

DUNGEON OF DEATH

*"Those who seek the Holy Grail
must fight and walk a tortuous trail.
Eleven monsters thou must fight,
whilst searching through eternal night."*

Count Stan of Santa Paravia
AD 1380-1402

Thus begins your quest in search of the Holy Grail, wherein you must descend through the twelve levels of the Dungeon of Death, find the Holy Grail, and return to the surface with it.

The Holy Grail is guarded by Smaug, the most fearsome monster of all, and ten lesser monsters. These gruesome beings will challenge your every step. You can only survive by using all the powers at your command.

You'll be able to cast magic spells, drink potions that may or may not help you, and open chests in search of gold or items that will help you fight the monsters.

Step softly in the darkness. Treasure or sudden death is only a footfall away with the Dungeon of Death package.

DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us... preferably by mail and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in Kilobaud. You are supposed to read Kilobaud anyway.

Wayne Green

LOADING YOUR PET

Hopefully this is not the very first program you've ever used in your PET. Insert the cassette . . . make sure it has been rewound . . . and follow the PET instructions. Type LOAD and the PET will tell you what to do.

Most Instant Software cassettes have a short introductory program, a sort of title page to give you confidence that the system is working without a long wait for a major program load.

The PET system is sensitive to cassette recorder head alignment. The heads on our recorders have been rigorously aligned, so our cassettes are okay. If you have trouble, try loading again. If you still have trouble try moving the cassette around a little in the recorder to change its approach to the heads. If that also fails, try the cassette in another PET at a store or in a friend's system. You may find that your recorder needs alignment.

If all fails, return the cassette to Instant Software Miseries, Peterborough NH 03458 and we'll recheck it. Things can go wrong . . . go wrong . . . go wrong. Please be specific about what problem you're having.

Should loading a program into your PET be a new experience, please check your instruction book. A little pamphlet like this is a poor place to try and cover all of the instructions for normal program loading.

ACCIDENTAL ERASING

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data . . . and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units . . . or by putting cassettes on top of the monitor, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button . . . etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of \$2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the \$2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks . . . one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.

COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

DUNGEON OF DEATH

The Dungeon of Death package is divided into two programs. The first program is DND Help, the instructions for the game. Because DND is a very complicated game, we suggest that you look over these instructions carefully. The second program is the game itself.

The object of the game is to descent through the twelve levels of the dungeon, find the Holy Grail, and return to the surface with it.

The Holy Grail is guarded by eleven monsters:

Smaug the Dragon – he's so terrible that just meeting with him takes almost 100 powers. You can't cast a spell, evade, run away from, or give up to him. He only attacks when you have the Holy Grail.

Death — almost as bad as Smaug, but you can cast a spell on him.

Vampire — he never sleeps in the darkness of the dungeon.

Dragon — related to Smaug, breathes fire, and loves gold. He's also very lazy.

Rust Monster — he destroys all your metal items the first time you fight him. The second time he takes your sword.

Balrog — similar to the Dragon, but dumber.

Rock Troll — big but very dumb.

Black Wizard — it's hard to cast a spell on him.

Evil man — also not a good target for spells, but his evil nature makes him an easy victim for your sword.

Ringwraith — easy to cast a magic spell on or fight.

Demon — a real pushover.

With the exception of Smaug, these monsters roam throughout the twelve levels of the dungeon. You are likely to meet any of them at any time.

As you travel through the dungeon you'll have a number of spells available to cast on the monsters plus whatever else you may find. Here's a table of the various spells and their effectiveness against monsters:

MONSTER:	Eye of Newt	Mind Blast	Fireball	Dispell	Charm	Sleep
Death	20	30	40	80	20	20
Vampire	20	60	70	50	40	20
Dragon	20	40	20	20	70	90
Rust Monster	90	50	70	20	50	30
Balrog	20	50	20	20	90	70
Rock Troll	30	60	60	20	90	50
Black Wizard	50	60	60	70	40	60
Evil Man	20	80	70	20	50	80
Ringwraith	30	20	90	80	20	20
Demon	60	40	20	70	70	30

The above figures are percentages of effectiveness; 100 means that a spell is always effective.

Remember, you can cast spells on some of the monsters all of the time, and all of the monsters some of the time, but you can't cast spells on all of the monsters all of the time.

Both potions and treasure chests will be found in the dungeon. Casting a spell, when successful, will tell you if a chest or potion is safe or dangerous. Carefully opening a chest will protect you somewhat if the contents are harmful. Sipping a potion is not recommended. The dangerous potions can take effect from just a sip. The types of potions and items in chests, along with their characteristics, are listed below.

Items In Chests

Explosion — depletes you and can kill you.

It's Empty — just a disappointment.

Blindness — your character is blinded for an indeterminate number of moves. You cannot evade monsters.

