

DUNGEON!™

COMPUTER ADVENTURE GAME



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Based upon the DUNGEON!® boardgame by David R. Megarry

Intended for use with the APPLE® II+ computer.

DUNGEON!™ Computer Game

LOADING INSTRUCTIONS

With Autostart ROM

Make sure the machine is off. Put the game disk into Drive 1, close the lid and turn the computer on.

Without Autostart ROM

Turn on the machine and press RESET. Put the game disk into Drive 1, close the lid and enter 6 CONTROL P on the keyboard. Then press RETURN.

The game will load itself from this point.

The screen will display the TSR and DUNGEON!™ Computer Game logos. You can enter the game at any point by pressing the SPACE bar. After this you must press any key to start.

OBJECT OF THE GAME

Players in DUNGEON! Computer Game enter an underground dungeon and search through rooms and chambers for treasures. Players must try to defeat monsters, collect enough treasure to win and return to the dungeon entrance.

STARTING TO PLAY

NUMBER OF PLAYERS

The computer will ask you how many people will be playing the game. DUNGEON! Computer Game can be played by one to eight players at a time.

PLAYER NAMES

Each player must tell the computer what name he or she will use during the game. You can use your own name or make up a name for your computer adventurer. The game will refer to each player by the name he or she gives.

TYPE OF CHARACTER

Now each player chooses what type of character he or she wants to play. A player can be an elf, a hero, a superhero or a wizard. The list below shows each character's advantages and the amount of treasure (counted in gold pieces) that the character needs to win. Elves and heroes are not as powerful as superheroes and wizards, so they need less treasure to win the game.

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Character	Advantage	Gold Needed
Elf	good at finding secret doors	10,000
Hero	stronger than elves	10,000
Superhero	stronger than heroes	20,000
Wizard	can use spells	30,000

Character Limits. No more than two players can have the same type of character in a game. For example, if the first two players decide to be superheroes, all other players must be elves, heroes or wizards.

SPELLS FOR WIZARDS

Wizards can use magical spells to fight monsters. Other characters carry swords, but wizards have only their staves and their magical spells. However, because their spells are so powerful, wizards are the strongest characters in the game and need the most treasure to win.

The computer will ask each player who chose to be a wizard what spells he or she wants. A wizard can have 12 spells. There are three spells to choose from: Lightning Bolt, Fireball and Teleport. A combination of 5 Lightning Bolts, 5 Fireballs and 2 Teleports is recommended for beginners. The spells are explained below.

Lightning Bolt. This spell causes a powerful bolt of lightning to shoot out from the wizard's hands and attack a monster.

Fireball. This spell causes a flaming ball of fire to fly at the monster and burn it.

Teleport. This spell can be used only in chambers. Chambers are very large yellow areas. Every dungeon level has one or two chambers.

A wizard can use a Teleport spell to teleport to a chamber on the next level up or the next level down. Pressing "U" for up will teleport the wizard to a random chamber on the next higher level or to another chamber on the same level. Pressing "D" for down will teleport the wizard to a random chamber on the next lower level or to another chamber on the same level. The wizard does not know where the spell will teleport him until after it is cast.

After wizards have chosen their spells, the game will begin.

THE DUNGEON! COMPUTER GAME MAP

The dungeon is divided into 6 levels. Level 1 is at the top of the dungeon, and level 6 is at the bottom. Players start at level 1. The monsters in the upper levels are weak and easy to defeat, but their treasures are small. Adventurers that move to deeper levels will find bigger treasures, but they must fight more dangerous monsters.

The six dungeon levels are identified by color, and by a level number that appears in the corner of the screen. Note that levels 3, 4 and 5 are each split into two halves. The small yellow squares are corridors through the dungeon. Large yellow areas are chambers. Color-coded areas are rooms. Doors are dark brown lines showing the entrances to rooms. Gray lines or areas are walls, and white lines are secret doors.

HOW TO MOVE

DUNGEON! Computer Game uses five movement commands. On his or her turn, a player can move up to five spaces. (Moving through a chamber takes several keypresses, but the computer counts these as one "move.")

Command	Result
U = UP	Moves you one space toward the top of the screen
D = DOWN	Moves you one space toward the bottom of the screen
R = RIGHT	Moves you one space toward the right of the screen
L = LEFT	Moves you one space toward the left of the screen
S = STOP	Ends your turn before you have moved all 5 spaces

There are several exceptions to these rules:

1. You cannot move through a wall. You must follow the passageways at all times.
2. You must stop moving when you enter a chamber or a room that contains a monster.
3. You cannot end your turn in the same space as another player.
4. Players that are caught in traps or attacked by monsters will sometimes lose turns. The computer keeps track of lost turns automatically.

DOORS AND SECRET DOORS

A player can move through a door if he or she has at least one movement left in the turn. The door itself does not count as a space when moving.

