

1 Book  
1 Disc

# Dungeons, Dragons,

and Other Perils

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by James Hurd



Xent  
Software

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## DUNGEONS, DRAGONS, and other PERILS

by James Hurd  
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HELLO and WELCOME to DUNGEONS, DRAGONS, and other PERILS...Before going any further, we at XLeht Software would like to thank you for picking our game from the rack, wall or wherever it was located in the store you bought it from. Of course, if you didn't buy it from a store then the least we can hope is that you got your copy legally. One more thing before we go on....

We would like to ask that you abstain from making illegal copies of this game, program, or whatever you call it.

Besides, it only cost you \$19.95!!!

### BOOT PROCEDURE

Turn off everything (that is, your computer and disk drive...not your clock, stereo or magic lava light). Remove any cartridges from your computer. Insert the program disk into the disk drive. Now turn on the interface (if you have one), disk drive, and then your computer.

Sit back and wait for the program to finish loading.

If the program does not run, double check everything and try again.

In the beginning of the game, there is a nice little picture of a castle. This is called a title screen. A title screen helps you remember which program you have inadvertently stuck in your disk drive. If you get a title screen with a space ship emitting little rays of destructive material, then you obviously put the wrong disk into your drive.

**REMEMBER!!!** With this game you get a castle on the title screen. Once you get tired of seeing this castle pop up every time you boot the game up, you can bypass this part of the booting process. It is very simple...just press the <SPACE BAR> 3 times. Notice we said press and not "BANG"! This will take you to the game itself.

You will find as you play the game that certain keys on your keyboard perform special functions. A quick reference guide (CHEAT SHEET) has been provided to remind you of each key and its function. As far as movement and change of direction are concerned, you may use either your keyboard cursor control keys or your joystick. (You may switch back and forth if you wish.)

#### **HERE'S ANOTHER HELPFUL HINT....**

When the game says "PRESS ANY KEY TO CONTINUE", that's what it means! All you have to do is press a key on your keyboard. If you don't understand that, you should shut your computer off and give up.

During the first part of the game, you will be asked to create a character. Here are some helpful hints to use when creating your character:

1. **NAME:** The maximum length for a name is 20 characters. If your name's longer, then shorten it. By the way, if you're civilized, you'll use the shift key and capitalize your name.

2. **CHARACTER TYPE:** Press the first letter of the character type you desire. We've found that this is a good shortcut for those who forgot to learn how to type after they started using a joystick for everything.

## **CHARACTERS**

**THERE ARE MANY DIFFERENT CHARACTERS TO CHOOSE FROM....** Keep in mind that all characters are equipped with standard equipment as well as strength, dexterity, hit points, experience, teleportation crystals, and gold. (see **CHARACTER TRAITS** and **POSSESSIONS** for more information).

On the following pages, you will find descriptions of the characters. (We even got artistic and included some pictures!)

\* \* \* \* \*

After creating your character, you will find yourself at the Nine Doors of Death.

## NINE DOORS OF DEATH

Why do we have the "NINE DOORS OF DEATH?" That's a good question. Why are you playing this game? **THAT'S A GOOD QUESTION.** Unfortunately, we are not having a contest to see who can come up with the best answer. (Besides, isn't it more fun to play a game than to plan your home budget or take out the garbage?)

The purpose of the Nine Doors of Death is to give you a chance to get some additional supplies. Of course, there is some risk involved here. If you choose the wrong door, you'll die instantly. Another door simply throws you into the maze. However, there is a good chance that you will find some creep selling magic arrows, healing potions, torches, or even keys, behind the door you choose.

To select a door, press any one number between 1 and 9. If you wish to pass on this opportunity, simply press 0, and you will begin your journey into the maze. If you choose a door and want to leave without buying something, hit **<RETURN>** and you will go into the maze. By the way...there are only 9 doors, so don't press 10, 11, 45, 69, etc., even if they exist on your keyboard.

One more point of subtle importance.... If you should get stuck in the maze without any keys left, press **ESC** (**ESCAPE**), and you will be returned to the Nine Doors of Death. If you buy something, you stand a good chance of getting some keys. Sorry you cannot get free gold this way.

## CHARACTER TRAITS

Most of the character traits an individual may possess are defined on a scale of 0 to 20 with 20 being very good or very high and 0 being the opposite (very low or very poor). If you have a strength of 0 you are worse off than a paramecium. If you have a dexterity rating of 20, chances are you could write this program with a joystick.... Oh well, here is a basic rundown of the character traits you will possess (in varying degrees).

