## DUNGEON DARE

Trapped in a dungeon you are in grave danger. Your energy is sapped if you touch a monster but 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



## 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:-

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

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GOOD FACKIII

USEFUL COMMANDS.....

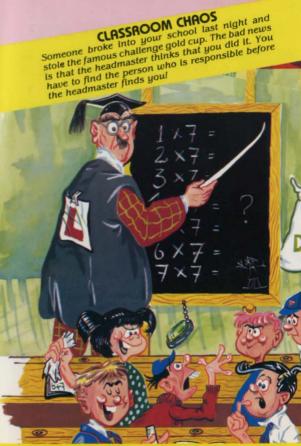
TREE HTMON = N = MEST M = M = MEST

SHORTENED THUS.....

THIS ADVENTURE HAS AN EXTENSIVE VOCABULARY AND UNDERSTANDS A MAICH CAN BE

CLASSROOM CHAOS WRITTEN BY DAVE WATSON

**DUNGEON DARE** 



SPECTRUM 48K

GRAPHIC ADVENTURE