



# DOOM CAVERN

... IS A HIGH RESOLUTION GRAPHICS VERSION OF  
THE CLASSIC FANTASY ROLE-PLAYING ADVENTURE  
BOARD GAMES. THE DISK ALSO INCLUDES

## **SORCERER'S CHALLENGE,**

A HIGH RESOLUTION DUEL OF SPELLS  
BETWEEN TWO MIGHTY WIZARDS REQUIRING  
STRATEGY AND TACTICS. EACH GAME REQUIRES  
INTEGER APPLE II, 48K RAM AND DISK.

# DOOM CAVERN

*by* MORWE

AND

# sorcerer's challenge

*by* ROBERT C. CLARDY

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## INTRODUCTION

Two game programs — Doom Cavern and Sorcerer's Challenge — are included on the accompanying diskette to challenge your game-playing ability. Doom Cavern is a role-playing adventure similar to the classic "Dungeons & Dragons" game. Included on this disk is the first level of the cavern complex for you to explore. Sorcerer's Challenge is a two person game of strategy involving a duel of spells between two powerful magicians on a deserted island. Each game will be described separately in the documentation which follows.

Doom Cavern and Sorcerer's Challenge require an Apple II or Apple II Plus with Integer firmware with 48K RAM memory, and one disk drive. To begin playing, simply insert the enclosed disk and boot it using the methods described in the DOS manual. When the initial menu appears, press '1' for Doom Cavern or '2' for Sorcerer's Challenge.



## DOOM CAVERN

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## DOOM CAVERN

### SCENARIO

Centuries ago in Norway, an evil necromancer captured the heir to the throne and his wizard advisor and imprisoned them deep within the caverns under the prince's own castle. Casting an evil spell over the castle, the necromancer has sworn to kill both the heir and his advisor at the next full moon. Your mission is to lead a team of three adventurers on a venture deep into the caverns and prevent this dastardly deed. Included on the accompanying disk is the first level of the caverns for you to explore. Note that only after the first level has been *thoroughly* conquered will the way to the second level become obvious.

### OPERATIONAL FACTORS

As noted in the DOS manual, you should never hit RESET while the disk is spinning (i.e. when the red light is illuminated on the disk drive). This could cause loss of data and programs inside Doom Cavern. So, when adventuring in Doom Cavern, do not try to outwit the game by hitting RESET and then "RUNning" the current program. It never works. Technically, the program uses the Integer Basic "CHAIN" command heavily. The only way to restart is to boot the disk again, type "RUN TITLE PAGE" or type "RUN CLEAR" (which loses the game for you and clears out all information about your characters).

If you destroy the binary file "fellowship" (i.e. by hitting RESET when the file is being written), you will note that a) the shapes are destroyed, b) the Apple blows up when trying to operate in high-resolution mode, c) other ridiculous errors. The solution is to get your backup disk (which you, of course, remembered to make), put it in the drive, and boot it.. Then (in basic) type in:

**BLOAD FELLOWSHIP** (Press return)

Remove the back-up disk. Insert the fouled-up disk. Type in:

**BSAVE FELLOWSHIP, A\$4001, L\$09FF** (Press return)

### PERSONA

Before entering the dungeons, you must first determine the characteristics and nature of your party. This is referred to as their persona. Certain character traits — strength, intelligence, wisdom, constitution, dexterity, and charisma — will be generated by dice throw. Note that highest score possible in each category is 18 while the minimum is 3 (the equivalent to rolling three dice). For each character, you are allowed five dice throws from which to choose. Once these attributes are determined, you must then select the class



of your characters — fighter, magician, or cleric — and their nature — human, elf, or dwarf. This process will continue until the personas of all three characters have been defined. Each of the classes, natures, and attributes will be discussed briefly below. For more discussion, refer to "Dungeons & Dragons" (copyright 1974 by Tactical Studies Rules) as these rules are background for this game.

### Class

Three classes of adventurers exist in the dungeons of Doom Cavern; they are fighter, magician, and cleric. It is best to have an assortment of classes within your party to insure that the proper skills for a given situation are available. Fighters are able to use all magic weapons and have more hit points (the ability to survive damage in battle, see below.) than either magicians or clerics. They cannot, however, use either non-fighting magic or spells. Fighters are more successful in non-magical battle than magicians or clerics.

