

THE ADVENTURES OF  
**MADDOG WILLIAMS**

VOLUME I

*in the Dungeons of Duridian*

a 3D Adventure with Arcade Action



a Division of PABI Software, Inc

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**MADDOG WILLIAMS**

VOLUME I

*in the Dungeons of Duridian*

a 3D Adventure with Arcade Action

Distributed under license

by

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Legal Stuff

## The Adventures of Maddog Williams in the Dungeons of Duridian

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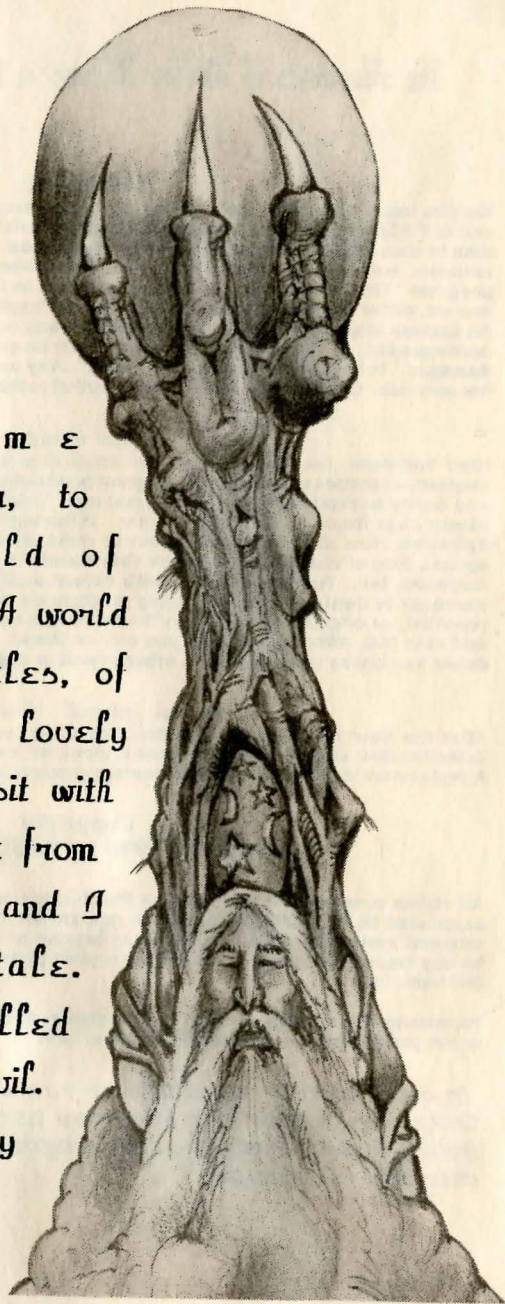
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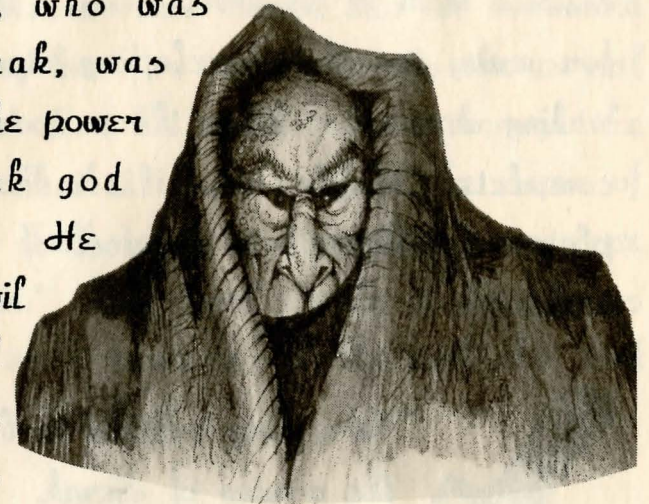
*In other words - treat this as you would a hard bound book. Only one person at a time can use it. We have around 10 man years of work into this program, it is our "Baby" so take care of it - - - Please.*

WELCOME  
Adventurer, to  
the world of  
Maddog Williams. A world  
of Kings and Castles, of  
great Dragons and lovely  
Princesses. Come sit with  
me for a while, rest from  
your weary travels and I  
will tell you a tale.  
This is a story filled  
with both good and evil.  
For you see, many  
years ago there was  
a King . . .



