

DUNGEONS OF DEATH



ORIGINAL OCTOBER 7 1983 TAPE RELEASE

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WELCOME TO THE SUBTERRANEAN WORLD OF DUNGEONS OF DEATH. THIS IS AN *ADVENTURE* GAME DESIGNED TO ALLOW YOU TO EXPLORE A MULTI-LEVEL DUNGEON DURING THE EXPLORATION, YOU WILL ENCOUNTER VARIOUS MONSTERS THAT WILL ATTEMPT TO KILL YOUR EXPLORATION PARTY AND RECAPTURE THE TREASURE YOU HAVE FOUND. IF ALL OF YOUR EXPLORATION PARTY DIES, THEN THE GAME IS OVER. IF YOU SUCCEED IN ESCAPING THE DUNGEON ALIVE, THEN THE EXPERIENCE GAINED FROM THAT ADVENTURE CAN BE ACCRUED TO RAISE YOUR PLAYERS IN SKILL LEVEL.

THE THREE PROGRAMS THAT MAKE UP THIS GAME TAPE ARE:

PLAYER * THIS PROGRAM HELPS IN CREATING THE PLAYERS USED IN THE GAME.

DEATH * THIS IS THE GAME PROGRAM FOR THE DUNGEON ADVENTURE.

TOWN * THIS PROGRAM ALLOWS YOU TO UPGRADE YOUR WEAPONS AND ARMOR WHILE STAYING AT THE INN OF THE RED DRAGON.

PROGRAM 1 : PLAYER

THIS PROGRAM ASSISTS IN CREATING THE PLAYERS USED IN THE GAME. THE FOLLOWING RACES CAN BE USED IN THE GAME.

HUMAN - THERE IS NO ADVANTAGE OR PENALTY FOR A HUMAN PLAYER IN THIS GAME. THE HUMAN PLAYER HAS NO RESTRICTIONS ON PLAYER CLASS.

DWARF - THE RACE OF DWARF, AS USED IN THIS GAME, CAN BE EITHER FIGHTER OR THIEVES. DWARVES CANNOT USE MAGIC SPELLS BUT CAN USE MAGICAL ITEMS SUCH AS WANDS AND MAGICAL WEAPONS. THE RACE OF DWARF HAS AN ADVANTAGE OF +1 ADDED TO THE CONSTITUTION ABILITY AND A PENALTY OF -1 SUBTRACTED FROM THE CHARISMA ABILITY.

ELF - THE RACE OF ELF, AS USED IN THIS GAME, CAN BE ANY OF THE CLASSES. THE RACE OF ELF HAS AN ADVANTAGE OF +1 ADDED TO THE DEXTERITY ABILITY AND A PENALTY OF -1 SUBTRACTED FROM THE CONSTITUTION ABILITY.

HALFLING - THE RACE OF HALFLING, AS USED IN THIS GAME, CAN BE EITHER FIGHTERS OR THIEVES. HALFLINGS CANNOT USE MAGICAL SPELLS, BUT CAN USE MAGICAL ITEMS SUCH AS WANDS AND MAGICAL WEAPONS. THE RACE OF HALFLING HAS AN ADVANTAGE OF +1 ADDED TO THE DEXTERITY ABILITY AND A PENALTY OF -1 SUBTRACTED FROM THE STRENGTH ABILITY.

THE GAME ALLOWS THE USE OF THE FOLLOWING CLASSES OF PLAYER. THESE CLASSES ARE REPRESENTATIONS OF THE PLAYERS OCCUPATIONS.

FIGHTER - AS A PLAYER CLASS, THE FIGHTER IS VERY IMPORTANT IN THIS GAME. ALL FIGHTERS SHOULD HAVE A HIGH STRENGTH ABILITY. FIGHTERS HAVE UP TO 10 HIT POINTS PER SKILL LEVEL. THE FIGHTER HAS THE ADVANTAGE OF USING ARROWS DURING THE COMBAT SEQUENCE. THE FIGHTER CLASS HAS ONE SUB-CLASS.

RANGER - THIS SUB-CLASS IS THE STRONGEST PLAYER CLASS THAT CAN BE CREATED AND USED IN THIS GAME. THE RANGER HAS UP TO 16 HIT POINTS FOR THE FIRST SKILL LEVEL AND UP TO 8 HIT POINTS ADDED FOR EACH SUCCEEDING SKILL LEVEL.

CLERIC - THE CLERIC PLAYER CLASS IS IMPORTANT IN THE GAME FOR TWO REASONS. BY THEIR VERY PRESENCE, THE CLERIC CAN TURN AWAY "UNDEAD MONSTERS" SUCH AS SKELETONS AND ZOMBIES. THE CLERIC ALSO HAS HEALING SPELLS THAT CAN BE USED TO RESTORE ANY OF THE PLAYERS HIT POINTS. A DEAD PLAYER CANNOT BE RESURRECTED AND A PLAYER CANNOT REGAIN MORE HIT POINTS THAN THAT PLAYER STARTED WITH. THE NUMBER OF HEALING SPELLS AVAILABLE TO THE CLERIC INCREASES AS THE CLERIC INCREASES IN SKILL LEVEL.

WIZARD - THE PLAYER CLASS OF WIZARD IS THE WEAKEST CLASS OF PLAYER IN THIS GAME. THE WIZARD CANNOT WEAR ARMOR OR CARRY WEAPONS OTHER THAN DAGGERS, DARTS AND A MACE. THE WIZARDS ATTRIBUTE IS THE ABILITY TO USE MAGICAL SPELLS IN COMBAT. HIGH DEXTERITY AND INTELLIGENCE ABILITIES ARE PREFERRED FOR THIS PLAYER CLASS. THE NUMBER OF SPELLS AVAILABLE TO THE WIZARD INCREASES AS THE WIZARD INCREASES IN SKILL LEVEL. AT HIGHER SKILL LEVELS THE WIZARD IS A VERY STRONG PLAYER DUE TO INCREASED SPELL ABILITY. THE WIZARD HAS UP TO 4 HIT POINTS PER SKILL LEVEL.

THIEF - THE PLAYER CLASS OF THIEF IS VERY IMPORTANT IN THIS GAME BECAUSE OF TWO SPECIAL ABILITIES OF THIS CLASS. THE THIEF HAS THE ABILITY TO FIND AND REMOVE TRAPS FROM TREASURE CHESTS AND TO HIDE IN THE SHADOWS. THESE ABILITIES ARE EXPLAINED IN THE THIEF'S ABILITIES SECTION OF THESE INSTRUCTIONS. THE THIEF CAN ONLY WEAR LEATHER ARMOR DUE TO SWIFT MOVEMENT RESTRICTIONS. THE THIEF HAS UP TO 6 HIT POINTS PER SKILL LEVEL.