Magicians are able to use all the magic items and spells which fighters are not able to use such as sleep spells, read other languages, read magic scrolls, etc. Clerics gain some of the advantages from both both of the other two classes in that they can use magic armor and magic weapons. They also have certain spells unavailable to magicians dealing with defense, healing, holy artifacts, etc.

### Nature

After each character has been assigned a class, his basic nature must be determined. Characters may be humans, elves, or dwarves; each type has different abilities, strengths, and limitations. Humans have the greatest potential for strength and acquisition of power. Elves have the ability to note secret or hidden doors and can speak the languages of Orcs, Hobgoblins, and Gnolls in addition to the elvish and human languages. Dwarves have a high level of magic resistance and are able to note slanting passages, traps, shifting walls, etc. while underground. They also speak the languages of Gnomes, Kobolds, and Goblins in addition to Human and Dwarvish.

### Attributes

To help determine the appropriate nature and class of your characters, their attributes — strength, intelligence, wisdom, constitution, dexterity, and charisma — are first determined by dice throw. Note that each character will have a score for each of the six characteristics. The first three attributes are most important for selecting the proper class of the character. Strength is the primary requisite for fighters and applies to the amount of pure physical brawn. Strength will determine a character's relative success in attack during

battles. Intelligence is of primary importance for magicians and affects the number of spells that can be learned and how successful the magician is in using them. Wisdom is most important for clerics and affects their ability to learn and control holy artifacts and spells.

The other attributes that will be determined by dice rolls are constitution, dexterity, and charisma. Constitution is a combination of health and endurance and will aid in determining the number of hit points a character can sustain. Dexterity refers to manual speed and the ability to avoid hazards. Charisma is a measure of a character's force of personality and influences his ability to attract followers or assistance. Once you have accepted a dice throw of abilities for a member of your party, you must then select his class and nature.

### Hit Points

The last feature for each character of your party to be determined before entering the dungeon is his hit point value which, as before, is determined by dice throw. Hit points vary from 1 to 6 and determine how much damage a character can sustain in battle before death. As combat progresses, a character may be hit by his opponent's weapon. A damage level will be determined for the blow. This value is subtracted from the recipient's hit points. If the damage done is greater than the character's remaining hit point level, the character is killed. High hit point levels, therefore, are desirable.

Hit points can be replenished (and deceased characters replaced) by returning to the surface. This action should, however, be minimized as the number of tries at a level are limited. If you exit and reenter too often, you will be required to start over from scratch with new characters.

## GETTING STARTED

It is suggested that you read the program's introduction. While the story is typed out before you, try to understand the situation in which you find yourself. Remember the crucial names . . . for, after all, how will you be able to summon the (etc.) to help you if you do not know how he is named? So, it will be well for you if you can remember the names of the principal characters in this saga, and it will also behoove you to remember the names of your own imaginary characters. Various creatures in the depths may desire to know them.

While inside the dungeons of Hamardoom, your principal moves will be 'N', 'E', 'W', 'S' (for the four directions), 'R' (for report on status), and 'M' for map updating. Many players overlook the map option and end up in a dungeon which looks blank. Remember, when you are in doubt, do press the key 'M'.

Enjoy the adventure. If you have any problems with Doom Cavern that do not seem to be hardware-related, call (408) 246-8939.







## SORCERER'S CHALLENGE

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## SORCERER'S CHALLENGE

### SCENARIO

The master magician of the kingdom of Thessalona has reigned unchallenged for many years. An acknowledged master of the arcane arts, the old wizard has never been bested in any test of magical skills.

In recent weeks, rumors of a new (supposedly stronger) power have spread through the kingdom. A strange sorcerer from the east has arrived and proclaimed himself supreme warlock in the kingdom and has demanded tribute from all its subjects. Though younger than the master wizard of Thessalona, his powers are awesome. The initial confrontation between the two magicians totally devastated the village in which they met and rendered it uninhabitable for years.

At the request of the king of Thessalona, the two sorcerers have agreed to settle their dispute on a deserted island to avoid destroying the kingdom in the process. Alone, but armed with their mightiest spells, the two set sail (each in his own boat) to the island.