## Novella

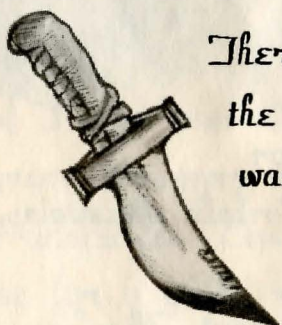
This King, who was  
named Serak, was  
seduced by the power  
of the dark god  
Malthazar. He  
became an evil  
and powerful  
man. For  
many years  
he ruled with blood and horror  
from his dark fortress atop the Corbala Mountains.



One day, a man named Sir Robert Thaylor, a  
cousin to the wicked Serak, decided the time had  
come to end the Dark Kings evil rule. He  
gathered together a secret army and trained them  
in the art of war. In the land were White  
Wizards who practiced the magic of truth and light.  
Thaylor gathered these wizards together and

## The Adventures of Maddog Williams in the Dungeons of Duridian

enlisted them in his noble cause. They planned for many months, developing strategies and making weapons. When the preparations were complete, Thaylor took his men across the plains of Gilgorath to the foot of the Corbala mountains.

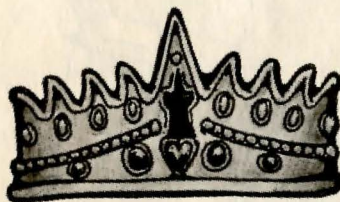


There they engaged in battle against the armies of Serak. The fighting was fierce and the battle for good and evil raged for many days.

The powers of Malthazar were pitted against the power and will of the White Wizards. Many good men lost their lives in the conflict, but Thaylor's army prevailed and drove the army of Serak into the wilderness. They then stormed the castle and captured Serak.

## Novella

The White Wizards cast Serak into an enchanted cell, banishing him for eternity. As the portal slowly closed Serak's voice echoed through the castle, "By all that is evil and in the name of Malthazar, I shall return and wreak my vengeance upon this land." The Dark Castle of Serak was left in ruin as a reminder of the evil that had once enveloped the land.



The people of the land made Thaylor their king and the kingdom prospered.

After several years of peace and prosperity there was born to King Thaylor and his Queen, a daughter whom they named Leoria. Times were good for the people of Duridian and Marinor. No longer oppressed, many men began to travel to far lands seeking adventure and riches.

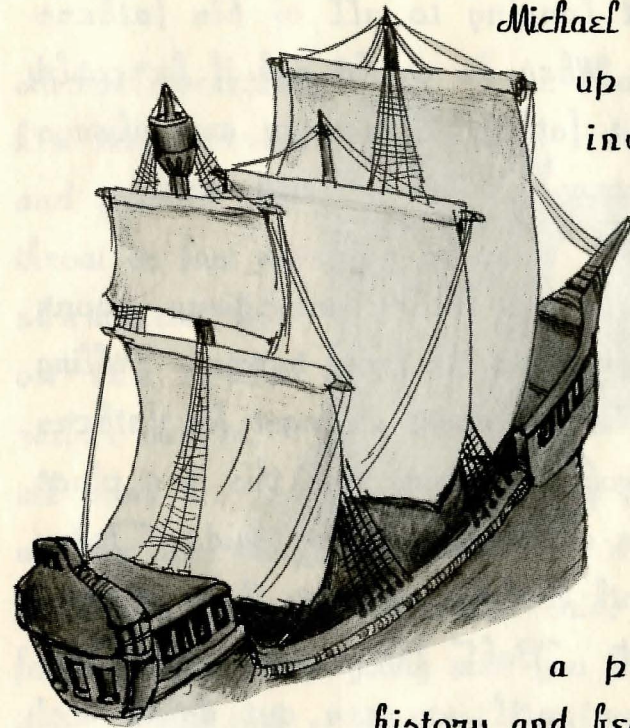
The Adventures of Maddog Williams in the Dungeons of Duridian

One of the most adventurous of these men was Sir Walter Williams of Marinor. Sir Walter traveled to all of the known lands to meet with Kings and Princes. He traveled through dangerous waters just to watch the sunset over the bay of Baldagorg and swim with the mermaids of Carish.