Curse — you're deposited on an unknown level of the dungeon and cannot tell what monster you are fighting.

Shield — helps you fight.

Armor Suit — helps you fight.

Magic Mace — helps you fight.

Cube of Power — helps you fight.

Lucky Ring — gets rid of a curse and helps you fight.

Lots of Gold — just that.

Types of Potions

Poison — kills almost immediately. There's no cure.

Love Potion — causes you to fall in love with some monster and be defeated.

Degeneration — you lose power with every move. It can be canceled by getting out of the dungeon or finding a strength potion.

Astral Form — the most powerful and dangerous potion. It helps you fight monsters, gives you magic spells, allows you to move through walls, and will revive you if you are killed. Initially, you are stripped of all metal items.

Spell Storing — unlimited magic spells, helps you fight.

Monster Control — helps you fight.

Rust Proof — you can fight the Rust Monster without losing your metal items.

Brilliance — gives you a permanent point of wisdom and helps in casting spells.

Polymorph — changes you into a totally new character.

Strength — improves strength and agility.

Invisible pits can be found anywhere in the dungeon and can appear between one move and the next. They also cause you to fall to the next lowest level and lose some power.

In DND Help, you can see all twelve levels mapped out on the screen. This will give you a good idea of the layout of the maze. When you actually get into playing the game, you'll only be able to see a small portion of whatever level you're on.

To travel through the maze you must enter a direction by using the numeric keypad. Imagine your present position is the #5 on your PET's numeric keypad. All of the numbers surrounding the 5 will move you one space in that number's direction. For example: 2=up; 8=down; 4=left; 3=diagonal to upper right, etc.

When you first start to play the game, you'll see an account of your present status. This list includes:

Strength — necessary to fight monsters.

Agility — necessary to evade monsters.

Wisdom — helps to cast spells.

Experience Level — you cannot long survive at one level lower than this experience level.

Gold — total wealth accumulated.

Experience — along with gold, can be traded in for a higher experience level.

Magics — number of spells you can cast.

Beginning Power — power level you start with.

Power — amount of power you currently have. If you run out of power, you can die.

The most effective strategy that you can use is to first explore a level, accumulate as much wealth and experience as you can, and then return to the surface. The computer will then calculate your new experience level, and you will be given more spells to cast, as well as increased power levels for your next descent into the dungeon. You may have to return to the surface several times in order to acquire sufficient power to face Smaug and recover the Holy Grail.

This game is designed to run on any 8K Commodore PET computer. Due to byte restrictions, you are not offered a variety of characters to choose from. If you don't like the random character the computer supplies, just stop the game and type RUN again. The game also makes use of the lowercase character set, so if you should stop in the middle of a game, execute a POKE 59468,12 to restore the machine to normal graphics mode. If you either successfully complete the game or are killed, this is automatically done.

STATISTICS

	MEM Used	Load Time	4K 3583	?FRE 7FRE
Side A, 8K				
Title Page	1032	/35		
DND HELP	4795	1/43		2369
Dungeons of Death	6592	2/03		572
DND HELP	4795	1/43		
Dungeons of Death	6592	2/03		

Total Time = 9 minutes.

• CASINO I

There are blackjack games galore, but not many of them are so dependable that you can use them to prepare to make your fortune at Vegas. This blackjack program is not only fun to play, it is also tutorial and allows you to play every combination which could play at the MGM Grand Hotel in Las Vegas.

There are several systems which will beat the house at blackjack, but before you go investing your cash in a get rich quick attempt, try out your system on this program and see how it does in actual practice.

All you need is the expertise and a little luck to go along with it and you'll pay for you computer in no time.

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SOFTWARE OPPORTUNITIES

Anyone interested in writing software for fun and profit should send for our instruction sheet: "Dear Programmer." This describes, step by step, the process used by Instant Software for producing these programs. In addition to being able to make rather remarkable money as an author of a program, there are also opportunities to work on a freelance basis (at home) evaluating programs or converting them from one microcomputer system to another.

If you are thinking in terms of distributing your own programs, you can do worse than find out the benefits of having Instant Software do this job for you. Write for: "Selling Your Software The Easy Way."

Instant Software is looking for programs to publish and distribute - business programs, games, home programs, educational programs, scientific programs, etc. For more information please write to Instant Software, Peterborough NH 03458.

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READING



As we state on the cover of the magazine, Kilobaud Microcomputing is designed to help the newcomer to computing to understand computers, while still being interesting to the experts. We try to avoid the use of computerese as much as possible. You'll also find a wealth of software in Kilobaud Microcomputing . . . and more articles every month than any other magazine.

The crew putting out Kilobaud Microcomputing are the ones who originated Byte and are the leaders in the field. Only Kilobaud Microcomputing has a complete microcomputer laboratory for checking both hardware and software.

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