

# Dark Dungeons



**ANIROG**

# THE DARK DUNGEONS

A Role Playing Graphic Adventure

Enter the fantasy world populated by ferocious monsters, fire breathing DRAGON and a cunning DWARF. Find the magic scroll and solve the riddle that will unlock the passage way to CATACOMBS.

You can choose to be a fighter or magician, choose on your attributes of strength, wisdom, Intelligence, constitution and charisma but do so wisely, as you enter the dungeons, you may purchase equipment to assist - buy with care.

Program - Marion Clarke

Sleeve Design - Penny Bains

Printed by Wood Printing Group 01-595 5115.

**Instructions See Reverse**

Now you might think you have won your spurs by beating the dungeons, but your ordeal has only just begun. You have escaped into the Dark Dungeons with twisting tunnels and some of the most horrible monsters that may sneak up on you in the dark.

The fickle Dwarf will sell you as many goods as you want from his store if you have the money, but he drives a hard bargain.

The only way to survive is by gaining experience which requires ingenuity though some help is available

Select your level and your role. Buy your equipment and remember that as you grow richer you may return and purchase more. The commands are all by single letter. As you travel through the dungeons, you will be re-orientated each time you change direction. You face the direction in which you are moving, i.e. north is not always on the top.

You may stop at any time and save all the data by restarting at a later time by typing Q for quit. To restart load the program as usual and when asked if a restart is required, reply 'Y' and insert the saved data. Tape to continue help screen shows.

You need 1000 points and you must find the scroll and take it to the appointed room to read it and solve the riddle that will unlock the passage to "THE CATACOMBS".

LOAD- To load the program press RUN/STOP and SHIFT key together.

TO SAVE DATA-

You may stop at any time and save all the data for restarting at a later time by typing Q for quit and recording on a blank tape (this will save as DATA2). To restart load the Program as usual and when requested if a restart is required reply Y and insert the saved DATA2 tape to continue.



Anirog  
Software,

# THE DARK DUNGEONS

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## WARNING

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