Novella

While Sir Walter roamed the world, his wife stayed behind and raised their son whom they named Michael.



Michael Williams grew up a bright and inventive boy, always tinkering and inventing new things. As Michael grew into adulthood he found he had a passion for history and began to collect objects from times gone by.

## The Adventures of Maddog Williams in the Dungeons of Duridian

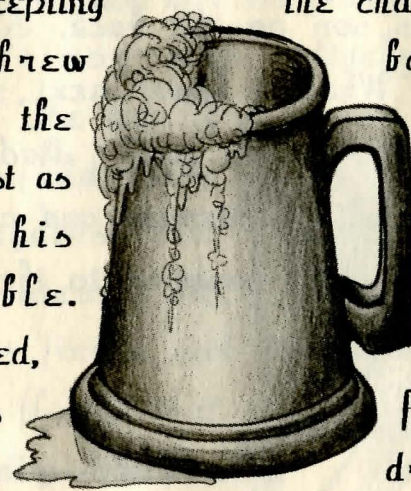
Some days Michael would sit on the rocks by the beach and watch for his father's return. He was always anxious to hear the stories his father had to tell. Michael would listen with interest and longing to all of his father's adventures. When he would ask if he could accompany his father the answer was always "When you are a man then you may come."

One day while his father was away, young Michael ventured into the local tavern. Pulling up a chair, he sat down amongst his father's friends. "Begone you young pup, this is a place for men!" one grizzled old sailor said. "Today is my eighteenth birthday, so today I am a man." Michael said. "Bah!" the sailor said, "You aren't a man until you can out drink me! Barkeep bring us two tankards of your foulest ale." Soon two foaming mugs of ale were

## Novella

placed before them. "If you can finish that ale before me then you can call yourself a man." The old sailor grabbed his mug. Lifting it to his lips he began to gulp down the ale.

Michael, accepting the challenge, raised his mug, threw back his head and poured the ale down his throat as fast as lightning, and slammed his empty mug on the table. The old sailor choked, spewing ale all down his front. Looking at the ale dripping from Michael's face the old sailor said, "With all that foam on your face young man you look like a mad dog." The pub erupted in laughter. Wiping his face, Michael stood with pride and walked out of the pub, the men still laughing behind him.

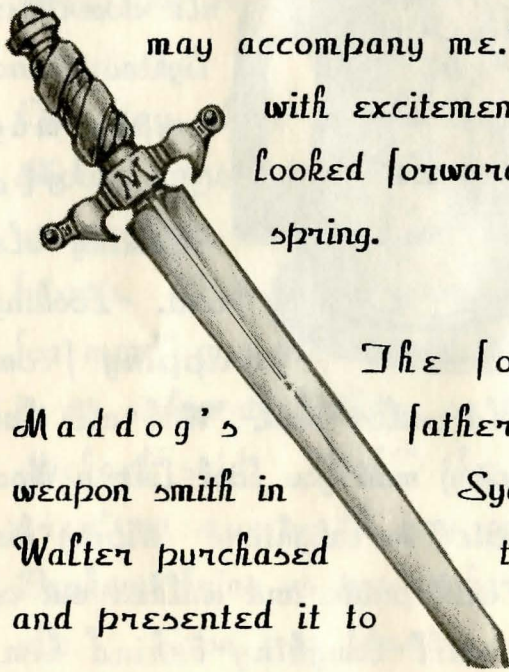


## The Adventures of Maddog Williams in the Dungeons of Duridian

Henceforth Michael Williams was known as Maddog Williams, he has born that name since.

