

The Dungeons



Commodore 
ANIROG

THE DUNGEONS

A Role Playing Graphic Adventure

Enter the fantasy world populated by ferocious monsters and a fire breathing red dragon that would deny you possession of the magic casket containing the secrets of the DUNGEONS.

You can choose to be a fighter or magician, choose on your attributes of strength, wisdom, Intelligence, constitution and charisma but do so wisely, as you enter the dungeons, you may purchase equipment to assist - buy with care.

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Instructions See Reverse

The only way to survive is by gaining experience which requires ingenuity though some help is available.

Select your level and your role. Buy your equipment and remember that as you grow richer you may return and purchase more. The commands are all by single letter. As you travel through the dungeons, you will be re-orientated each time you change direction. You face the direction in which you are moving, i.e. north is not always on the top.

You may stop at any time and save all the data by restarting at a later time by typing Q for quit. To restart load the program as usual and when asked if a restart is required, reply 'Y' and insert the saved data. Tape to continue help screen shows.

M Move North, South, East and West
S Say spell (H Healing P Protection)
R Read Scroll (F Flying H Healing
S Strength)

B Back to next command
A Attack Monster
O Open (C Casket D Door)
X Show Exit
P Drink Potion
Q Quit - save data

There are more commands than this but you have to discover them.

You need one thousand points and the key to pass through the exit door from this adventure into

THE DARK DUNGEONS

LOAD - Type 'LOAD' and press return.



Anirog
Software,

THE DUNGEONS



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