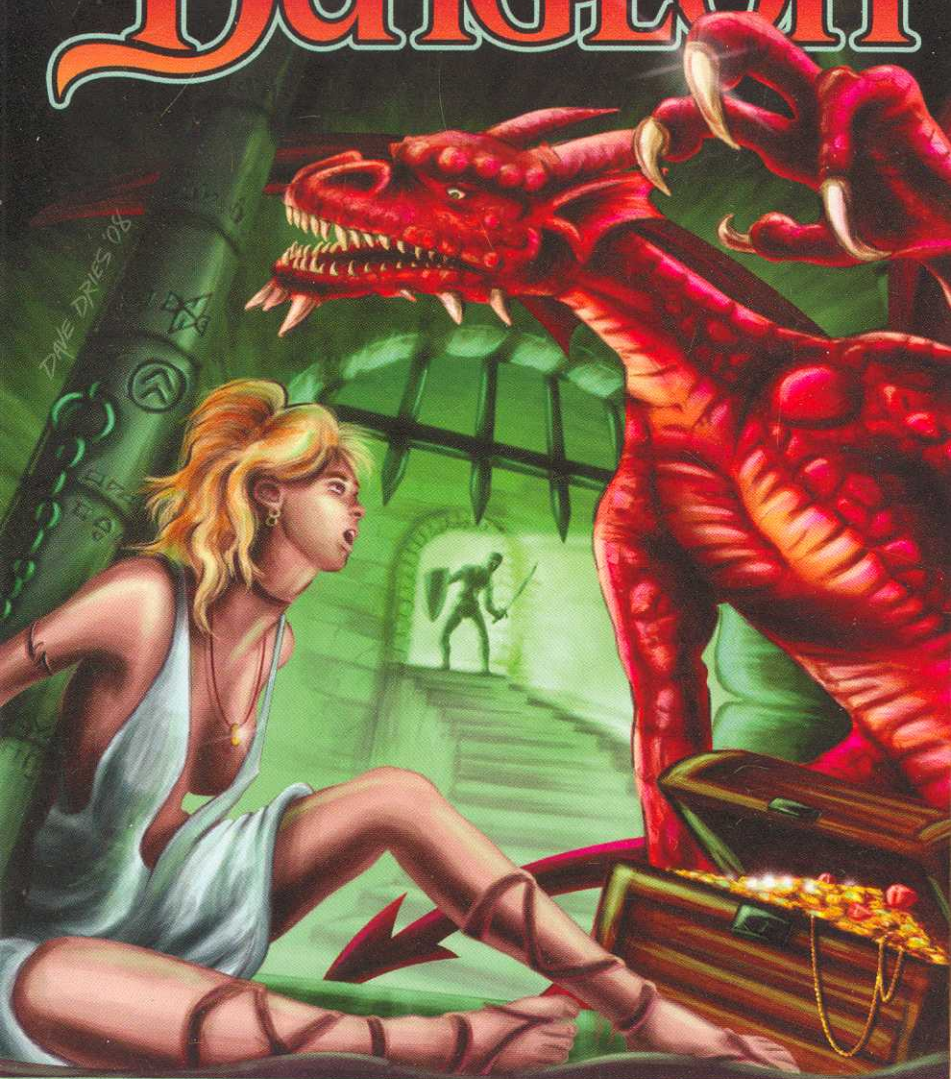


DUNGEON



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THE

princess has been kidnapped and you must rescue her! Kill

the demon who commands the forces of darkness & his legions that dwell in the sprawling Dungeon beneath the mountaintop castle. To aid you in your quest you will be equipped with a sword, shield & the tattered remains of an old map left behind by other brave adventurers... those who have never returned from the Dungeon to tell their tales.

Getting Started

This is a turn based game. Move with the joystick. Use fire button to select/action.

Exploring the

Stairs



Yellow stairs going up to a higher level.



Gray stairs going down to a lower level.

Press fire to go up/down.

Doors



Doors require a key the same color as the level they are on. If you have the key the door will automatically be open. Otherwise it will be shut and you cannot pass through it.

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Keys



Dropped by monsters. They will automatically be added to your inventory.

Lake of Fire

On the bottom level. You can only pass through it safely if you have a dragon's tooth.

Dragon's Tooth

Acquired by killing a dragon. Will automatically be added to your inventory.

Chests



Dropped by monsters. All chests are booby-trapped. There are 3 buttons on the chest that must be pressed in the right combination to open. A wrong

guess will result in a -1 shock. This will require you to restart the combination from the beginning (ex. you select 1, then 2 *shock* - you start back at 1, then 3, then 2 and the chest opens). You may also exit from the chest menu. Doing so will cause the chest to explode. You won't suffer any damage from this but whatever was in the chest will be lost forever.

Items in the chests

+1 magic shield, elven boots, crown, +10 spell point spell books, and a faerie. Items will automatically be added to your inventory upon successfully opening a chest.

Scrolls

Dropped by monsters. +2 to your spell points. They will automatically be added to your inventory.





Beware!

Skeleton



Cannon fodder of the dungeon. No special characteristics.

Lizard Men



Extremely agile. They get 2 attacks per turn as opposed to your 1 unless you are wearing the elven boots.

Ghosts



Feed off magic energy. Every hit will drain your spell points. If you are out of spell points, hits will drain your hit points instead.

Demon

Supreme evil. Has a lot of hit points.

Black Knight



Guardian of the half-way point of the dungeon. It is up to you to figure out what special characteristics he has.

