Dragon Data Ltd.

MONSTERS
AND MAGIC

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AO M30880

● WELCOME TO MONSTERS AND MAGIC

You have been sent to break the power of the evil Dungeon Lord. On your shoulders rests the fate of all your people. If you fail, they will fall under the thrall of the Dungeon Lord forever, you are their last and only hope.

● LOADING MONSTERS AND MAGIC

1 Place the cassette in the cassette recorder, rewind the tape and press the PLAY button.
2 Type CLOADM and press ENTER.

The program will then load and run automatically.

● PLAYING MONSTERS AND MAGIC

When the game begins, a title screen will be displayed. A character will then be created, various values being assigned to strength, intelligence etc. You will have the opportunity to choose to have a new character created until the values are acceptable to you. Once the character is to your liking you will be able to enter your name and the game will begin.

You will be allocated a number of gold pieces and a number of Hit Points. The Hit Points refer to the amount of damage a character or monster can sustain before dying. The value for your character will increase as you gain experience and may be magically increased.

During the next stage of the game, you will be able to purchase the weapons and armour you require at the market. Whilst the game is in progress you will be given the ability to teleport back to the market at any time to purchase supplies.

Once the game is in progress, you will have to search the passages and chambers of the dungeon until you have overcome all the monsters in the maze before meeting the dungeon lord in the final battle to the death. When you are engaged in a fight with a monster the first thing you will do is choose a weapon. Then both you and your adversary will roll a dice and the winner will swing first every round. The term ARMOR CLASS is used to denote how well protected a fighter is and thus, how hard they are to hit. When rolling to determine a hit, a 20 sided Dice is used, thus giving a value from 1 to 20. You will be told how high a number you (or the monster) must roll to score a hit.

If you roll a lower number then you have missed. If you roll a hit, you will be given a chance to roll for damage. Your damage is subtracted from your opponent's hit points and if he is left with zero or less he is dead. It sounds complicated but all necessary instructions will appear on the screen.

There are 52 different monsters wandering around the evil dungeon, and over 1000 different place description combinations. You determine the length of the game by choosing the number of monsters (from 1 to 50) you wish to fight before meeting the Dungeon Lord. The more you fight, the more time you will have to rise in level, become more powerful and find more magical aid. Beware though, for the Dungeon Lord also gains strength as time goes on.