Adventurers do not know where secret doors are. Players can see secret doors on the map, but cannot use one until their character finds it. To search for a secret door, simply try to move through it. An elf has a 66% chance of finding a secret door; other characters have a 33% chance. If you find the door, the computer will tell you so. This will end your turn. On your next turn, you can move through the secret door. Once you have found a secret door, you can move through it normally for the rest of the game, unless your character is killed by a monster.

If you do not find the door, your turn is over. You can search for it again next turn, or move away in another direction.

Instead of a treasure, some rooms contain maps to all the secret doors in the dungeon. Players with secret door maps can move through all secret doors as if they were normal doors.

FIGHTING MONSTERS

When you enter a room or chamber, a monster that you must fight will appear on the screen. A series of numbers in the lower left corner tells you how strong the monster is. The numbers show the total that must be "rolled" on two six-sided dice to defeat the monster. (The computer rolls the dice for you.) An arrow points to the number that applies to your character (or the spell your character is using). Monsters with high numbers are much harder to kill than those with low numbers. You can attack the monster by pressing any key. The computer will then tell you whether you killed the monster.

If you kill a monster in a room, you get its treasure. The room then changes color on the map to show it is empty. If you kill a monster that was guarding treasure it took from you or other players, you get that treasure, too.

You must fight a new monster every time you enter a chamber. Monsters in chambers do not have any treasures, unless they are guarding treasures they took from players.

If the number needed to defeat a monster is 13, the monster can be killed only by a player that has a magical sword (see Treasures).

MONSTER ATTACKS

If you attack a monster and do not defeat it, the monster will attack you. This attack can have one of the following effects:

MISSED! The monster swings at you and misses. On your next turn, you can attack the monster again or leave the area.

STUNNED! You are stunned by the monster's attack and drop one of your treasures. The monster will keep your treasure until the monster is killed. On your next turn, you can attack the monster again or leave the area.

LIGHT WOUND! The monster's attack wounded you. You drop one of your treasures, retreat backward to the last corridor space you were in and lose your next turn.

SERIOUS WOUND! The monster's attack wounded you very badly. You drop half of your treasures and begin your next turn at START.

KILLED! The monster killed you! You drop all your treasures and begin your next turn at START. You also forget all your secret doors. If you are a wizard, you get a new set of 12 spells.

TRAPS

Some rooms contain traps instead of monsters. There are two kinds of traps: cages and slides.

Cages. When you are caught in a cage, you lose 1 to 6 turns. You find a treasure when the trap catches you.

Slides. When you trigger a slide, you drop into a chamber on the same level or the next level down. You get no treasure, and should be prepared to fight a monster in the chamber!

TREASURES

When you defeat a monster in a room, you get the monster's treasure. You also get any treasures the monster took from you or from other players.

All treasures except secret door maps have a value in gold pieces. During your turn, you can press T (for Treasure) and see a list of all your treasures and their total value. If their total value is high enough for your character to win, then you should begin moving back toward Start on Level 1.

Secret Door Maps, Magical Swords, ESP Medallions and Crystal Balls are very special treasures. They are explained below:

Secret Door Maps. If you find a secret door map, you can move through secret doors without having to look for them; you treat them like normal doors. If you lose the map, you can still move through all the secret doors you found with the map. If your character is killed by a monster, however, he or she will forget all secret doors.

Magical Swords. Magical swords make it easier to kill monsters. A +1 magical sword adds 1 to your die roll when you attack a monster. A +2 magical sword adds 2 to your die roll. A player can use only one magical sword at a time, and wizards cannot use them at all.

ESP Medallions. ESP medallions let a player see what is in a room before he or she goes in. The medallion works automatically. If you move to enter a room while carrying an ESP medallion, the medallion will tell you what is in the room and ask whether you want to enter the room. If you answer "Yes" then you will enter and fight a monster. If you answer "No" then you will still be outside the room.

Crystal Balls. If you hold one of these, you can look into any room on the level you are on. You will see both the monster and the treasure! To use a Crystal Ball, press "C" (for Crystal Ball) instead of moving. A flashing white square will appear in a room on the map. If you want to look into this room, press the RETURN key. If you want to see a different room, press the SPACE bar. This will move the white square to another room.

CASTING SPELLS

When a wizard moves to enter a room, the computer will ask if the player wants to cast a spell. If the player answers "Yes," he does not enter the room. Instead, he must choose a spell and cast it before entering the room and seeing what monster is inside. If the spell kills the monster, then the wizard automatically enters the room and picks up the treasure. If the spell does not kill the monster, the monster cannot attack the wizard because the wizard is standing outside the room.

A wizard that is inside a room can attack a monster with a spell or with his or her staff. If the monster is not killed, it will attack the wizard.

A spell is used up when it is cast, whether it worked or not. A wizard cannot replace his or her spells, so no wizard will ever be able to cast more than 12 spells in a game. However, a wizard that is killed gets to start the game over with 12 new spells.

WINNING THE GAME

The winner is the first player to return to start on Level 1 with enough treasure for his or her adventurer to win. This information is repeated below.

Character type	Gold Needed to Win
Elf	10,000
Hero	10,000
Superhero	20,000
Wizard	30,000