Maddog's father shook with laughter as Maddog told of his experience in the pub. Slapping his son on the back, Sir Walter said, "When I leave next spring you may accompany me." Maddog filled with excitement and anticipation, looked forward to the following spring.

The following week, Maddog's father took him to the weapon smith in Sydra. There Sir Walter purchased the finest sword and presented it to his son.



## Novella

During the following months, Maddogs father taught him the art of sword play. Maddog practiced many hours and became a fine swordsman.

The winter that year was harsh. One day in late winter while Maddog and his father were chopping wood, Marinor was attacked by a group of pirates. The men of the village came to defend their families against the raiding pirates. The fighting was fierce and much blood flowed that day. Maddog and his father entered the battle fighting side by side, but as the battle wore on Sir Walter and Maddog were separated. When the battle was done and the pirates were driven from the village, Maddog went in search of his father. As Maddog rounded one of



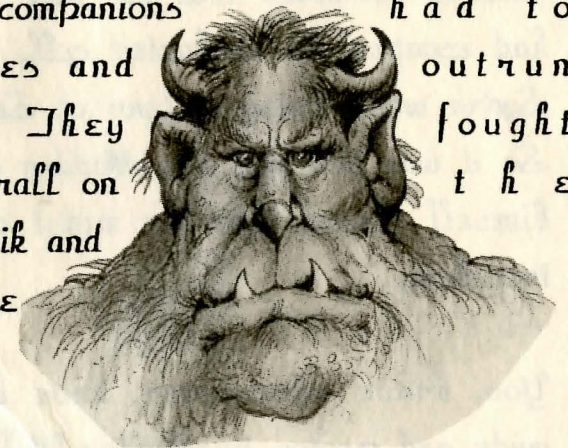


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the buildings he saw his father sitting against the wall clutching his stomach as blood ran from the large gash in Sir Walters belly. Maddog rushed to his fathers side. Sir Walter looked up at his son and said, "I'm not much longer for this world. Take care of your mother, I'm very proud of you." Sir Walter gasped as his body was wracked with pain. Grasping Maddogs shoulder, Sir Walter died. Maddog was heartbroken. After they buried Sir Walter, Maddog sat upon the rocks where he had, in times past, waited for his fathers return and looked out over the ocean. Maddogs mind was filled with the memories of sitting by the fire and listening to his fathers tales.

Novella

That spring Maddog boarded the ship and set forth without his father on his first adventure. Maddog traveled to far lands and collected treasure and artifacts. Many times Maddog and his companions had to fight off pirates and outrun seamonsters. They fought against the Navarall on the Island of Wilikarik and procured the stone of Gorack.



After several years of traveling the world, Maddog decided it was time to settle down. He returned to the village of Marinor, built himself a house and opened a shop, he dealt in rare and precious objects.

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Unknown to Maddog and the residents of Marinor was the evil blight slowly enveloping the land. King Thaylor and his daughter had not been seen for weeks, and rumors abounded that the vile and evil Serak had escaped his enchanted cell. The people of Sydra were living in fear of Serak's vengeance. So it was that one day Maddog awoke and found himself thrust into the midst of the evil and treachery.

You, brave adventurer, have been sent as a guide and mentor to Maddog Williams. Together you will travel as Maddog learns of the evil swiftly approaching his quiet village. If the two of you fail to stop this spreading evil, the world will be plunged into an everlasting darkness and despair! Go forth adventurer and meet your destiny!

Programs  
CAVERN 2.  
GATES.  
MAZE (EM)

## Intoduction Disk

*This Section is about some of the Programs that you will find on the Introduction Disk*

**BACKUP** *This utility was developed to allow you to make backup copies of your game disks. To provide faster disk access and greater data storage, a special disk format was used that will not work with the normal disk copiers. We are sorry for any inconvenience this may cause but we feel that the faster speed was well worth it. To use the backup utility, insert the introduction disk into drive A of your computer and turn your machine on. Select the program titled BACKUP, it will prompt you to insert each disk by name. For safety and protection of your your original disks, it is advised that you write protect your disks before selecting this program.*