EACH OF THE PLAYERS IN THE GAME HAS CERTAIN PLAYER ABILITIES AS FOLLOWS:

STRENGTH - THE STRENGTH ABILITY IS A MEASURE OF THE PLAYER'S ABILITY TO LIFT OR MOVE ITEMS. THE FIGHTER NEEDS HIGH STRENGTH TO WIELD WEAPONS, CARRY TREASURE, ETC. A HIGH STRENGTH SCORE WILL INCREASE THE DAMAGE DONE IN COMBAT ALONG WITH INCREASING THE PROBABILITY OF HITTING THE OPPONENT.

INTELLIGENCE - THE INTELLIGENCE IS A MEASURE OF THE PLAYER'S REASONING AND THINKING ABILITY. HIGH INTELLIGENCE IS NEEDED FOR A WIZARD TO PROPERLY USE MAGICAL SPELLS.

WISDOM - THE WISDOM ABILITY IS A MEASURE OF THE PLAYER'S ACCUMULATED KNOWLEDGE. THE CLERIC NEEDS HIGH WISDOM SCORES TO PROPERLY USE THE HEALING SPELLS.

DEXTERITY - THE DEXTERITY ABILITY IS A MEASUREMENT OF THE PLAYER'S AGILITY AND REFLEXES. THE THIEF NEEDS A HIGH DEXTERITY IN ORDER TO BE SUCCESSFUL IN HIDING AND REMOVING TRAPS. A HIGH DEXTERITY ABILITY WILL ALSO LOWER THE PLAYER'S ARMOR CLASS DUE TO THE ABILITY TO DODGE THE OPPONENT'S ATTACK.

CONSTITUTION - THE CONSTITUTION ABILITY IS A MEASUREMENT OF THE PLAYER'S STAMINA. A HIGH CONSTITUTION SCORE CAN RAISE THE NUMBER OF HIT POINTS A PLAYER HAS PER SKILL LEVEL.

CHARISMA - THE CHARISMA ABILITY IS A MEASURE OF THE PLAYER'S ABILITY TO ATTRACT AND HOLD FOLLOWERS.

ONCE YOU HAVE CHOSEN THE RACE, CLASS, NAME, AND SEX OF THE PLAYER, YOU MUST OUTFIT THE PLAYER WITH ARMOR AND WEAPONS.

ARMOR - THE FOLLOWING ARMOR IS AVAILABLE FOR PURCHASE IN BOTH THE PLAYER PROGRAM AND AT THE BLACKSMITH'S IN THE TOWN PROGRAM.

LEATHER	POOR PROTECTION
PADDED	
STUDDED LEATHER	
RING MAIL	
SCALE MAIL	
CHAIN MAIL	GOOD PROTECTION
SPLINTED MAIL	
BANDED MAIL	
PLATE MAIL	BEST PROTECTION

WEAPONS - THE WEAPONS USEABLE BY THE PLAYER WILL BE LISTED FOR YOUR PURCHASE. SEE THE TABLE IN THE WEAPONS SECTION FOR LIST OF WEAPONS.

GOLD - EACH PLAYER STARTS WITH A RANDOM AMOUNT OF GOLD DEPENDING UPON PLAYER CLASS. THIS GOLD WILL OUTFIT YOUR PLAYER IF YOU ARE CAREFUL. YOU FIRST WILL BUY ARMOR, THEN WEAPONS. THE AMOUNT OF GOLD LEFT AFTER EACH PURCHASE IS LISTED FOR YOUR REFERENCE.

WHEN THE PLAYER IS OUTFITTED THE PROGRAM WILL LIST THE PURCHASES, ANY GOLD LEFT, AND ASK YOU IF THIS IS CORRECT. IF YOU ARE SATISFIED WITH YOUR PURCHASES THEN A <Y> WILL CONTINUE THE PROGRAM. IF YOU WISH TO CHANGE YOUR PURCHASES, A <N> ANSWER WILL GIVE YOU A CHOICE OF CHANGING YOUR PURCHASES. AT NO TIME CAN YOU BUY MORE THAN YOU HAVE GOLD TO PAY WITH.

PROGRAM 2 : DEATH

THIS PROGRAM CONTAINS THE DUNGEON ADVENTURE, TREASURES AND MONSTERS THE PARTY WILL ENCOUNTER.

THE PROGRAM CAN HANDLE PARTIES OF UP TO 4 PLAYERS. IT IS SUGGESTED NOT TO TAKE LESS THAN 2 PLAYERS IN A PARTY UNLESS THE PLAYERS ARE VERY STRONG AND EXPERIENCED.

AT THE START OF THE GAME THE PROGRAM WILL ASK FOR THE NUMBER IN YOUR PARTY AND THE PLAYER CODES CONTAINING THE INFORMATION NEEDED TO PLAY THE GAME. THE CODES SHOULD BE LISTED IN YOUR MARCHING (AND FIGHTING) ORDER. I WOULD SUGGEST PUTTING A STRONG FIGHTER UP FRONT, WEAKER MORE VULNERABLE PLAYERS IN THE MIDDLE, THEN ANOTHER FIGHTER AT THE END.

THE PROGRAM WILL THEN REVIEW THE PLAYER CODE ON EACH PLAYER AND ASK IF THIS INFORMATION IS CORRECT. IF THE INFORMATION IS CORRECT, A <Y> ANSWER WILL CONTINUE THE PROGRAM. A <N> ANSWER WILL ALLOW YOU TO CORRECT A PLAYER'S CODE.

WEAPONS

CLASS	WEAPONS USEABLE IN THE GAME
FIGHTER	BOW & ARROWS, SWORD, DART, DAGGER
CLERIC	DART, MACE, DAGGER
THIEF	SWORD, DART, DAGGER, MACE
WIZARD	DART, DAGGER, MACE, SPELLS

WEAPON DAMAGE

WEAPON	DAMAGE (MAX. PER SHOT)	SHOTS PER ROUND
ARROW	8 POINTS	2
SWORD	8 POINTS	1
DART	4 POINTS	3
MACE	6 POINTS	1
DAGGER	6 POINTS	1
BARE HANDS	2 POINTS	1
SPELLS	SEE SPELL SECTION	

WIZARD SPELLS:

FIRST LEVEL AND UP:

MAGIC MISSILE - THE MAGIC MISSILE SPELL SENDS ONE OR MORE MAGIC MISSILES THAT UNERRINGLY STRIKE THEIR OPPONENT. THE MAGIC MISSILE DOES BETWEEN 2 AND 5 POINTS OF DAMAGE. THE NUMBER OF MISSILES CAST PER SPELL GOES UP WITH EVERY TWO SKILL LEVELS. FIRST LEVEL CASTS 1 MAGIC MISSILE PER SPELL, THIRD LEVEL HAS 2 MISSILES PER SPELL, ETC.

