

DUNGEONS OF PERIL

A Prince in your father's kingdom, you have fought a long war against the Kasteekin Sect. A long bloody struggle forced the creatures into their underground city. In the creature's retreat an allied castle was overrun and the Princess O'Laya was taken hostage. The Princess is being held at the bottom of the Kasteekin dungeon. To insure peace throughout the land you must loot the many Kasteekin treasures to raise gaint armys and marry Princess O'Laya to strengthen your father's alliance. A Genie is rumored to assist invaders of the dungeons.

The screen is divided into two parts. The top half of the screen is the side view of the dungeons. This side view will show your path through the dungeons and the section you are in. You can move off the left or right side of the screen to a different section. After you leave a section in which you can change levels the side view will show it for future use. The bottom half of the screen shows you a blown up view of the section you presently occupy.

When the game begins you are unarmed at the surface above the dungeons. You must avoid contact with all objects. Jump over objects by pressing the joystick key. To descend into the dungeons you must move your man to the hole in the center of the screen. When your man is in the correct position you will descend. To ascend to the next higher level, position your man under the hole and jump up to it.

A lamp may appear if you explore new sections. To activate the Genie, move your man on the lamp. When in the correct position the Genie will appear and grant you with a temporary power. The spells are:

Fireball- After the Genie casts his spell your man will be able to shoot a fireball from the tip of his finger. To aim press the joystick key and hold. Move the joystick up,down,right or left while holding down the joystick key. Keep joystick in position you are aiming and release joystick key to fire. (You must hold joystick in aiming position and release joystick key for proper aim.) You will hear a beep when the spell wears off.

Lightning Bolt- Fired from your fingertips and aimed same as Fireball.

Flying Carpet- The Genie grants you with a flying carpet to venture deeper into the dungeons. Don't go to far up or down or you will lose your man. When on the flying carpet you must avoid collisions. When you hear the beep get prepared to lose your carpet.

Bow & Arrow- When the Genie disappears you will be armed with a bow. To fire your bow use the same method as the Fireball.

Double Bladed Spear- The Genie will leave you with a magic spear to eliminate all ground objects. To activate your spear press the joystick key. The spear will only stay activated for a short period after the joystick key is pressed.

Flying Eliminator- If your man turns red you have been given the highest spell. While you are the Flying Eliminator nothing but the ceiling and the floor can stand in your way. Be prepared to turn back into a mortal after you hear the beep.

When you are armed press the "X" key to jump. Your jumping is less effective when your man is armed.

Scoring- The upper left corner displays the previous high score. The upper right corner displays the current player score. The lower right corner displays the total points of treasure the current player has found in the dungeons. To gain treasure points move your man onto the treasure. To add the treasure points to the current players score your man must return to the surface of the dungeon. When an object or creature is eliminated 100 points is awarded to the current player's score. Treasures are as follows:

500 points- The money sign represents a pouch of gold coins.

750 points- The diamond represents a pouch of precious gems.

1000 points- A treasure chest full of riches.

2500 points- A small bottle of a valuable potion.

5000 points- This key opens one of the doors to the many rooms of riches in the ancient tombs of Esquaria.

50000 points- Upon rescue of Princess O'Laya. The princess can only be found at the bottom of the dungeons.

Objects and Creatures of the Dungeons

The Orangeolyum Pits- A vaporous evil substance that is deadly to man.

The Slime Rocks- These dungeon rocks are covered with an invisible slime.

Fungusamongus- This purplish growth was first seen in northern Crietear land. The Dungeon Spider Legion carried it in the hair on their legs. It spread during the surface conquest of the Kasteekin Sect.

The Beacon Sphere- Placed in the dungeons by the evil creatures, these radiant spheres beam a deadly light. They hover two feet above the ground and near the ceiling of the dungeons by an unknown source.

Giant Scorpions, Spiders, Snakes, Crabs and poisonous Beetles guard the interior of the dungeons. Where the ground creatures cannot go you will meet various flying creatures.

KEEP ALPHA LOCK IN UP POSITION.

PRESS "8" KEY TO START NEW GAME.

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