISK, YOU WILL BE GIVEN THE CHANCE TO ENTER YOUR PLAYER INTO THE PERMANENT ARCHIVES (DISK FILE) FOR EASIER RECALL LATER. YOU MUST STILL KEEP A HARD COPY OF HIS CODE AND EQUIPMENT FOR LATER USE.

PROGRAM 2 : DEATH

THIS PROGRAM CONTAINS THE DUNGEON ADVENTURE, TREASURES AND MONSTERS THE PARTY WILL ENCOUNTER.

THE PROGRAM CAN HANDLE PARTIES OF UP TO 8 PLAYERS. IT IS SUGGESTED NOT TO TAKE LESS THAN 3 PLAYERS IN A PARTY UNLESS THE PLAYERS ARE VERY STRONG AND EXPERIENCED. OF COURSE, ONE PERSON CAN ASSUME ALL OF THE CHARACTERS TO PLAY ALONE.

AT THE START OF THE GAME THE PROGRAM WILL ASK FOR THE NUMBER IN YOUR PARTY AND THE PLAYER CODES CONTAINING THE INFORMATION NEEDED TO PLAY THE GAME. THE CODES SHOULD BE LISTED IN YOUR MARCHING (AND FIGHTING) ORDER. I WOULD SUGGEST PUTTING A STRONG FIGHTER UP FRONT, WEAKER MORE VULNERABLE PLAYERS IN THE MIDDLE, THEN ANOTHER FIGHTER AT THE END.

IF YOU HAVE DISK, THE SYSTEM WILL ASK IF YOU WANT A CHARACTER FROM THE ARCHIVES. ANSWER "Y" AND THEN GIVE THE CHARACTER'S NAME. PLEASE BE CERTAIN THAT THE CHARACTER'S IDENTITY IS ON THE DISK THAT IS IN THE DRIVE.

THE PROGRAM WILL THEN REVIEW THE PLAYER CODE ON EACH PLAYER AND ASK IF THIS INFORMATION IS CORRECT. IF THE INFORMATION IS CORRECT, A <Y> ANSWER WILL CONTINUE THE PROGRAM. A <N> ANSWER WILL ALLOW YOU TO CORRECT A PLAYER'S CODE.

PLAYING DEATH

CONTROLS - THE SYSTEM WILL PUT YOU AT LEVEL ONE TO START THE GAME. IF YOU HAVE A THIEF WITH YOU, A COMPASS WILL BE DISPLAYED IN THE UPPER LEFT HAND CORNER OF THE SCREEN. YOU WILL BE LOOKING DOWN A HALLWAY.

TO TURN LEFT, YOU PRESS EITHER THE "<" OR THE "Z" KEYS. EITHER ">" OR "/" WILL TURN YOU RIGHT. THE SPACE BAR MOVES YOU AHEAD.

WHEN NOT IN COMBAT, THE "I" KEY WILL GIVE YOU AN INVENTORY OF THE STATUS OF ALL CHARACTERS. THE "H" KEY WILL TELL THE GODS THAT ONE OF YOUR CLERICS WANTS TO USE A HEALING SPELL.

THE "M" KEY WILL ALLOW YOUR WIZARD TO CAST A MAPPING SPELL AND DISPLAY A MAP OF THE LEVEL YOU ARE ON. ON THAT MAP, STAIRWAYS ARE MARKED WITH A GREEN CIRCLE AND YOUR POSITION IS MARKED WITH A COMPASS INDICATOR. UNFORTUNATELY, MONSTERS ARE IMMUNE TO MAPPING SPELLS AND TREASURES ARE MAGICALLY HIDDEN SO THAT NEITHER SHOWS UP ON A MAP.

TO MAKE THINGS EVEN MORE DIFFICULT, NEITHER TREASURES NOR STAIRWAYS CAN BE SEEN UNTIL YOU STUMBLE OVER THEM - SO EVERY CRANNY HAS TO BE EXPLORED.

THE FINAL CONTROL IS THE "L" WHICH WILL LISTEN FOR ABOUT TWO CORRIDORS EACH WAY. LISTENING WORKS PRETTY WELL AT LOWER LEVELS, BUT THE MONSTERS GET SNEAKIER AS WE GO DEEPER AND EVENTUALLY YOU WON'T BE ABLE TO TRUST WHAT YOU HEAR.