## Beginning Play

**INSTALL** *This program allows you to install the game to your hard drive. Select this program and follow the prompts. However, there are some advantages and disadvantages to doing this.*

*You will not have to change disks throughout your game, but you will not be able to use the Ram Disk option.*

**MADDOG** *This program starts your adventure. This game requires a double sided disk drive. Please be sure to check that you have a double sided disk drive before selecting the program. It also requires at least 512k bytes in your computer, the game will take advantage of any additional memory. It is **IMPORTANT** to start the game by **RESETTING** your machine.*

## Beginning Play

Insert the disk marked *INTRODUCTION DISK* into drive *A* and turn the computer on. Select the program titled *MADDOG*. After a short wait, a prompt will appear asking you to select your difficulty level.

- 1 Easy
- 2 Hard
- 3 Pray for Deliverance

Level will effect the difficulty of the enemies you will encounter and problems that you must overcome. So if you view yourself as a great arcade game player and want a challenge then try a higher level. If you are more into the adventure game and less into the arcade, you may wish to stay on easier levels. We hope this will also make the game exciting enough to play over and over again, providing you with many hours of enjoyment.

## Special Options

After selecting your difficulty you may change the special setup options by selecting 'Y' at the prompt.

These options include:

### Music output

- 1 Default is console speaker
- 2 Play music to a Music Card or synthesizer\*.

### Ram Disk installation

This option is only offered if your system has the ability to support it\*. In general this will require one Meg of memory or more. Those systems that have the capability to support a Ram Disk will default to 'Ram Disk installed', unless you turn this option off.

\*Please read the *READ.ME* file on the *INTRODUCTION* Diskette for information specific to your system.

## In The Beginning

You will now be greeted by the Guardian of Marinor. His responsibility is to explain to you the events leading up to your adventure and to make sure that you can pass the test of the noble heart. If you do not answer his questions correctly, you will not be allowed to leave the valley of Marinor.

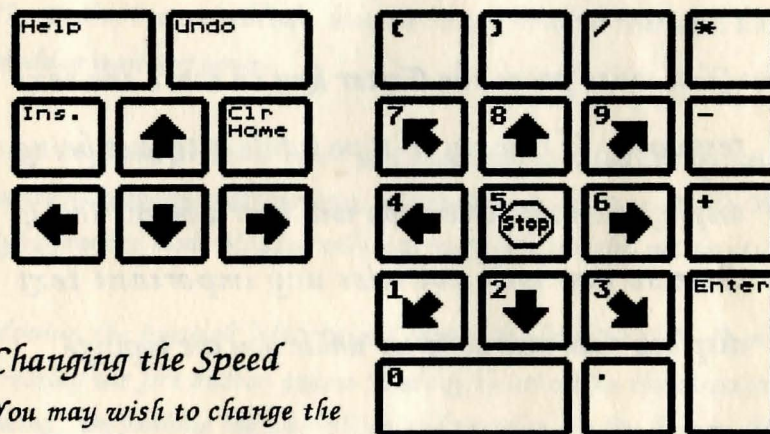
You now will find yourself in the bedroom of Michael (Maddog) Williams. On the wall of the bedroom is one of Maddog's inventions and on the bed Maddog lies asleep. After a series of events, Maddog awakens and stands up beside his bed. You now may fulfill your role as a guide and companion to Maddog.

### Moving the Character

Move Maddog over to the set of drawers at the foot of his bed. To do this, you may use either a joystick, keypad or arrow keys. To select the joystick, press the **J** key while holding down the Control **Key**. You will notice that the icon at the top of your screen will change from a picture of a key, to a picture of a joystick. To select back to the keyboard, repeat the process. Note that the icon will change back to a picture of a key. Pressing up on the joystick will move Maddog up, as will pressing the **Up Arrow Key** or the **8** on the

### Short Walk through

keypad. For the purpose of this manual we will assume that you understand the basics of moving by using the joystick, keypad or the arrow keys. If you do not, please take a few minutes to experiment with them. When you press either of the **Shift Keys**, it will be the same as pressing the Fire button on the joystick which will cause Maddog to jump in the direction he is moving, or straight up if he is not moving.