STRENGTH  
DEXTERITY  
INTELLIGENCE  
WISDOM  
EXPERIENCE (scale of 0-100)  
CONSTITUTION (Mental constitution)  
CHARISMA  
HIT POINTS

**A FEW MORE WORDS....** If you are a wizard and you end up with a low wisdom rating, forget it. Wizards must have wisdom. It is only fitting. Charisma will do you practically no good at all in this game. We just stuck it in there for fun.... Intelligence also doesn't affect much. This is an equal opportunity game.  
**MORONS CAN PLAY TOO!!!**

**OH YES!** The number of hit points determines the amount of abuse a character can take before he/she/it departs from the living world. Some characters can take more abuse than others.

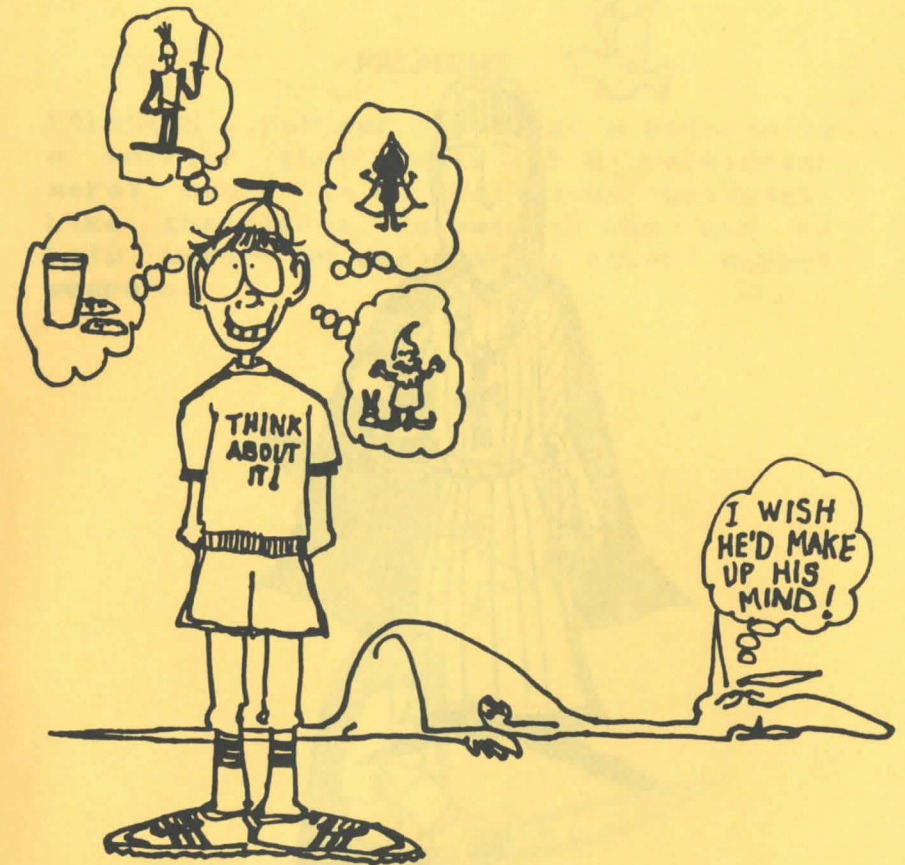
## MENZORS

MENZORS have some unique abilities. If you have always secretly wanted to be a chameleon, then here is your lucky chance. MENZORS can change into other characters in order to take advantage of the talents inherent to them.

Below, you will find the list of alternate forms available as well as the keys that you press to change into them.

HIT...	A	TO BECOME...	an assassin
	B		a fighter
	C		a palladin
	D		a dwarf
	E		an elf
	W		a Magician

If you get tired of being someone else, simply HIT <RETURN> to become a Mentor again.



## LIMITATIONS

There are a few things we should tell you. First of all, Mentors cannot take the form of wizards or clerics. Instead of taking the form of a wizard, you can become a Magician. A Magician is very much like a wizard except that a Magician can not cast spells. Mentors have to have some limitations.

Refer to descriptions of other characters to learn more about their capabilities.



## CLERICS

CLERICS are paladins who decided to take their religious beliefs a step further. This character does not usually wear any protective clothing. Instead, a his ward-robe mainly consists of loose fitting robe-like clothing. Often clerics wear a religious pendant and beads around their necks. Clerics are also users of holy water (it is only fitting...).