THIRD LEVEL AND UP:

FIREBALL - THE FIREBALL SPELL CAUSES AN EXPLOSION TO OCCUR AMONGST THE OPPONENT'S FORCE, DESTROYING OR WOUNDING THE OPPONENT. THE AMOUNT OF DAMAGE DONE IS DEPENDENT ON THE SKILL LEVEL OF THE WIZARD.

SIXTH LEVEL AND UP:

DEATH - THE DEATH SPELL SLAYS FROM 1 TO 20 OPPONENTS DEPENDING ON THE LEVEL OF THE DUNGEON YOUR PARTY IS EXPLORING. THE DEEPER IN THE DUNGEON YOUR PARTY IS IN, THE SMALLER NUMBER OF OPPONENTS SLAIN.

IT IS POSSIBLE TO FIND A MAGIC FIREBALL WAND AMONGST THE DUNGEON TREASURE. THIS WAND CASTS THE SAME TYPE OF FIREBALL AS A WIZARD'S SPELL. EACH OF THESE FIREBALLS DOES UP TO 36 POINTS OF DAMAGE. THE FIREBALL WAND DOES NOT HAVE TO BE WIELDED BY A WIZARD, IT CAN BE USED BY ANY PLAYER AS LONG AS THAT PLAYER POSSESSES THE WAND.

A SPELL OR A FIREBALL WAND CAN BE USED AS ANY REGULAR WEAPON IS USED. SEE COMBAT SECTION.

LISTENING AT DOORS - WHEN THE PARTY ENCOUNTERS A DOOR, THEY HAVE THE OPTION OF LISTENING AT THE DOOR. BY LISTENING AT THE DOOR, THE PARTY MAY HEAR SOUNDS FROM BEHIND THE DOOR. IF A SOUND IS HEARD, THEN THERE IS A VERY GOOD CHANCE THAT THERE ARE MONSTERS BEHIND THE DOOR. IF NOTHING IS HEARD, IT IS STILL POSSIBLE TO ENCOUNTER MONSTERS BEHIND THE DOOR.

IF YOU LISTEN AT THE DOOR FOR MORE THAN ONE TURN PER DOOR, THE SOUND (OR LACK OF) THAT YOU HEARD WILL REMAIN THE SAME FOR ALL SUCCESSIVE LISTENING ATTEMPTS UNTIL A NEW DOOR IS ENCOUNTERED.

CLERIC ABILITIES - THE CLERIC PLAYER CAN ATTEMPT TO TURN AWAY "UNDEAD MONSTERS" SUCH AS SKELETONS AND ZOMBIES. THE CLERIC ALSO HAS HEALING SPELLS THAT CAN BE USED TO RESTORE PLAYERS HIT POINTS.

CLERIC SPELLS -

HEALING: THE CLERIC'S HEALING SPELL WILL RESTORE BETWEEN 1 AND 8 OF A PLAYER'S HIT POINTS. THE RECEIVING PLAYER CANNOT RECEIVE MORE THAN THE STARTING NUMBER OF HIT POINTS AND A DEAD PLAYER CANNOT BE RESURRECTED BY THE CLERIC.

THIEF ABILITIES - THE THIEF HAS TWO VERY SPECIAL ABILITIES THAT ARE USED IN PLAYING THE GAME:

FIND/REMOVE TRAPS%: THIS ABILITY ALLOWS THE THIEF TO FIND AND REMOVE TRAPS PRIOR TO OPENING TREASURE CHESTS. IF THE PARTY FINDS A CHEST IN A ROOM, THE CHEST MAY BE BOOBY-TRAPPED. THE THIEF SHOULD ATTEMPT OPENING THE TREASURE CHEST, SINCE ONLY THE THIEF CAN DETECT TRAPS.

HIDE IN SHADOWS%: THIS ABILITY CAN BE USED DURING THE FIRST ROUND OF COMBAT TO ATTEMPT TO HIDE, MOVE AROUND THE ENEMY, AND STAB FROM BEHIND. STABBING FROM BEHIND DOES DOUBLE DAMAGE TO THE OPPONENT. TO USE THIS ABILITY:

FIRST COMBAT ROUND

PROMPT: DOES 'NAME' WISH TO FIGHT?

ANSWER: H

IF THE THIEF SUCCEEDS IN HIDING THEN THIS WILL BE DISPLAYED. IF THE THIEF DOES NOT SUCCEED THEN ANOTHER CHANCE TO FIGHT WILL BE OFFERED.

IF THE THIEF SUCCEEDS IN HIDING, THEN IN THE SECOND COMBAT ROUND THE PROGRAM WILL UPDATE YOU ON THE THIEF'S PROGRESS. ON THE THIRD COMBAT ROUND YOU WILL BE PROMPTED WITH:

PROMPT: DO YOU WISH TO STAB FROM BEHIND?

ANSWER: Y

COMBAT - RANDOM AND NOT SO RANDOM MONSTERS WILL ATTACK THE PARTY DURING THEIR EXPLORATIONS. THE PARTY HAS THE CHOICE OF ATTACKING OR RUNNING. IF YOU CHOOSE TO RUN, YOU MAY NOT MAKE IT. THE ATTACK SEQUENCE OF INITIATIVE IS DETERMINED EACH COMBAT ROUND BY THE PROGRAM. EACH PLAYER WILL BE GIVEN THE CHOICE TO FIGHT OR NOT TO FIGHT EACH COMBAT ROUND. IF A PLAYER DOES NOT FIGHT, THEN THAT PLAYER WILL NOT BE ATTACKED.

PLAYERS ARE AWARDED EXPERIENCE POINTS FOR ALL MONSTERS KILLED, HOWEVER, IF A PLAYER DID NOT FIGHT AT LEAST ONE ROUND OF EACH COMBAT SEQUENCE, THEN NO EXPERIENCE POINTS ARE AWARDED TO THAT PLAYER.

DURING THE COMBAT ROUND, EACH PLAYER'S STATUS WILL BE DISPLAYED ON THE BOTTOM OF THE SCREEN. THE ATTACKING MONSTER'S STATUS IS DISPLAYED ON THE TOP OF THE SCREEN.

PROMPT: USING WHAT WEAPON?

