

# BOOK OF LORE

These pages contain all you need to find your way in "Dungeon of Doom". Don't worry if there seems a lot to learn. You use the three parts of the program separately so you can familiarize yourself with them one at a time. Allow yourself some practice games to get used to playing.

## The dungeon generator

When you want to make dungeons, load the dungeon generator program from its cassette. When the computer is ready it will set up the screen like this:

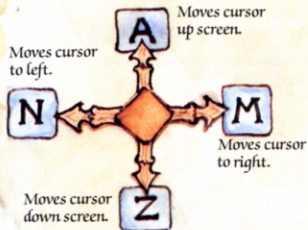


Cursor can't move into this area. It is outside the dungeon plan.

This is the dungeon plan area. A flashing cursor appears at the top left.

## Help

If you press H for help, a message tells you to "PRESS ANY KEY". Do so, and you will be reminded which keys to use to plan your dungeon. The information appears one line at a time and you must press any key again to read the next line. Here is the information you will be given:



Move the cursor into position using these keys. Then press a number key to place a symbol on the screen. The symbols and their number keys are shown at the top of this

Here are the symbols and their number keys:

	0 erase		6 exit
	1 wall		7 trap
	2 potion		8 safe place
	3 treasure		9 monsters
	4 Lost Idol		
	5 entrance		

## Warning

The computer memorizes the location of the entrance symbol and places the character there when he enters the dungeon. If you place more than one entrance, the character will start on the location of the last one.

The Idol should only appear in the last of a series of dungeons, as the object of the Quest.

## Save dungeon and escape the program

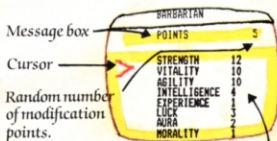
When you are happy with your dungeon, turn your cassette over and save it on the other side from the dungeon generator program. Press S to show you are ready. You will be asked to wait "ONE MOMENT PLEASE", then be told, "ANY KEY TO SAVE" and when you press a key your dungeon will be saved and the computer will prepare for you to design the next level. You will not be able to save the dungeon if it hasn't got an entrance and at least one exit so that the character can enter and leave the level. To escape the program press F.

## Dungeon levels

You should design a series of dungeons of increasing difficulty, with the Idol in the last one. Each series should be planned at one "sitting" as they are numbered consecutively by the computer, but it will start at 1 again if you turn the computer off. Three to five levels should be enough for a good game.

## The character creator

When you want to make a character, load the character creator program from its cassette. When it is ready it will set up the screen like this:



Attribute scores given by the computer.

A moves the cursor up the screen.

Z moves the cursor down the screen.

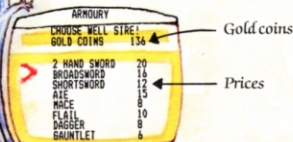
Move the cursor until it indicates the attribute you want to change.

"+" adds to the score (points are deducted from available modification points).

"-" subtracts from the score (these points then become available as modification points).

As soon as you press a key the name of the character-type appears in the message box. If you make big changes to one or two of the scores, the character-type will probably change.

When you are happy with the attribute scores, press the spacebar to turn to the next page. The following three pages look like this:



This screen shows the Armoury, where weapons and armour are for sale. The other two pages offer Accoutrements (necessities for the trip) and magic from the Emporium. The number of gold coins you have left appears at the top of each new page.

A and Z move the cursor again.

Press "+" to buy an item at full price.

Press "-" if you want to bargain. This is what happens then:

Computer YOUR OFFER?

Player Type a number and RETURN

Computer IT'S YOURS or  
OFFER REJECTED

Player If successful, go to next item.  
If not, press "-" to try again  
or "+" to pay the full price.

## Messages and save character

If you indicate an item your character-type is not allowed to buy, you'll be told something like,

"NOT FOR MAGE".

If you try to buy more than one of any item other than potions and salves, a message appears,

"YOU HAVE IT SIRE".

When you have finished, press spacebar and you will be asked to,

"NAME THY CHARACTER".

Before you do so, turn your cassette over to where you want to save the character. Then invent a name with up to ten letters and press RETURN and your character will be saved.

## "Dungeon of Doom" character-types

This chart gives you a rough guide to the character-types in "Dungeon of Doom". They can use strength, magic, or a combination of both in their Quest, and each type has advantages and disadvantages, as you will discover if you compare their performances in the same dungeon.

Character	Strength	Aura (magic)
Barbarian	v. high	v. low (none)
Warrior	high	low (none)
Wanderer	medium	medium (some)
Cleric	low	high (some)
Mage	v. low	v. high (all)



## The game module

When you are ready to start your Quest, load the game module from its cassette. When the computer is ready you will get the message, "PREPARE HERO TAPE". Place the character creator cassette in your recorder and find the character you want to load.