Zombies

Weak, but if bitten by one you will be poisoned and quickly die unless you cast a healing spell. Your SP/HP display will turn green if you are poisoned.



Green Slime



Moving pile of ooze. Weak, but can only be killed by the lightning bolt spell or Excalibur. Running is your only other option.

Dragon

Very strong. Dragons like to build their lairs in hidden passageways.

Discover



Princess

Hidden somewhere in the dungeon. When you encounter her, hit fire to free her. If you kill the demon without rescuing her first, the remaining monsters will take out their revenge on her. You've been warned!



Cave of the Dead

So named because it is populated only by ghosts. The entrance to the cave will be somewhere on the lower levels. Hit fire to enter the cave. Hidden inside the cave is the Holy Grail.

Sword in the Stone

Excalibur. See if you are worthy to draw it from the stone by pressing fire (there is a prerequisite). If so, it will be added to your combat menu. You may call on the power of the sword to deliver a massive blow 3 times. It will show up on the menu as 3x (sword graphic), 2x, 1x. When all 3 have been used up, it will cease to be an option. A miss does not count against your total.



Faerie

If you set the right difficulty switch to A, a faerie will be added to the possible items in a chest. She is infatuated with you and wants to prevent you from rescuing the princess or endangering yourself by fighting the demon. Her method of accomplishing this is to hide in a chest you are about to open and "helping" you (teleporting you backward through the dungeon 1 - 3 levels). Like all other chest items, she will cease to exist in the game world if a chest she is in is destroyed.

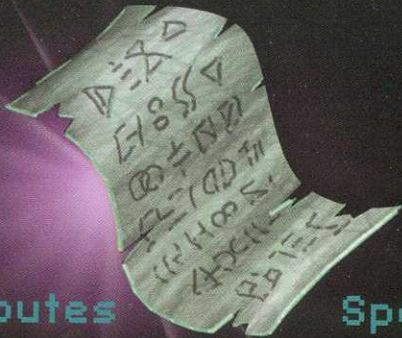
Holy Grail

Drink from the grail and its mystical powers will increase your max HP by 3 (even if your max HP is at 20). It will also heal you to your max HP. This is the only way your HP can ever be more than 20.

Hidden Corridors

There are a few hidden corridors scattered through the dungeon behind false walls. Move toward a wall and if it is false it will allow you to pass through.

Attributes



Spells

Hit Points

When you start the game you will get a randomly generated number of hit points. This is also the maximum number of HP you can have. As the game progresses you will level up occasionally which will increase your maximum hit points by 1. The maximum you can have is 20 (with one exception - see section on Holy Grail). If your hit points reach 0 you die.

Experience

You will gain experience for killing monsters & opening chests. Occasionally you may notice you "LVL UP". When this happens your maximum hit points will increase (see above). Over time you will also increase the amount of damage you inflict when selecting "Fight".

Spell Points

Required for casting spells. You start with a set number of spell points. Since spells are learned from scrolls, they aren't tied to your level. The maximum number of spell points you can accumulate is 20 (all your brain can hold at one time).

Cure Light Wounds

Costs 2 SP (you have to have at least 1 point of damage before this will show up as an option). If you have 5 or more points of damage the heart will be red. If less than 5 the heart will be yellow.



Cure Heavy Wounds

Costs 6 SP (you have to have at least 1 point of damage before this will show up as an option). If you have 5 or more points of damage the heart will be red. If less than 5 the heart will be yellow.



Stop Time

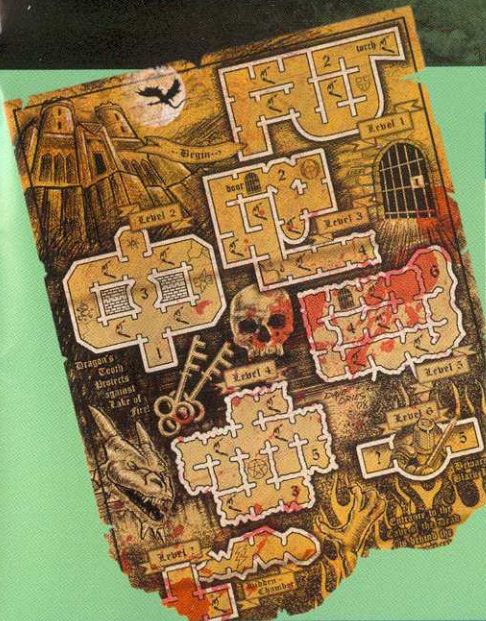
Costs 6 SP
Freezes an enemy for 3 turns.



Lightning Bolt

Costs 2 SP
Summon forth a bolt of lightning to strike your opponent.





Difficulty Switches

Left switch

B = Player always gets 1st move in an encounter.

A = There is a possibility the monster may surprise you and get the first move. The only exception to this is in rooms with a torch. Since the room is well lit they cannot ambush you. The odds also shift in your favor as you level up.

Right switch B = No faerie.

Combat Menu Options

If you encounter a monster, the combat menu will pop up. Move the stick left/right to cycle through the options. Fire to select.

Fight - Physically fight the monster.

3,2,1 x sword graphic - If you have Excalibur. See section on Sword in the Stone.

Cast - Pulls up the spell casting menu. See section on spells.

Run - Attempt to flee from the monster. May or may not work.

Hitting the fire button in an empty room will bring up the spell casting menu.

Credits

Game Program

David Weavil

Label, Map & Manual Art

Dave Dries

Thanks!

to all my friends at
www.atariage.com
whose suggestions and advice
helped in the making of
this game.



AtariAge