ANSWER: S (USES SWORD)

B (USES BOW)

D (USES DARTS)

G (USES DAGGER)

M (USES MACE)

N (USES BARE HANDS)

W (USES SPELLS)

F (USES FIREBALL WAND)

AFTER CHOOSING A WEAPON THE CENTER OF THE SCREEN WILL CLEAR AND A SMALL YELLOW RECTANGLE WILL APPEAR ON THE CENTER LEFT OF THE SCREEN. TO USE THE WEAPON AND SEE YOUR RESULT, PRESS ANY KEY. THE YELLOW RECTANGLE WILL EXPAND FROM LEFT TO RIGHT THE DISTANCE EQUAL TO THE EFFECTIVENESS OF YOUR ATTACK. THE DAMAGE DONE WILL BE LISTED AT THE END OF THE SHOT. EACH TIME AN OPPONENT IS KILLED A SMALL BLACK TRIANGLE WILL APPEAR IN THE UPPER RIGHT CORNER OF THE SCREEN.

WHEN THE MONSTERS ATTACK THE PARTY, THE SCREEN CLEARS, THE MONSTERS ARE LISTED AT THE TOP, AND THE PARTY MEMBER UNDER ATTACK IS LISTED ON THE BOTTOM. IF THE MONSTERS MISS IN THEIR ATTACK ON THAT PARTY MEMBER, A WHITE RECTANGLE WILL APPEAR IN THE CENTER OF THE SCREEN. IF DAMAGE IS DONE TO THE PARTY MEMBER THEN THE AMOUNT OF DAMAGE WILL APPEAR ON THE SCREEN.

THE DEEPER THE PARTY GOES INTO THE DUNGEON, THE STRONGER THE MONSTERS BECOME. THE TREASURE AND EXPERIENCE POINTS AVAILABLE ALSO INCREASE.

TREASURE - TREASURE IS FOUND ON OVERCOME FOES AND IN ROOMS OF THE DUNGEON. THE PROGRAM AWARDS TREASURE AND SPLITS IT UP BETWEEN THE PLAYERS AUTOMATICALLY.

SOME SPECIAL TREASURE ITEMS MAY BE FOUND IN THE DUNGEON. THESE ITEMS HAVE DIFFERENT EFFECTS ON THE PLAYER POSSESSING THE ITEMS. THESE SPECIAL ITEMS ARE:

ITEM	RESULT
+'X' TO HIT SWORD	INCREASES HIT PROB. ADV. BY 'X'
+'X' BRACERS OF DEFENSE*	DECREASES ARMOR CLASS BY 'X'
+'X' AMULET*	!!!! !!!! !!!! !!!! !!!!
+'X' RING OF PROTECTION*	!!!! !!!! !!!! !!!! !!!!
FIREBALL WAND*	SEE FIREBALL SPELL

*USEABLE BY (BUT NOT RESTRICTED TO) A WIZARD.

WHEN A SPECIAL TREASURE ITEM IS FOUND, THE PROGRAM WILL LIST THEM AND AFTER YOU HAVE ESCAPED THE DUNGEON. THESE SHOULD BE ASSIGNED TO THE PLAYERS THAT WILL CARRY THEM IN FUTURE EXPEDITIONS. HOLDERS OF THESE SPECIAL TREASURE ITEMS ARE AWARDED EXTRA EXPERIENCE POINTS. (IN THE TOWN PROGRAM)

ESCAPING THE DUNGEON - WHEN THE COMPANY IS READY TO ESCAPE THE DUNGEON AND TAKE STOCK OF IT'S TREASURE AND EXPERIENCE POINTS THE FOLLOWING SEQUENCE SHOULD BE USED:

PROMPT: DO YOU WISH TO ADVANCE?
ANSWER: N
PROMPT: DO YOU WISH TO TRY TO ESCAPE?
ANSWER: Y

THE PARTY WILL, UNDER MOST CIRCUMSTANCES, HAVE TO FIGHT IT'S WAY OUT OF THE DUNGEON.

WHEN THE PARTY HAS ESCAPED, THE PROGRAM WILL LIST ON THE SCREEN ALL PLAYERS THAT SURVIVED THE EXPLORATION ALONG WITH THE EXPERIENCE POINTS, GOLD AND SILVER THAT THE PLAYER EARNED ON THIS ADVENTURE. THE PROGRAM WILL ALSO LIST ANY SPECIAL TREASURE ITEMS FOUND.

THESE EXPERIENCE POINTS, GOLD, AND SILVER, ALONG WITH ANY SPECIAL TREASURE ITEMS SHOULD BE COPIED ONTO PAPER FOR USE IN THE NEXT PROGRAM (TOWN).

AFTER THE PARTY HAS ESCAPED THE DUNGEON THEY RETURN TO THE INN OF THE RED DRAGON. THE PARTY STARTS IN THE COMMON ROOM. THE INN OF THE RED DRAGON IS LOCATED IN A SMALL BORDER TOWN ON THE EDGE OF THE WILDERNESS.

UPON BEGINNING THE TOWN PROGRAM, YOU WILL BE ASKED HOW MANY ARE IN YOUR COMPANY. THIS NUMBER SHOULD BE ONLY THOSE THAT SURVIVED THE EXPLORATION. THIS IS NOT ALWAYS THE SAME NUMBER AS YOU STARTED THE ADVENTURE WITH.

THE PROGRAM WILL THEN REQUEST EACH PLAYER'S NAME, THE PLAYER CODE FOR EACH PLAYER, AND THE INFORMATION NEEDED THAT IS NOT CONTAINED IN THE PLAYER CODE. THIS OTHER INFORMATION WILL BE FOUND ON THE PLAYER HISTORY CHART FOR THAT PLAYER ON THE TRANSFER PAPER FROM THE LAST PROGRAM.

ONCE THIS INFORMATION HAS BEEN ENTERED, THE TOWN PROGRAM WILL REVIEW THE INFORMATION ON EACH PLAYER AND ASK IF THIS IS CORRECT. IF IT IS NOT, YOU CAN GO BACK AND CORRECT IT BY ANSWERING <N>. AN ANSWER OF <Y> WILL CONTINUE THE PROGRAM.

WHILE STAYING AT THE INN THE PARTY MAY VISIT THE FOLLOWING:

BLACKSMITH	BUY/SELL ARMOR OR WEAPONS
STORE	BUY SUPPLIES
JEWELER	BUY/SELL JEWELRY OR GEMS
ROOM	****

****THE ROOM LOCATION INITIATES THE END SEQUENCE TO THE GAME. THIS SEQUENCE CALCULATES THE PLAYER'S POSSIBLE INCREASE IN SKILL LEVEL DEPENDING ON THE PLAYER'S EXPERIENCE POINT TOTAL. IF A PLAYER INCREASES IN SKILL LEVEL THEN THE PLAYER'S NEW HIT POINTS AND OTHER VARIABLES WILL BE INCREASED ACCORDINGLY.