Their initial confrontation has revealed that neither can be attacked directly (their defenses are too strong) but instead must be defeated indirectly. Whichever magician can first succeed in trapping his opponent by surrounding him completely by uninhabitable terrain will be the winner. To this end, each of the sorcerers will direct his spells at parts of the island not defended by his opponent. The spells will render that section of the island uninhabitable for a period of time. The spells have varying duration and some will fade away during the confrontation. Careful planning and proper selection of spell duration should allow the greatest sorcerer to eventually trap his opponent, surrounding him completely by uninhabitable terrain.



## INITIAL CONDITIONS

At the start of the duel, the two sorcerers will select the names by which they will be known during the battle. They will also indicate their skill level (0-15, where 0 is most skillful). Skill level will determine the relative number of permanent spells (versus temporary spells) that each magician will carry. A more skillful sorcerer will need fewer permanent spells to trap his opponent. Each magician will bring 5 permanent spells plus one additional for each successive skill level specified (i.e. level 1 has 6 permanent spells while level 15 has 20).

In addition to his bag of permanent spells, each magician will have a variety of temporary spells with the durations indicated in Table 1.

TABLE 1  
SPELL DURATION

Number of spells	Duration (time units)*
6	3
5	4
4	5
3	6
2	7

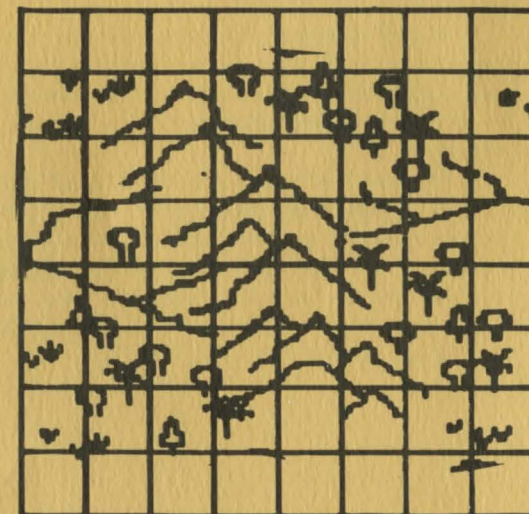
\*A time unit is the amount of time required for both magicians to move to a safe location and initiate one spell each.

The duel will take place on the island illustrated in Figure 1. The zone of effectiveness of each spell is such that the island is effectively divided into 64 quadrants as shown in Figure 2.



Figure 1  
The Island

Figure 2  
Spell Effectiveness Zones





## THE DUEL

During the duel, the following protocol will be observed by the combatants. Each sorcerer will take a 'turn' consisting of movement to an adjacent safe zone (see Figure 2) and the use of a spell against some other zone. Movement may be to the north, northeast, east, southeast, south, southwest, west, or northwest, but can only be into areas not already contaminated or destroyed by a spell. If a sorcerer cannot move in any direction (i.e. he is completely surrounded by contaminated/destroyed zones), he loses the duel. Movement is accomplished by typing a one or two character code for the desired direction (NO, NE, E, SE, SO, SW, W, NW). Movement can alternatively be accomplished by pressing the push button on one of the game paddles (one paddle to each sorcerer) causing a set of crosshairs to appear on the map. Turning the paddle will move the crosshairs to the desired adjacent location. Pressing the button again accomplishes the move.

To use a spell, the sorcerer selects the desired duration (see Table 1). He may, at this time, consult his Book of Spells for a particularly apt choice to use against his opponent. (press RETURN instead of entering spell duration to consult the Book of Spells.) The Book of Spells contains the names of over 400 deadly spells. Once the proper spell has been selected, the game paddles are again utilized to select the zone at which the spell will be used. When the pushbutton is pressed, the spell is applied, and that zone becomes uninhabitable for the duration of the spell.

A spell directed at either of the sorcerers will be countered by a defensive counter spell. The attacker's spell is thus wasted. A spell used against a zone that is already contaminated will produce an uninhabitable region for the duration of the second spell only. Duration of spells in one zone is not cumulative.

The duel will continue until one of the two magicians is completely trapped. It should be noted that because of the nature of the defensive spells, the two sorcerers can never occupy the same zone, thus if wizard 'A' is surrounded in all directions but one by uninhabitable areas and wizard 'B' occupies the one adjacent habitable zone, wizard 'A' loses the challenge. If you have any problems with "Sorcerer's Challenge" that do not seem to be hardware-related, call (206) 641-1917.







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