WEAPONS

CLASS	WEAPONS USEABLE IN THE GAME
FIGHTER	BOW & ARROWS, SWORD, DART, DAGGER
CLERIC	DART, MACE, DAGGER
THIEF	SWORD, DART, DAGGER, MACE
WIZARD	DART, DAGGER, MACE, SPELLS

WEAPON DAMAGE

WEAPON	DAMAGE (MAX. PER SHOT)	SHOTS PER ROUND
ARROW	8 POINTS	2
SHOARD	8 POINTS	1
DART	4 POINTS	3
MACE	6 POINTS	1
DAGGER	6 POINTS	1
BARE HANDS	2 POINTS	1
SPELLS	SEE SPELL SECTION	

WIZARD SPELLS:

FIRST LEVEL AND UP:

MAGIC MISSILE - THE MAGIC MISSILE SPELL SENDS ONE OR MORE MAGIC MISSILES THAT UNERRINGLY STRIKE THEIR OPPONENT. THE MAGIC MISSILE DOES BETWEEN 2 AND 5 POINTS OF DAMAGE. THE NUMBER OF MISSILES CAST PER SPELL GOES UP WITH EVERY TWO SKILL LEVELS. FIRST LEVEL CASTS 1 MAGIC MISSILE PER SPELL, THIRD LEVEL HAS 2 MISSILES PER SPELL, ETC.

THIRD LEVEL AND UP:

FIREBALL - THE FIREBALL SPELL CAUSES AN EXPLOSION TO OCCUR AMONGST THE OPPONENT'S FORCE, DESTROYING OR WOUNDING THE OPPONENT. THE AMOUNT OF DAMAGE DONE IS DEPENDENT ON THE SKILL LEVEL OF THE WIZARD.

SIXTH LEVEL AND UP:

DEATH - THE DEATH SPELL SLAYS FROM 1 TO 20 OPPONENTS DEPENDING ON THE LEVEL OF THE DUNGEON YOUR PARTY IS EXPLORING. THE DEEPER IN THE DUNGEON YOUR PARTY IS IN, THE SMALLER NUMBER OF OPPONENTS SLAIN.

IT IS POSSIBLE TO FIND A MAGIC FIREBALL WAND AMONGST THE DUNGEON TREASURE. THIS WAND CASTS THE SAME TYPE OF FIREBALL AS A WIZARD'S SPELL. EACH OF THESE FIREBALLS DOES UP TO 36 POINTS OF DAMAGE. THE FIREBALL WAND DOES NOT HAVE TO BE WIELDED BY A WIZARD, IT CAN BE USED BY ANY PLAYER AS LONG AS THAT PLAYER POSSESSES THE WAND.

A SPELL OR A FIREBALL WAND CAN BE USED AS ANY REGULAR WEAPON IS USED. SEE COMBAT SECTION.

NOTE * THE MAXIMUM DAMAGE PER SHOT GIVEN HERE IS FOR LEVEL ONE PLAYERS ONLY - IT GOES UP WITH THE SKILL LEVEL. SOME WEAPONS WILL ALSO WORK BETTER FOR SOME INDIVIDUALS.

CLERIC ABILITIES - THE CLERIC PLAYER CAN ATTEMPT TO TURN AWAY "UNDEAD MONSTERS" SUCH AS SKELETONS AND ZOMBIES. THE CLERIC ALSO HAS HEALING SPELLS THAT CAN BE USED TO RESTORE PLAYERS HIT POINTS.

CLERIC SPELLS -

HEALING: THE CLERIC'S HEALING SPELL WILL RESTORE BETWEEN 1 AND 8 OF A PLAYER'S HIT POINTS. THE RECEIVING PLAYER CANNOT RECEIVE MORE THAN THE STARTING NUMBER OF HIT POINTS AND A DEAD PLAYER CANNOT BE RESURRECTED BY THE CLERIC.

THIEF ABILITIES - THE THIEF HAS TWO VERY SPECIAL ABILITIES THAT ARE USED IN PLAYING THE GAME:

FIND/REMOVE TRAPS%: THIS ABILITY ALLOWS THE THIEF TO FIND AND REMOVE TRAPS PRIOR TO OPENING TREASURE CHESTS. IF THE PARTY FINDS A CHEST IN A ROOM, THE CHEST MAY BE BOOBY-TRAPPED. THE THIEF SHOULD ATTEMPT OPENING THE TREASURE CHEST, SINCE ONLY THE THIEF CAN DETECT TRAPS.