AT THE BEGINNING OF THE ROOM SEQUENCE THE PROGRAM WILL ASK:

DOES 'NAME' HAVE ANY NEW MAGICAL ADV.?

IF THE PLAYER NAMED WAS AWARDED A SPECIAL TREASURE ITEM FOR THE ADVENTURE THEN THE ANSWER TO THIS QUESTION SHOULD BE YES. THE PROGRAM WILL THEN NUMERICALLY LIST THE SPECIAL TREASURE ITEMS (SEE TREASURE SECTION) AND WAIT FOR YOU TO CHOOSE THE NUMBER OF THE ITEM TO BE ADDED.

IF THE NEW MAGICAL ITEM IS REPLACING AN EXISTING MAGICAL ITEM, (I.E. A+3 TO HIT SWORD REPLACING A+2 TO HIT SWORD), THEN THE PROGRAM WILL PROMPT:

NEW, OLD?

YOUR ANSWER IN THIS EXAMPLE WOULD BE:

3,2 <ENTER>

THIS WILL REPLACE THE EXISTING +2 TO HIT SWORD WITH THE NEW +3 TO HIT SWORD. THE NEW HIT PROB. ADV. WOULD ALSO BE CALCULATED AUTOMATICALLY BY THE PROGRAM. IF YOU ARE REPLACING A NON-MAGICAL SWORD THEN 0 SHOULD BE ENTERED AS THE OLD VALUE.

THERE ARE SOME OF THE MAGICAL TREASURE ITEMS THAT DO NOT REQUIRE REPLACEMENT BUT ARE ADDITIVE. (I.E. A+1 AMULET). IN THE CASE OF THESE ADDITIVE ITEMS, CHOOSING THE RIGHT ITEM NUMBER IS ALL THAT IS NEEDED.

WHEN ALL OF THE PLAYER'S NEW MAGICAL ITEMS HAVE BEEN ENTERED (ONE AT A TIME), YOU CAN EXIT THAT PLAYER BY ANSWERING <N> TO THE MAGICAL ITEM PROMPT. IF A PLAYER HAS NO NEW MAGICAL ITEMS THEN <N> SHOULD BE ENTERED AT THE FIRST PROMPT FOR THAT PLAYER.

WHEN FINISHED WITH THE PLAYER'S NEW MAGICAL ITEMS, THE PROGRAM WILL THEN DISPLAY THE INFORMATION ON THE PLAYER HISTORY CHART THAT NEEDS TO BE CHANGED AS A RESULT OF THIS ADVENTURE. THIS INFORMATION MUST BE TRANSFERRED TO THE APPROPRIATE PLAYER HISTORY CHART SO IT WILL BE AVAILABLE FOR THE NEXT ADVENTURE.

PLAYER HISTORY CHART

EACH PLAYER WILL NEED A PLAYER HISTORY CHART TO KEEP TRACK OF HIS/HER PROGRESS IN THE GAME. AS EXPERIENCE POINTS, HIT POINTS, SKILL LEVEL, ETC. INCREASE, THE APPROPRIATE NEW VALUES SHOULD REPLACE THE OLD VALUES.

YOU MUST KEEP THE NEW INFORMATION ON THE PLAYER HISTORY CHART SHEETS AVAILABLE.

THE TOWN PROGRAM LISTS THE NEW VALUES, (AT THE END OF THE ROOM SEQUENCE), AND THESE SHOULD BE TRANSFERRED TO THE PLAYER HISTORY CHART.

EXPLANATION OF PLAYER HISTORY CHART ITEMS:

PLAYER CODE - THE PLAYER CODE IS A 27 CHARACTER STRING VARIABLE CONTAINING ALL THE INFORMATION ON THE PLAYER NEEDED TO PLAY THE GAME. THE CODE SHOULD BE ENTERED AS A SINGLE LINE OF DATA.

NAME - THE PLAYERS NAME MAY BE ANY COMBINATION OF ALPH-NUMERIC CHARACTERS NOT MORE THAN 8 CHARACTERS IN LENGTH.

SKILL LEVEL - THIS IS THE CURRENT SKILL LEVEL OF THE PLAYER. AS EXPERIENCE IS GAINED, THE SKILL LEVEL WILL INCREASE.

ARMOR CLASS - THIS IS A REPRESENTATION OF THE PLAYER'S ABILITY TO DEFEND HIMSELF/HERSELF. THE FINDING AND WEARING OF ANY MAGICAL ITEMS WITH A + "X" PROTECTION VALUE WILL LOWER THAT PLAYER'S ARMOR CLASS BY "X". (SEE MAGICAL ITEMS, TOWN SECTION). IF YOU UPGRADE YOUR EXISTING ARMOR TO A BETTER PROTECTION GRADE OF ARMOR, YOU SHOULD SELL YOUR OLD ARMOR.

CLASS - THIS IS THE PLAYERS OCCUPATION AND CAN BE: FIGHTER CLERIC, WIZARD, OR THIEF.

RACE - THE PLAYER CAN BE EITHER A HUMAN, ELF, DWARF, OR HALFLING. SEE THE RACE SECTION OF THE PLAYER PROGRAM FOR DESCRIPTIONS AND ADVANTAGES/DISADVANTAGES.

STR,INT,WIS,ETC.: SEE ABILITIES SECTION OF PLAYER PROGRAM.

HIT PROBABILITY ADVANTAGE - THIS IS A VALUE DETERMINED BY A PLAYER'S STRENGTH ABILITY. THIS VALUE CAN ALSO BE INCREASED BY CARRYING A + "X" TO HIT WEAPON. (SEE MAGICAL ITEMS SECTION IN TOWN PROGRAM). THIS VALUE IS ADDED IN WHEN THE GAME PROGRAM CHECKS TO SEE IF THE PLAYER HAS HIT THE OPPONENT DURING COMBAT.

