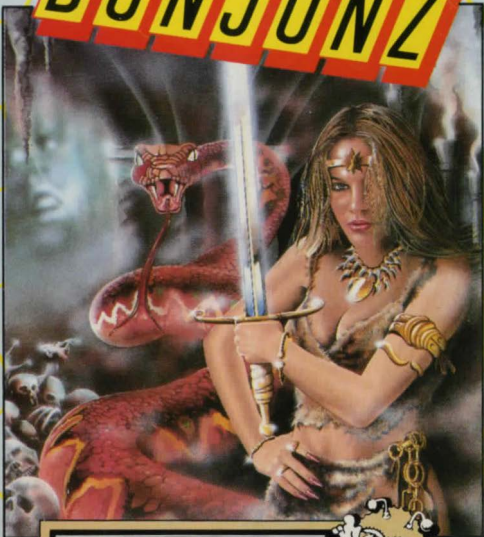


ELECTRON

DUNJUNZ



BUG-BYTE



DUNJUNZ

by
Julian Avis

THE GAME

4 Heroes must recover the Chalice of Binding and save the World. Macksrane the Great Demon, has hidden it in the Dunjunz complex. They must battle it out against Bashers, find treasure, magic, adventure and death.

LOADING

CHAIN " ". Press Return.
Stop tape when you are asked to select the number of players. Turn the tape over and rewind. Then start tape to load level one, then stop tape when picture appears. Note the tape count at each stage. If you succeed in level one, load level two by restarting tape and stopping tape when a picture appears. That is then level two. Repeat the process for all 25 levels. If all the characters die on a level, rewind the tape and restart on level 1.

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For your 'BYTE ME' Bug-Byte bright yellow Teeshirt (S/M/L) send £3 and size, hurry, they are really gr-gr-eat.

The Story so far...

To help them on their quest, the Gods have given the four heroes extra powers:

The Ranger uses a bow, and his quiver has the power to produce an unlimited supply of arrows.

The Wizard has been taught how to cast powerful fireballs.

The Barbarian's axe can create clones of itself.

The Warrior can draw an infinite amount of swords from her sheath.

Each character can only fire a certain amount of weapons at any one time; you need magic to maintain the weapon's existence.

Each character begins with a different set of fighting attributes. As the game progresses, you will find magical items which boost your character's abilities and so increase your chance of survival.

Four people can play this game at the same time, each person controlling his/her character. Each character has their 'own' quarter of the screen and can go round the Dunjunz on their own, getting to treasures first, and even hunting each other; the Barbarian is a good one to start with.

PROGRESSION THROUGH THE LEVELS

On each level of the Dunjunz there is an exit, a square 'hole' which leads down deeper into the Dunjunz - the next level. By sliding down these exits, the characters will get nearer and nearer their ultimate goal - the Chalice.

THE CHARACTERS

The Wizard can fire 3 arrows at a time, they are not that effective. He wears leather armour, which absorbs about 1/3 damage, he does have one advantage over the Barbarian and Warrior - he can use magic; all monsters in the vicinity are killed, it drains his energy badly.

The Ranger can cast 2 fireballs at a time, and each one does the same damage as two arrows. A robe

protects him and when hit he takes maximum damage. Not a good fighter, He has one power no one else can match - his magic, and he uses hardly any energy - a dangerous character.

The Ranger can fire three arrows at a time, but they are not that effective. He wears leather armour, which absorbs about 1/3 damage, he does have one advantage over the Barbarian and Warrior - he can use magic; all monsters in the vicinity are killed, it drains his energy badly.

The Barbarian is a born fighter with no magic. He begins with one axe which does horrific damage and can kill in one shot! His natural tough skin is better than any leather and nearly matches the Warriors' chain mail!

The Fighter can throw 3 swords at a time, and each equals a fireball in damage. She wears chainmail, carries a shield - maximum armour! But, she has no magic.

MAKING IT THROUGH TO THE NEXT LEVEL

As long as one character makes it through to the next level (i.e. reaches the exit) then all dead characters will be brought back to life on the next level with their original attributes. If the Barbarian had gained three axes and then died, on the next level he would be back to 1 axe and scores are reset to 0.

If all die on a level, then new heroes take their place, starting back on level 1.

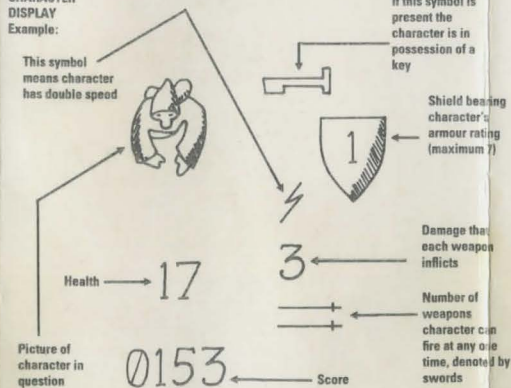
Whenever a new level is begun, everyone has their health put back to full strength regardless of how weak they were on leaving the last level.

KEYS	RANGER	WIZARD	BARBARIAN	WARRIOR
UP	CAPS LOCK	COPY	J	D
DOWN	CTRL	RETURN	M	C
LEFT	SHIFT	↑	<	R
RIGHT	Z	↓	>	T
FIRE	1	DELETE	SPACE	Y
MAGIC	Q	*	-	-

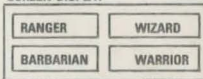
PAUSE ON/OFF = P

CHARACTER DISPLAY

Example:



SCREEN DISPLAY



Concentrate on the screen that your particular character controls, even if you appear on other character's screens, your screen will ALWAYS show your character in it.

OBJECTS IN THE GAME



Exit
To go deeper, walk over a square hole.



Treasure
Worth 20 points.



Food
Increases health by 10 points. Health cannot exceed 99. Worth 5 points.



Teleporter
Teleport to another room on the same level.



Trap Doors
Where new monsters emerge from, replacing dead comrades.



File of Weapons
Allows a character to fire an extra weapon, 3 being maximum. Worth 10 points.



Magic Helmet
Increases armour rating by 1 point. Less damage is taken when hit. Worth 10 points.



Cross of Resurrection
Increases armour rating by 1 point. Less damage is taken when hit. Worth 10 points.



Boots of Speed
Moves you about twice the normal speed. A lightning bolt on the display shows the presence of the boots. Bumping into anything apart from walls, doors and keys loses the boot. Worth 10 points.



Energy Drainer
Lose 20 health points. They can be destroyed by repeatedly shooting them. BEWARE when a weapon hits an energy drainer, it bounces back. Worth 1 point for every hit.



Magic Sword
Increases the damage a character's weapon does by 1. Worth 10 points.



Potion of Healing
A blessing or a curse. The health of the character changes: Take the last digit (the right most digit) of his/her score, duplicate it, and this value is the new health value. Worth 10 points.



Door
Open by walking into it and by carrying the correct key, some are hidden. Worth 7 points.



Key
For each door there is a key. Only one key may be carried at a time by a character. If you go over another key, then the key lying on the floor is picked up, and the original key being carried is dropped in its place.

**BEEB Game of the year
1-4 players.**



**Amazing all action adventure deep
down under, 4 characters, weapons,
treasure, spells, meanies, 25 levels.
Fast, furious and funny.**

By Julian ("It's very deep") Avis.



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