HIDE IN SHADOWS%: THIS ABILITY CAN BE USED DURING COMBAT TO ATTEMPT TO HIDE, MOVE AROUND THE ENEMY, AND STAB FROM BEHIND. STABBING FROM BEHIND DOES DOUBLE DAMAGE TO THE OPPONENT. TO USE THIS ABILITY:

PROMPT: DOES "NAME" WISH TO FIGHT?

ANSWER: H

IF THE THIEF SUCCEEDS IN HIDING THEN THIS WILL BE DISPLAYED. IF THE THIEF DOES NOT SUCCEED THEN ANOTHER CHANCE TO FIGHT WILL BE OFFERED.

IF THE THIEF SUCCEEDS IN HIDING, HE WILL BE IGNORED UNTIL THE MONSTERS ARE HEAD TO HEAD WITH US AND THEN ASKED IF HE WANTS TO FIGHT. ANY DAMAGE DONE FROM HIDING IS DOUBLED FROM WHAT IT WOULD BE OTHERWISE.

COMBAT - RANDOM AND NOT SO RANDOM MONSTERS WILL ATTACK THE PARTY DURING THEIR EXPLORATIONS. NORMALLY THE MONSTERS WILL NOT ATTACK UNLESS YOU ARE FACING THEM (THEY ARE DISTURBED BY YOUR LAMP) - BUT THEY WILL ATTACK FIRST IF YOU WALK RIGHT BY ONE IN A SIDE CORRIDOR AND AT LOWER LEVELS SPIDERS WILL HANG ON THE CEILING AND DROP ON THE PARTY. THE PARTY HAS THE CHOICE OF ATTACKING OR RUNNING. ENTER "R" WHEN ASKED IF YOU WANT TO FIGHT IF YOU WANT TO TRY TO RUN INSTEAD. - GOOD LUCK - SOME OF THEM MONSTERS IS FAST ON THE FEET.

IF YOU HAVE A CLERIC ALONG, AND THE ATTACKERS ARE "UNDEAD", HE WILL BE GIVEN A CHANCE TO TRY TO TURN THEM AWAY. THAT IS NOT ALWAYS A GOOD IDEA AS THEY ONLY RUN AS FAR AS THE FIRST BEND IN THE CORRIDOR. THEY CAN REGROUP THERE AND MAY HAVE MORE OR LESS FRIENDS WHEN YOU FIGHT THE NEXT TIME. THE MAIN PURPOSE OF THE TURNING IS TO GIVE THE PARTY DISTANCE TO USE LONGER RANGE WEAPONS OR TIME TO ESCAPE.

IF A PLAYER DOES NOT FIGHT, HE WILL NOT BE ATTACKED THAT ROUND.

PLAYERS ARE AWARDED EXPERIENCE POINTS FOR ALL MONSTERS KILLED, HOWEVER, IF A PLAYER DID NOT FIGHT AT LEAST ONE ROUND OF EACH COMBAT SEQUENCE, THEN NO EXPERIENCE POINTS ARE AWARDED TO THAT PLAYER.

PROMPT: USING WHAT WEAPON?

ANSWER: S (USES SWORD)

B (USES BOW)

D (USES DARTS)

G (USES DAGGER)

M (USES MACE)

N OR H (USES BARE HANDS)

W (USES SPELLS)

F (USES FIREBALL WAND)

THE DEEPER THE PARTY GOES INTO THE DUNGEON, THE STRONGER THE MONSTERS BECOME. THE TREASURE AND EXPERIENCE POINTS AVAILABLE ALSO INCREASE.

TREASURE - TREASURE IS FOUND ON OVERCOME FOES AND IN ROOMS OF THE DUNGEON. THE PROGRAM AWARDS TREASURE AND SPLITS IT UP BETWEEN THE PLAYERS AUTOMATICALLY. TO AVOID DISPUTES, ANY ODD PIECES WILL BE DROPPED.

SOME SPECIAL TREASURE ITEMS MAY BE FOUND IN THE DUNGEON. THESE HAVE DIFFERENT EFFECTS ON THE PLAYER POSSESSING THE ITEMS. THESE WILL BE ASSIGNED TO THE PLAYER YOU AGREE ON. IF NO ONE WANTS THE TREASURE, ANSWER "N" TO "WHO GETS IT?". THE TREASURES MAY INCREASE YOUR HIT POINT ADJUSTMENT (HOW HARD YOU HIT THEM), ADD TO YOUR DEFENSIVE ABILITIES, OR BE A NEAT NEW FIREWAND THAT ANYONE CAN USE.