DAMAGE ADJUSTMENT - THIS IS A VALUE DETERMINED BY THE PLAYER'S STRENGTH ABILITY. THIS VALUE IS AUTOMATICALLY ADDED INTO THE DAMAGE DONE WHEN THE PLAYER HAS HIT AN OPPONENT DURING COMBAT. THE CARRYING OF A + "X" DAMAGE SWORD INCREASES THE PLAYER'S DAMAGE ADJUSTMENT BY "X". (SEE MAGICAL ITEMS SECTION OF TOWN PROGRAM)

EXPERIENCE - THIS IS THE VALUE OF THE POINTS EARNED BY EXPLORING THE DUNGEON, FINDING TREASURE AND KILLING MONSTERS. EXPERIENCE POINTS ARE USED TO DETERMINE SKILL LEVEL. ONLY ONE (1) SKILL LEVEL MAY BE GAINED FOR EACH EXPLORATION OF THE DUNGEON. AT TIMES, THE NUMBER OF EXPERIENCE POINTS BELONGING TO A PLAYER WILL BE GREATER THAN THE AMOUNT NEEDED TO RAISE THAT PLAYER MORE THAN ONE SKILL LEVEL. IF THIS HAPPENS THEN THE PROGRAM WILL RESET THE PLAYER'S EXPERIENCE POINTS TO 1 LESS THAN NEEDED TO RAISE THE PLAYER TO THE NEXT SKILL LEVEL. THIS NEW EXPERIENCE POINT TOTAL WILL REPLACE THE EXISTING HIGHER VALUE.

HIT POINTS - THESE ARE THE NUMBER OF POINTS DAMAGE THE PLAYER CAN TAKE BEFORE THAT PLAYER DIES. HIT POINTS CAN BE RESTORED BY A CLERIC'S HEALING SPELL (SEE CLERIC SECTION). WHEN THE PLAYER ESCAPES THE DUNGEON, HIS/HER HIT POINTS ARE FULLY RESTORED.

EXPERIENCE ADVANTAGE - THIS IS A PERCENTAGE VALUE THAT IS AUTOMATICALLY ADDED INTO YOUR EXPERIENCE POINTS GAINED FOR EACH ADVENTURE. THE EXPERIENCE ADVANTAGE IS BASED ON HIGH ABILITY SCORES IN THAT PLAYER'S PREFERRED ABILITY.

HIT POINT ADJUSTMENT - THIS VALUE IS AN ADJUSTMENT OF A PLAYER'S HIT POINTS BASED ON THAT PLAYER'S CONSTITUTION ABILITY SCORE. THIS VALUE IS AUTOMATICALLY ADDED INTO THE PLAYER'S HIT POINT TOTAL EACH TIME THE PLAYER INCREASES IN SKILL LEVEL.

FIND/REMOVE TRAPS AND HIDE IN SHADOWS - THESE PERCENTAGES ARE USED BY THIEVES. (SEE THIEVES ABILITIES SECTION)

ARMOR - THE PLAYER'S WEAPONS (INCLUDING MAGICAL ONES) SHOULD BE LISTED HERE.

JEWELRY - THE PLAYER'S GEMS AND JEWELRY SHOULD BE LISTED HERE.

MISC. - ANY OTHER ITEMS THE PLAYER MAY POSSESS CAN BE LISTED HERE.

MAGICAL SPELLS - THIS VALUE IS THE NUMBER OF MAGICAL SPELLS AVAILABLE TO THE PLAYER. WHEN THIS NUMBER IS EXCEEDED DURING AN ADVENTURE THE PLAYER IS OUT OF SPELLS AND MUST TRUST TO OTHER MEANS.

GOLD/SILVER - THESE ARE VALUES OF THE NUMBER OF GOLD AND SILVER PIECES THE PLAYER POSSESSES. 1 GOLD PIECE = 20 SILVER.

HINTS FOR SUCCESSFUL ADVENTURES

WHEN PLAYING THIS GAME, THE ORDER IN WHICH YOUR PLAYERS ARE LISTED IS THE ORDER THEY WILL EXPLORE, FIGHT, ETC. THE FIRST PLAYER IN LINE SHOULD BE A STRONG FIGHTER TO BEAR THE OPPONENT'S INITIAL ASSAULT. THE REST OF THE PARTY CAN BE IN ANY ORDER, WITH ANOTHER FIGHTER AT THE END (IF POSSIBLE). I FIND SIX PLAYERS IN A PARTY WORKS WELL.

THE USE OF WIZARD SPELLS SHOULD BE CONSERVED UNTIL ABSOLUTELY NEEDED. ANY PLAYER WITH A FIREBALL WAND SHOULD USE THE WAND ONLY IF THE PARTY IS GREATER THAN 20 FEET AWAY FROM THE ENEMY.

THE USE OF THE CLERIC'S HEALING SPELLS SHOULD BE CONSERVED AND USED ONLY IN LIFE AND DEATH SITUATIONS.

DURING COMBAT, IF ANY PLAYER DOES NOT FIGHT, THAT PLAYER WILL NOT BE ATTACKED. FOR EXAMPLE, AFTER THE WIZARD HAS FOUGHT THE ONE COMBAT ROUND REQUIRED TO RECEIVE EXPERIENCE POINTS FOR THAT OPPONENT, THE WIZARD SHOULD ANSWER NO TO FUTURE FIGHT OFFERS (FOR THIS COMBAT SEQUENCE ONLY).

ONE LAST WARNING, DO NOT TRY TO EXPLORE ALL OF THE DUNGEON WHEN YOU HAVE A YOUNG PARTY OF EXPLORERS. IF YOU DO, YOUR PARTY WILL NOT RETURN.

BY THE WAY, RUMOR HAS IT THAT DEEP IN THE DUNGEON THERE LIES A NUMBER OF FABULOUS DIAMONDS. (IF I COULD ONLY REMEMBER WHERE?).

LASTLY, WATCH OUT FOR THE.....

GOOD LUCK



AARDVARK ADVENTURES

THE ENCLOSED GAME TAPE IS AN ADVENTURE - A SPECIAL TYPE OF COMPUTER GAME THAT WILL GIVE YOU HOURS OF CHALLENGE AND FUN. FOR THOSE OF YOU WHO HAVE NEVER PLAYED AN ADVENTURE BEFORE, IMAGINE READING A BOOK - BUT BEING ABLE TO TELL THE HERO WHAT TO DO NEXT TO SOLVE A COMPLEX PUZZLE. THE COMPUTER WILL UNDERSTAND ENGLISH AND WILL FOLLOW YOUR INSTRUCTIONS.

THE NORMAL INSTRUCTION FOR AN ADVENTURE WOULD READ: "USE SMALL WORDS AND TWO (2) WORD COMMANDS" - THAT'S IT, THE REST IS UP TO YOU.

IN FACT, YOU CAN USE ANY SENTENCE WITH AS MANY WORDS IN IT AS YOU WISH, BUT THE SYSTEM WILL ASSUME THAT THE FIRST WORD IS A VERB AND THE LAST WORD IS THE OBJECT - THE REST IS IGNORED. SOME OF THE COMMANDS COMMON TO EVERY ADVENTURE ARE "INVENTORY" (TO TELL YOU WHAT YOU ARE CARRYING), "TAKE" (TO PICK UP AN OBJECT), "GO" (FOLLOWED BY A DIRECTION OR A PLACE) "LOOK" (FOLLOWED BY AN OBJECT OR DIRECTION), AND "DROP".