### Changing the Speed

You may wish to change the speed at which Maddog moves, this may be done in two ways:

1. press the **F6** key and use the arrow keys to move up and down the selections. When the sword is beside your selection hit the **Enter** key.
2. Type in your desired speed. **"Fast"**, **"Norm"** or **"Normal"** or **"Slow"**, using the text input.

## Short Walk through

Using the Keyboard:

Type in: **Look drawers**

Response: *The solid oak dresser stands against the north wall of the bedroom. A small Chinese vase sits on top of the dresser.*

Note: You must press the **Enter** key to erase the text response. If you try to type while a text is being displayed on the screen you will hear a beep. This is done so you will not miss any important text displays that may come up while you are typing.

Type in: **Open drawer**

Response: *The drawer slides quietly open.*

Type in: **Look in drawer**

Response: *The top drawer contains my clothes.*

Type in: **Close drawer**

Response: *The drawer slides closed.*

*Fight/Practice Mode:*

## Fight/Practice Mode:

Move Maddog to the shelves on the west wall and pick up his sword. To activate Fight/Practice Mode, Press the **F1** key. If an enemy is present on the screen (you can tell this is the case by the enemy health line appearing below Maddog's health line.), Maddog will draw his weapon in preparation for battle. If an enemy is not present, a prompt will ask if you wish to practice. If you do, press **Y**, if not press **N**, or **any other key**. The Fight/Practice Mode, may not work in all situations, i.e. when Maddog is sitting down.

Once in fight/practice mode you may control Maddog by using the joystick, keypad, or arrow keys, which ever you have selected. When in fight/practice mode Maddog will only move left or right, not up or down.

Moving the joystick left or right moves Maddog to the left or right. Pressing the fire button causes Maddog to attack in the direction he is facing. By pushing the joystick up and pressing the fire button, Maddog will swing his sword up. By pulling down on the joystick and pressing the fire button, Maddog will swing low. Leaving the joystick neutral, Maddog will swing level. To block the blows from the enemy, hold the joystick down. After a block, you must again pull the joystick down to block a second time.

To exit from the Fight/Practice Mode, press the **F1** key.

## Inventory:

Another function is Inventory. To see the inventory press the **F7** key. If you picked up the sword it would now show up in the inventory list on the left hand side.

## Sound ON/OFF:

This is a toggle switch to turn the sound effects on or off. If you press the **F8** key you will then see an icon at the top of the screen that tells you if it is on or off.

## Help Screen:

This function is activated by pressing either the **F2** or the **Help** key (if available). It then brings up a screen describing the different functions and their keys.

## Repeat key:

This is done by pressing the **F3** key. This will repeat the last line typed in.

## The Tab key:

This key will display the last text output to the screen.

## Hints and Tips:

1. When entering a new screen type **LOOK** or **LOOK AROUND**. This will give you an all around description of the screen and will sometimes give you hints about what to do next.
2. Try picking things up. There are many things to pick up and use throughout the game. In some cases, if you have failed to pick something up, it may stop you later in the game and cause you to go back and get it.
3. Save often. It is always a good thing to save often or at critical points of the game. **EXAMPLE:** If you come into a screen which shows a gaping hole and no apparent way across. Or if you come onto a screen with a large scary monster. In these cases it may be best to save your game. That way, if Maddog is killed, you may restore without going back through the entire game or an earlier saved game.

You will not be able to save your game on a screen where an enemy is present. When you are running the game from a floppy drive you will be asked to insert a pre-formatted floppy disk to save to. You will only be able to fit a maximum of ten games on each diskette, but you can write over a saved game that you already have. When using

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*a hard drive, you will be able to save as many as 18 saved games.*

*4. When you have picked things up you should look or examine the object. This may tell you more about what to do with that object.*

*5. When you come upon a creature or person it is generally a good idea to talk to them or interact with them in some way.*



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