ESCAPING THE DUNGEON - WHEN THE COMPANY IS READY TO ESCAPE THE DUNGEON AND REST AWHILE, USE THE STAIRS. - IT MAY BE A LITTLE DIFFICULT TO FIND THEM WITHOUT A WIZARD AS YOU HAVE TO WALK INTO A WALL TO SEE IF IT IS A STAIRWAY. - HINT - ALL STAIRWAYS ARE AT THE END OF CORRIDORS. GO UP TO LEVEL 0 TO FIND THE INN.

THE STAIRS ARE ALSO USED TO GO DEEPER IN THE DUNGEON. THAT IS EASY BECAUSE THE MONSTERS DON'T CARE IF YOU GO DOWN. ON THE WAY UP, THEY ARE MORE ALERT AND YOU WILL NORMALLY HAVE TO FIGHT YOUR WAY OUT OF THE DUNGEON.

AFTER THE PARTY HAS ESCAPED THE DUNGEON THEY RETURN TO THE INN OF THE GOLDEN DREAMS. THE PARTY STARTS IN THE COMMON ROOM. THE INN IS LOCATED IN A SMALL BORDER TOWN ON THE EDGE OF THE WILDERNESS.

WHILE STAYING AT THE INN THE PARTY MAY VISIT THE FOLLOWING:

BLACKSMITH	BUY/SELL ARMOR OR WEAPONS
STORE	BUY SUPPLIES
JEWELER	BUY/SELL JEWELRY OR GEMS
CHRONICLER	INVENTORY EACH PLAYER
ROOM	REFRESH, HEAL, GET NEW PLAYER CODE

THE USE OF EACH SECTION IS FAIRLY SELF EXPLANATORY. ENTER THE FIRST LETTER OF THE LOCATION YOU WANT TO VISIT. WHEN DONE IN THAT SECTION ENTER "N" FOR THE NAME OF THE NEXT BUYER TO GET BACK TO THE MAIN LOBBY.

NOTE * YOUR OLD ARMOR MUST BE TRADED IN TO GET NEW STUFF AS YOU ARE ALLOWED ONLY ONE ARMOR PIECE (EXCEPT SHIELD AND HELMET) AT A TIME. IF YOU HAVE NONE, ENTER "N".

WHEN DONE GO TO THE ROOM. YOUR WOUNDS WILL BE HEALED, WIZARDS AND CLERICS GIVEN NEW SPELLS, AND A NEW CODE WILL BE GIVEN TO EACH PLAYER. ENTER THIS CODE ONTO YOUR HISTORY SHEET FOR THE NEXT GAME, OR ENTER INTO THE PERMANENT ARCHIVES IF USING DISK.

PLAYER HISTORY CHART

EACH PLAYER WILL NEED A PLAYER HISTORY CHART TO KEEP TRACK OF HIS/HER PROGRESS IN THE GAME. AS EXPERIENCE POINTS, HIT POINTS, SKILL LEVEL, ETC. INCREASE, THE APPROPRIATE NEW VALUES SHOULD REPLACE THE OLD VALUES.

EXPLANATION OF PLAYER HISTORY CHART ITEMS:

PLAYER CODE - THE PLAYER CODE IS A 30 CHARACTER STRING VARIABLE CONTAINING ALL THE INFORMATION ON THE PLAYER NEEDED TO PLAY THE GAME. THE CODE SHOULD BE ENTERED AS A SINGLE LINE OF DATA.

NAME - THE PLAYERS NAME MAY BE ANY COMBINATION OF ALPH-NUMERIC CHARACTERS NOT MORE THAN 8 CHARACTERS IN LENGTH.

SKILL LEVEL - THIS IS THE CURRENT SKILL LEVEL OF THE PLAYER. AS EXPERIENCE IS GAINED, THE SKILL LEVEL WILL INCREASE.

ARMOR CLASS - THIS IS A REPRESENTATION OF THE PLAYER'S ABILITY TO DEFEND HIMSELF/HERSELF. THE FINDING AND WEARING OF ANY MAGICAL ITEMS CAN IMPROVE YOUR ARMOR CLASS, BUT NORMALLY IT IS A FUNCTION OF THE TYPE OR ARMOR YOU ARE WEARING. NOTE - SMALLER NUMBERS DENOTE BETTER ARMOR CLASSES.

CLASS - THIS IS THE PLAYERS OCCUPATION AND CAN BE: FIGHTER, CLERIC, WIZARD, OR THIEF.