## PALADINS

PALADINS...For our purposes, a paladin is a warrior that fights for a particular moral cause (e.g. religious beliefs). Like the cleric, a paladin has use of holy water in addition to other normal weapons.



Paladins may fight by pressing "F"

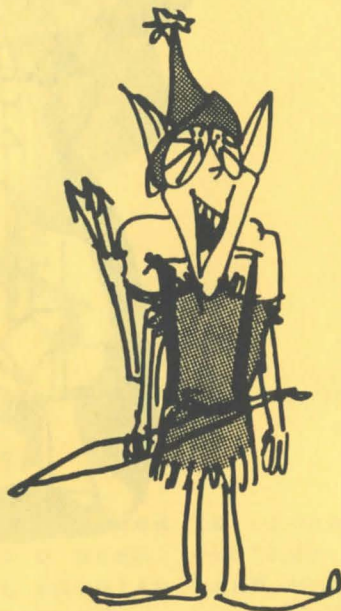
Holy Water: (Paladins and Clerics only). Throwing Holy Water has a similar effect to attacking a creature with a magic arrow; it dies.

To throw HOLY WATER, press "Z"

## ELVES and DWARVES

ELVES and DWARVES... Elves and Dwarves basically have the same powers. In addition to having standard equipment, dwarves and elves have permanent infrared vision which allows them to see things that other characters can only see with the aid of glow (or infrared) crystals.

Elves and Dwarves may fight by pressing "F"



Choosing between these two characters is a matter of personal preference.  
(HINT: If you hate wearing little felt booties, be a dwarf)



## WIZARDS

WIZARDS ARE POWERFUL. If you are a wizard, you can cast spells that basically inactivate everything in your way. Wizards can also use normal and magic arrows as well as glow crystals.

TO CAST A SPELL, PRESS "S"

## FIGHERS

FIGHERS are just what their name depicts. They can use hand to hand combat, normal weapons, but not holy water. FIGHERS are usually equipped with armor to protect their bodies during the various battles they engage in.

TO FIGHT, PRESS "F"



## ASSASSINS

ASSASSINS are fiesty little characters. While they are not allowed to use hand-to-hand combat, they are furnished with every weapon (except spells and holy water) available. A weapon unique to the assassin is the holy knife which kills anything it comes into contact with.

TO THROW A KNIFE, PRESS "X"

## POSSESSIONS

A WORD about "STANDARD EQUIPMENT"....

When we talk about "standard equipment" we mean: normal arrows, magic arrows, healing potions, torches (for aid in spotting hidden trap doors), and telepor-tation crystals. These possessions can be found in the maze, or you can obtain them at the local neighborhood NINE DOORS OF DEATH. Most characters also have gold as one of their common possessions.

Assassins have magic knives added to their standard equipment, paladins and clerics have holy water, and wizards have spells.

Most of the weapons are fairly self-explanatory in their purpose. Obviously, if you are an Assassin, you use a magic knife to kill a monster and not to slice up a pot roast. Normal arrows and Magic arrows are only different in that Magic arrows will kill anything in your way. Use these wisely because you can also kill some mean critters with just normal arrows (we won't tell you which ones, though).

Got a headache? Use a healing potion. Healing potions are cure-alls for every type of ailment which may beset you. However, we suggest you use them for things more serious than sinus headaches. In fact, the real purpose is to restore your number of hit points before you use them all up. Use of a healing potion is done by pressing "H".



**Normal Arrows:** useful for weakening or destroying a monster depending on the strength of the individual being attacked.

To fire **NORMAL ARROWS**, press "N"

**Magic Arrows:** Magic arrows, when fired, kill whatever they hit.

To fire **MAGIC ARROWS**, press "M"

### QUICK REFERENCE

Command key	Action
O	LEAVE 9 DOORS ROOM
A-E, W	CHANGE FORM (Mentor)
ESC	TELEPORTATION
F	FIGHT (Fighter, Paladin, Dwarf, Elf)
H	HEAL (oneself)
X	THROW KNIFE (Assasins)
M	FIRE MAGIC ARROW
N	FIRE NORMAL ARROW
O	OPEN TREASURE CHEST
P	CHECK POSSESSIONS
S	SPELL (Wizards)
Z	PAUSE
Cursor Keys	MOVEMENT