Your next instruction is, "PRESS ANY KEY". When you do so, the character will be loaded. It will take 10-15 seconds depending on your equipment.

You can't play until you have designed at least one character and one dungeon.

Next, you "PREPARE DUNGEON TAPE" and "PRESS ANY KEY" to load a dungeon. If the dungeon level you load is too difficult for the character's experience, you will be told, "LEVEL TOO DEEP. REWIND TAPE TO POSITION FOR LEVEL 2". (The level given will match the character's experience score.)

If you leave the dungeon cassette in your recorder, it should be in the right place to load the next dungeon when you need it.

Don't forget to remove the dungeon cassette if you want to save a game (see page 31).

When the preparations are complete, the screen will be set up like this:

Your character-type and name.

Attribute scores.



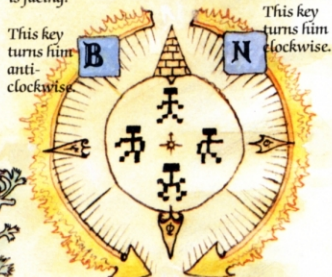
Character symbol placed in entrance.

Dungeon in darkness. You can't see anything yet.

## Keys you use to play

A character can only move in the direction he is facing.

This key turns him anti-clockwise.



This key turns him clockwise.

Change direction if you want to, then press M to move.



## Reveal

As the character explores the dungeon, the space he enters lights up and remains lit. He can enter any location except those containing a wall or a monster. Walls block the way and monsters will attack.

If you press R, you will reveal an area of 3x3 squares. BE WARNED: a monster revealed by the light is activated and will give chase and attack. It cannot cross occupied spaces, though, so your character can "hide" behind objects in the dungeon. If there are two monsters, only the nearest one gives chase.

## Attack

To attack, press A and keep pressing while the fight goes on. Messages at the top of the screen report your progress. REMEMBER: watch the attribute scores. If your character's strength is running out, you may use magic (see page 31) or take a potion (see below) to recover.

## Potions and salves

Press P to take a potion or salve at any time. One of each is used up whenever you press this key. They restore strength and vitality.

## Conjure

If your character is a magic-user and you press C, the action is frozen and a message appears,

"YOU MAY USE  
MAGICKS FROM  
NECRONOMICON  
FROM THE SCROLLS  
CONSULT THE LORE  
USE SPELL NO?"

Either, or both of  
these lines may  
appear, depending  
on which magic  
items your  
character has.

Consult this page and choose a spell from those on the right.

## Get

Press G to get or pick up objects. Your character must be next to and facing the thing he wants to get. When he gets the Lost Idol, the Quest is over.

## Save game

S saves the state of play. The other side of the game module cassette is a good place to save it. When you re-load, you start again where you left off.

## Traps

Traps are "sticky" and hold a character back. If he crosses one, his strength is sapped and he may not be able to move for a moment. In this case, keep pressing "M" to move and he should break free. If he is very weak, taking a potion should help.

## Attribute scores

Attribute scores change all the time. Even moving through the dungeon causes the strength score to flicker. Standing still restores strength slowly.

All exploits in the dungeon add a fraction to the experience score. When these add up to a whole number the score goes up and the character can exit to the next level.

To leave, place the character symbol on the exit symbol. You will be asked to "PREPARE DUNGEON LEVEL" and you should load the next dungeon in your series. Trying to leave before the experience score has increased will result in a message, "YOU NEED EXPERIENCE".

## Magic spells

The possessor of the Necronomicon can use spells I to III. They are very powerful. Here is what they do:

### I Superzap (key 1)

Monster is slain instantly by a magic blow.

### II Sanctuary (key 2)

Creates a safe place in the location where the character is standing. Here, no monster can touch him and he can regain his strength until he is ready to make his escape.

### III Teleport (key 3)

Magically whisks the character from his present location to a different one, at random. DANGER: this spell is unpredictable. If the user tries to materialize in a wall it will not work and he will stay where he was. Or, it may not transfer him far enough to be out of danger.

Spells IV to VI are contained in the Scrolls. They are less dramatic, but are useful in a tight spot.

### IV Powersurge (key 4)

Gives a huge boost to the user's strength and vitality so he can fight more effectively.

### V Metamorphosis (key 5)

Transforms whatever is in the user's location into some other object. WARNING: the effect is random. It can be used against monsters but there is a chance that another monster-type will appear in its place.

### VI Healing (key 6)

A mild spell that restores strength and vitality to their original values. It is especially useful if the character has used up all his potions and salves.