RACE - THE PLAYER CAN BE EITHER A HUMAN, ELF, DWARF, OR HALFLING. SEE THE RACE SECTION OF THE PLAYER PROGRAM FOR DESCRIPTIONS AND ADVANTAGES/DISADVANTAGES.

SIR,INT,WIS,ETC.: SEE ABILITIES SECTION OF PLAYER PROGRAM.

DAMAGE ADJUSTMENT - POINTS ADDED TO YOUR HIT BEYOND NORMAL EXPECTATIONS. DETERMINED BY STRENGTH AND MAGICAL ITEMS.

EXPERIENCE - THIS IS THE VALUE OF THE POINTS EARNED BY EXPLORING THE DUNGEON, FINDING TREASURE AND KILLING MONSTERS. EXPERIENCE POINTS ARE USED TO DETERMINE SKILL LEVEL. ONLY ONE (1) SKILL LEVEL MAY BE GAINED FOR EACH EXPLORATION OF THE DUNGEON. AT TIMES, THE NUMBER OF EXPERIENCE POINTS BELONGING TO A PLAYER WILL BE GREATER THAN THE AMOUNT NEEDED TO RAISE THAT PLAYER MORE THAN ONE SKILL LEVEL. IF THIS HAPPENS THEN THE PROGRAM WILL RESET THE PLAYER'S EXPERIENCE POINTS TO 1 LESS THAN NEEDED TO RAISE THE PLAYER TO THE NEXT SKILL LEVEL. THIS NEW EXPERIENCE POINT TOTAL WILL REPLACE THE EXISTING HIGHER VALUE.

HIT POINTS - THESE ARE THE NUMBER OF POINTS DAMAGE THE PLAYER CAN TAKE BEFORE THAT PLAYER DIES. HIT POINTS CAN BE RESTORED BY A CLERIC'S HEALING SPELL (SEE CLERIC SECTION). WHEN THE PLAYER ESCAPES THE DUNGEON, HIS/HER HIT POINTS ARE FULLY RESTORED.

EXPERIENCE ADVANTAGE - THIS IS A PERCENTAGE VALUE THAT IS AUTOMATICALLY ADDED INTO YOUR EXPERIENCE POINTS GAINED FOR EACH ADVENTURE. THE EXPERIENCE ADVANTAGE IS BASED ON HIGH ABILITY SCORES IN THAT PLAYER'S PREFERRED ABILITY.

HIT POINT ADJUSTMENT - THIS VALUE IS AN ADJUSTMENT OF A PLAYER'S HIT POINTS BASED ON THAT PLAYER'S CONSTITUTION ABILITY SCORE. THIS VALUE IS AUTOMATICALLY ADDED INTO THE PLAYER'S HIT POINT TOTAL EACH TIME THE PLAYER INCREASES IN SKILL LEVEL.

FIND/REMOVE TRAPS AND HIDE IN SHADOWS - THESE PERCENTAGES ARE USED BY THIEVES. (SEE THIEVES ABILITIES SECTION)

ARMOR - THE PLAYER'S WEAPONS (INCLUDING MAGICAL ONES) SHOULD BE LISTED HERE.

MISC. - ANY OTHER ITEMS THE PLAYER MAY POSSESS CAN BE LISTED HERE.

MAGICAL SPELLS - THIS VALUE IS THE NUMBER OF MAGICAL SPELLS AVAILABLE TO THE PLAYER. WHEN THIS NUMBER IS EXCEEDED DURING AN ADVENTURE THE PLAYER IS OUT OF SPELLS AND MUST TRUST TO OTHER MEANS.

HINTS FOR SUCCESSFUL ADVENTURES

WHEN PLAYING THIS GAME, THE ORDER IN WHICH YOUR PLAYERS ARE LISTED IS THE ORDER THEY WILL EXPLORE, FIGHT, ETC. THE FIRST PLAYER IN LINE SHOULD BE A STRONG FIGHTER TO BEAR THE OPPONENT'S INITIAL ASSAULT. THE REST OF THE PARTY CAN BE IN ANY ORDER, WITH ANOTHER FIGHTER AT THE END (IF POSSIBLE). I FIND SIX PLAYERS IN A PARTY WORKS WELL.

THE USE OF WIZARD SPELLS SHOULD BE CONSERVED UNTILL ABSOLUTELY NEEDED. ANY PLAYER WITH A FIREBALL WAND SHOULD USE THE WAND ONLY IF THE PARTY IS GREATER THAN 20 FEET AWAY FROM THE ENEMY.