YOU WILL BE GIVEN THE OBVIOUS EXITS FROM ANY AREA, BUT YOU WILL HAVE TO FIGURE OUT THE OTHER NOT-SO-OBVIOUS ONES BY YOURSELF. REMEMBER THAT YOU CAN GO PLACES AS WELL AS DIRECTIONS - SOMETIMES. ALSO REMEMBER TO "LOOK" AT EVERYTHING.

THESE ADVENTURES ARE WRITTEN IN BASIC AND IT IS THEREFORE POSSIBLE TO LIST THE PROGRAM TO THE SCREEN. DON'T!!!!!!! IN ORDER TO GET THE MOST ENJOYMENT OUT OF THE GAMES, YOU NEED TO EXPLORE AND DISCOVER THE QUALITIES OF THIS NEW UNIVERSE FROM THE BEGINNING.

WE HAVE TESTED THESE ADVENTURES EXTENSIVELY - BUT IT IS DIFFICULT IF NOT IMPOSSIBLE TO TEST EVERY ASPECT - SOMEONE IS ALWAYS COMING UP WITH A NEW COMMAND THAT WILL CONFUSE THE MACHINE. SHOULD YOU ACCOMPLISH THIS FEAT, DON'T PANIC - JUST DON'T USE THAT COMMAND AGAIN IN THAT PARTICULAR PLACE. THE CORRECT PATH THROUGH THE ADVENTURE HAS BEEN TESTED AND RETESTED AGAIN AND AGAIN.

A NOTE FOR PYRAMID PLAYERS: THIS ADVENTURE IS MORE SOPHISTICATED THAN MOST. IT INCLUDES A NEW COMMAND "PUT" WHICH ALLOWS YOU TO PLACE OBJECTS INSIDE OR ON OTHER OBJECTS. IT IS A TWO PART COMMAND. THE FIRST SENTENCE TELLS WHAT YOU WANT TO "PUT", I.E. "PUT THE CARDS", WHILE THE SECOND PART (AFTER THE COMPUTER ASKS "WHERE?") IS THE PLACE LIKE ON THE TABLE THE COMMAND OR IF THE OBJECT WILL NOT FIT IN THE PLACE YOU WANT TO PUT IT, THE OBJECT IS SIMPLY DROPPED IN YOUR PRESENT LOCATION.

DERELICT ALSO HAS THE "PUT" COMMAND, BUT DOES NOT USE "IN", "ON" OR SIMILAR WORDS - THE PROGRAM IS WRITTEN IN A SLIGHTLY DIFFERENT MANNER AND WILL NOT RECOGNIZE THE PREPOSITION. SIMPLY ANSWER WITH THE PLACE YOU WANT THE OBJECT PUT. ONE COMPROMISE WE HAVE MADE IN ORDER TO FIT THESE ADVENTURES INTO THE SYSTEMS THEY RUN ON IS TO ELIMINATE MOST FAILURE MESSAGES. LOOK AROUND OFTEN TO SEE IF YOUR COMMAND WAS CARRIED OUT.

ADVICE TO ADVENTURE PLAYERS



ADVENTURE PLAYING REQUIRES A GREAT DEAL OF LOGICAL THOUGHT, MAPPING SKILLS AND A COMPLETELY OPEN MIND. IF YOU GET STUCK . . . THINK ABOUT WHAT'S GOING ON AROUND YOUR CHARACTER. LOOK AT EVERYTHING YOU CAN. IF YOU CAN'T LOOK AT, READ, OPEN, OR GO TO AN ITEM, TRY PUSHING OR PRESSING OR WEARING OR SIMPLY TAKE IT, OR GO SOMEWHERE ELSE.

ABOVE ALL . . . KEEP NOTES AND DRAW A MAP OF WHERE YOUR CHARACTER HAS BEEN, AND WHAT LOCATIONS OR ITEMS ARE WHERE. IF YOU GET STUCK, GET OTHER PEOPLE INVOLVED. THE MORE MINDS THE BETTER.

IN THE EVENT YOU SIMPLY CANNOT SOLVE A PARTICULAR DILEMA, AND YOU REALLY NEED HELP . . . SEND YOUR SPECIFIC QUESTION IN WRITING (NO PHONE INQUIRIES) AND ENCLOSE \$1.00 FOR EACH ANSWER YOU NEED, TO COVER POSTAGE AND HANDLING. WE WILL IMMEDIATELY, PERSONALLY ANSWER YOUR INQUIRY WITH JUST ENOUGH INFORMATION TO GET YOU OUT OF YOUR SITUATION, WITHOUT RUINING THE REST OF YOUR PLAYING FUN.

SORRY . . . PHONE INQUIRIES CANNOT BE ANSWERED.

LOADING INSTRUCTIONS

TRS 80 COLOR - TYPE "CLOADM" - PRESS PLAY ON TAPE. PROGRAM WILL AUTORUN.

TRS 80 COLOR DISK - TYPE LOADM"NAME OF PROGRAM" - ENTER

OR JUST LOAD

COMMODORE 64 - VIC 20 - CASSETTE - TYPE LOAD'",1,1 - (RETURN) AND START CASSETTE. CMD 64 USERS - PRESS COMMODORE KEY WHEN THE SCREEN RETURNS WITH THE "FOUND" STATEMENT. WHEN "READY" APPEARS, PRESS THE COMMODORE KEY AGAIN. THE PROGRAM WILL AUTOSTART WHEN READY.

DISK - TYPE LOAD'\$',8,1 - THIS WILL LOAD THE FIRST PROGRAM ON THE DISK.

TI-99/4A - CASSETTE - TYPE "OLD CS1" - PRESS RETURN, WHEN "READY" APPEARS - TYPE "RUN" TO BEGIN.

SINCLAIR - TYPE LOAD'" - NO NAME IS NECESSARY. REMEMBER TO ADJUST VOLUME SETTINGS AS SINCLAIR IS TOUCHY.

SINCLAIR USERS DO NOT - REPEAT - DO NOT "RUN" AN ADVENTURE, AS IT WILL WIPE OUT THE VARIABLE TABLE. AFTER LOADING THE PROGRAM, TYPE IN "GOTO1".

ON SINCLAIR ONLY IT IS POSSIBLE TO SAVE AN ADVENTURE IN PROGRESS BY SIMPLY SAVING THE PROGRAM AS YOU WOULD A NEW PROGRAM. TO SAVE A GAME, SIMPLY BREAK THE PROGRAM, MAKE A TAPE AND THEN TYPE IN "GOTO3" TO RE-ENTER THE PROGRAM.

