

## DUNGEON DARE

Trapped in a dungeon you are in grave danger. Your energy is sapped if you touch a monster but energy pills may revitalise you. Will you survive long enough to collect the forty eight keys you need to escape?



SPECTRUM 48K

ARCADE GAME

DUNGEON DARE WRITTEN BY RICHARD WRIGHT

THE OBJECT OF THE GAME IS TO COLLECT THE 46 KEYS NEEDED TO ESCAPE FROM THE DUNGEON. THE ARE 16 INTER-CONNECTED SCREENS AND TWO TYPES OF SCREEN:-

1. ORDINARY SCREENS - THE PLAYER CAN MOVE ABOUT.
2. PLATFORM SCREENS -THE PLAYER MUST MOVE LEFT AND RIGHT AND DROP FROM PLATFORM TO PLATFORM.

ANY CONTACT WITH A MONSTER WILL DECREASE THE PLAYER'S ENERGY WHICH CAN BE BOOSTED BY EATING THE PULSATING ENERGY PILLS WHICH APPEAR ON THE SCREEN.

THERE IS ALSO A TIME LIMIT SHOWN AT THE BOTTOM OF THE SCREEN, BY WHICH TIME THE PLAYER MUST HAVE COLLECTED ALL OF THE KEYS.

THE SCORING IS 50 POINTS FOR AN ENERGY PILL AND 100 POINTS FOR A KEY.

CONTROLS:- H - UP B -DOWN E -LEFT P - RIGHT

LOADING, ADJUST CASSETTE PLAYER TO APPROX HALF VOLUME, TYPE LOAD"" PRESS PLAY ON CASSETTE PLAYER. THIS CASSETTE HAS BEEN JETLOADED IF YOU HAVE ANY DIFFICULTY LOADING IT, ADJUST THE VOLUME SLIGHTLY.

MANUFACTURED AND PUBLISHED BY  
CENTRAL SOLUTIONS LIMITED  
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GOOD LUCK!!!

INVENT.....LISTS CURRENT ITEMS CARRIED  
SAVE.....SAVES CURRENT POSITION ON TAPE  
LOAD.....LOADS PREVIOUSLY SAVED POSITION  
QUIT.....TERMINATES ADVENTURE  
ALL REMAINING COMMANDS ARE DISCOVERED DURING THE ADVENTURE. IT IS ADVISABLE TO SAVE YOUR POSITION FROM TIME TO TIME.

USEFUL COMMANDS.....

N = NORTH S = SOUTH E = EAST W = WEST

THIS ADVENTURE HAS AN EXTENSIVE VOCABULARY AND UNDERSTANDS A VARIETY OF WORDS WHICH CAN BE SHORTENED THUS.....

CLASSROOM CHAOS WRITTEN BY DAVE WATSON

SEE REVERSE OF INLAY FOR DETAILS

# DUNGEON DARE

# CLASSROOM CHAOS

SEE REVERSE OF INLAY FOR DETAILS

**CLASSROOM CHAOS**  
Someone broke into your school last night and stole the famous challenge gold cup. The bad news is that the headmaster thinks that you did it. You have to find the person who is responsible before the headmaster finds you!



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GRAPHIC ADVENTURE