THE USE OF THE CLERIC'S HEALING SPELLS SHOULD BE CONSERVED AND USED ONLY IN LIFE AND DEATH SITUATIONS.

DURING COMBAT, IF ANY PLAYER DOES NOT FIGHT, THAT PLAYER WILL NOT BE ATTACKED. LET WEAK PLAYERS LIKE WIZARDS FIGHT ONLY A FEW ROUNDS FROM SAFE DISTANCES AT FIRST. LET WEAKER PLAYERS SIT OUT THE TOUGH ONES IN EARLY COMBATS.

ONE LAST WARNING, DO NOT TRY TO EXPLORE ALL OF THE DUNGEON WHEN YOU HAVE A YOUNG PARTY OF EXPLORERS. IF YOU DO, YOUR PARTY WILL NOT RETURN.

LAST AND MOST IMPORTANT NOTE- THE GAME IS CONSIDERED WON WHEN YOU ATTACK AND KILL MAGDARR AND THEN RETURN (ALIVE) TO YOUR ROOM. AS IN REAL LIFE, THERE ARE NO ACCOLADES AND NO BIG ENDING EXCEPT FOR YOUR SELF CONGRATULATIONS.

MAGDARR IS ON LEVEL 16 - GUARDED BY HIS BEST AND MEANEST MONSTERS - AND WAITING FOR YOU.

BY THE WAY, RUMOR HAS IT THAT DEEP IN THE DUNGEON THERE LIES A NUMBER OF FABULOUS DIAMONDS. (IF I COULD ONLY REMEMBER WHERE?).

LASTLY, WATCH OUT FOR THE.....

GOOD LUCK

LOADING INSTRUCTIONS

PLAYER PROGRAM - THIS IS A STANDARD BASIC PROGRAM.

FOR TAPE TYPE 'LOAD "PLAYER" OR JUST 'LOAD"' - AS USUAL, PRESS THE COMMODORE KEY WHEN THE PROGRAM IS FOUND

FOR DISK TYPE 'LOAD"PLAYER",8' (RETURN)

DUNGEONS - THIS LOADS AS TWO MACHINE CODE PROGRAMS -

FOR TAPE - TYPE 'LOAD"',1,1' AND PRESS RETURN. PRESS COMMODORE KEY WHEN THE FIRST PROGRAM IS FOUND AND AGAIN A FEW SECONDS LATER WHEN THE SECOND PROGRAM IS FOUND (IT WILL STOP THE TAPE.)

FOR DISK - LOAD'w',8,1 OR LOAD'MAGDARR',8,1 <RETURN>

THE DUNGEON PROGRAM WILL AUTO-START IF LOADED PROPERLY

LOADING PROBLEMS

THERE SHOULD BE NO LOADING PROBLEMS WITH DISK. HOWEVER GETTING A 32K TAPE PROGRAM INTO A C64 CAN BE TOUCHY.

FOR TAPE - BE CERTAIN THAT YOUR TAPE RECORDER IS AS FAR FROM THE SYSTEM AS THE CORD WILL STRETCH. THE CPU PUTS OUT A LOT OF NOISE AND CAN HURT LOADING.

MAKE CERTAIN THAT YOU ARE LOADING WITH THE PROPER COMMANDS. MOST OF THE COMPLAINTS THAT WE GET ARE FROM PEOPLE WHO ARE NOT PUTTING IN - LOAD"',1,1 -.

REMEMBER THAT THERE ARE DIFFERENT COPIES ON BOTH SIDES. IF ONE DOES NOT LOAD, TRY THE OTHER.

THE FIRST PART OF THE BOOK, WHICH IS THE MOST INTERESTING PART, IS THE HISTORY OF THE
LIFE OF THE AUTHOR, AND THE HISTORY OF THE TIMES IN WHICH HE LIVED.

THE SECOND PART OF THE BOOK, WHICH IS THE MOST INTERESTING PART, IS THE HISTORY OF THE
LIFE OF THE AUTHOR, AND THE HISTORY OF THE TIMES IN WHICH HE LIVED.

THE THIRD PART OF THE BOOK, WHICH IS THE MOST INTERESTING PART, IS THE HISTORY OF THE
LIFE OF THE AUTHOR, AND THE HISTORY OF THE TIMES IN WHICH HE LIVED.

THE FOURTH PART OF THE BOOK, WHICH IS THE MOST INTERESTING PART, IS THE HISTORY OF THE
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