MC-10 - CLOAD"PROGRAM NAME" - TYPE RUN WHEN READY APPEARS.

IBM - TO BOOT THE SYSTEM, TYPE "BASICA" - INSERT GAME DISK
TYPE "RUN"PROGRAM NAME" - HIT RETURN



DUNGEONS OF DEATH 64
PLAYER

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DURING



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AARDIARK 2352 S. C

NAME: Baltar
PLAYER CODE: BALTAR@@FCAR@DDE@@@@@ADSMB
SKILL LEVEL: 4 ARMOR CLASS: 1 CLASS: F/Ranger
RACE: Dwarf SEX: M STR: 13 INT: 14
WIS: 14 DEX: 13 CON: 15 CHAR: 10
HIT PROBABILITY ADVANTAGE: 4
DAMAGE ADJUSTMENT: 0
EXPERIENCE: 18,100 HIT POINTS: 31
EXP. ADVANTAGE: +50% HIT PT. ADVANTAGE: +1
FIND/REMOVE TRAPS: 0% HIDE IN SHADOWS 0%

ARMOR: Plate Mail WEAPONS: Dart 5²⁰⁰
Helmet Mace, Sword +4
Shield Bow and Arrows 600
+1 Ring of Protection Dagger

JEWELRY: 1 Ruby silver ring MISC.: 2 Pair Boots/cloak
1 Backpack
1 week rations
1 wine skin 20 torches

~~MAGIC~~ OF ELLS: Misc GOLD 3355
1 girdle
3 flasks of oil SILVER: 3980

NAME: Eirik

PLAYER CODE: Eirik@@@WAGB@@DJDE@@@ADMWFG

SKILL LEVEL: 4 ARMOR CLASS: 2 CLASS: Wizard

RACE: Elf SEX: M STR: 15 INT: 14

WIS: 12 DEX: 16 CON: 16 CHAR: 14

HIT PROBABILITY ADVANTAGE: 0

DAMAGE ADJUSTMENT: 0

EXPERIENCE: 13,444 HIT POINTS: 17

EXP. ADVANTAGE: +10% HIT PT. ADVANTAGE: +10%

FIND/REMOVE TRAPS: 0% HIDE IN SHADOWS 0%

ARMOR: _____ WEAPONS: darts⁴⁰⁰

+1 Amulet _____ MACE

_____ Fire Ball wand(2)

_____ 1 Dagger

JEWELRY: _____ MISC.: 1 Pr Boots

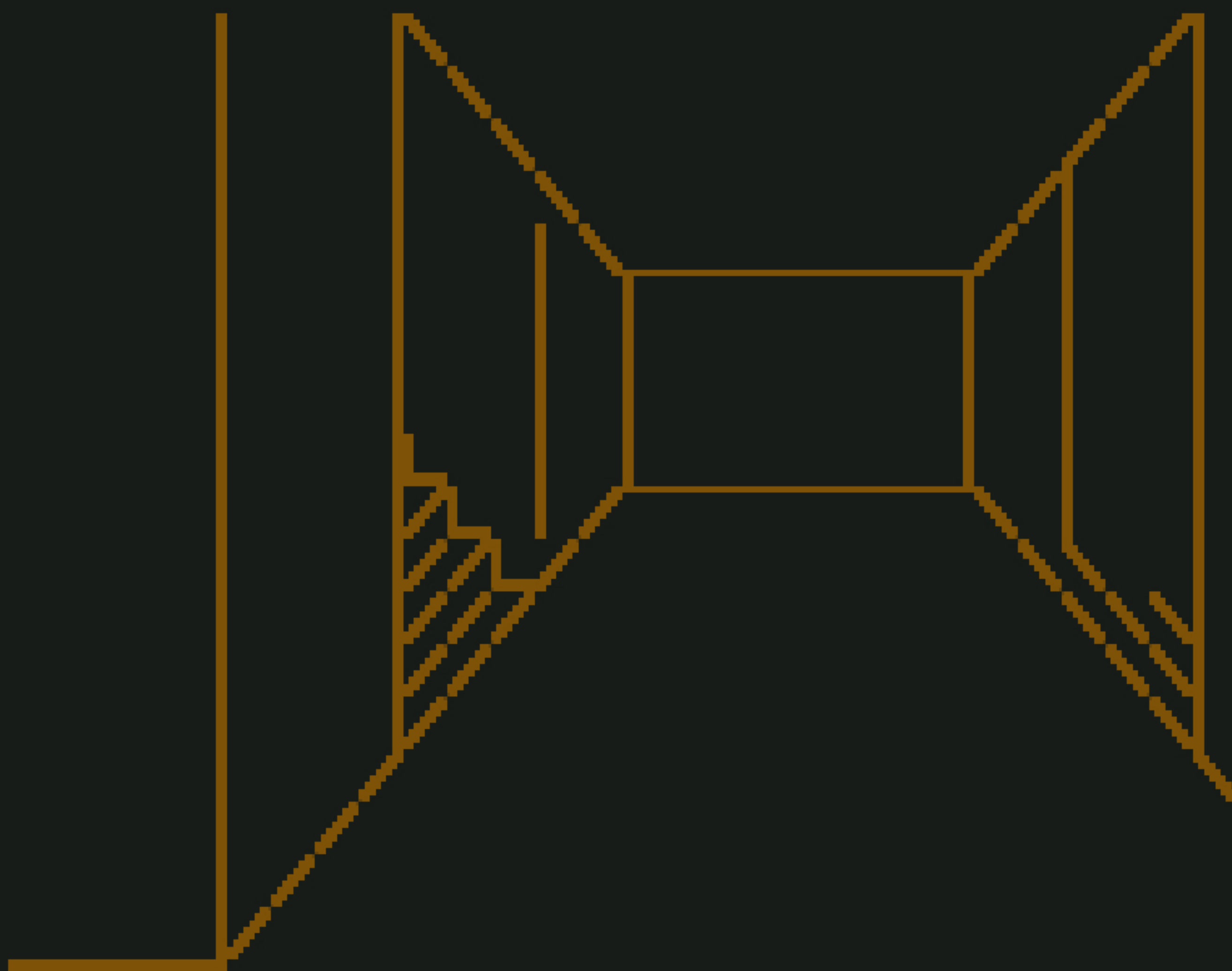
1 Ruby gold ring 1 Backpack / 1 cloak

_____ 1 Flask of oil

_____ 1 week rations

MAGICAL SPELLS: 4 GOLD 1826

_____ SILVER: 756



ADVANCE?

DUNGEONS OF DEATH



ORIGINAL OCTOBER 7 1983 TAPE RELEASE