

ALTERNATE REALITY®

The Dungeon

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Here's how to use your Commodore-64 computer to enter **The Dungeon**. Read the **Dungeon Guide** before loading the game (yes, even if you've already played **The City!**); it has vital information for survival in **The Dungeon**.

Requirements

- Commodore 64/128™ computer
- 1541/1571 disk drive
- Video monitor or TV
- Joystick (optional)
- **The Dungeon** game disks (2)
- Blank disk (Character Disk)
- **City** Character Disk (optional)

NOTE: Do Not Write-Protect The Character Disk!!!

CAUTION: **NEVER** turn off or reset the disk drive while playing the game, saving a Character, backing up a Character, or loading the game or a Character!

Getting Started

1. Turn off the computer and connect a Joystick to Port 1.
2. Turn on the monitor, disk drive, and computer.
3. Insert Disk 1, Side 1 into the drive, and close the door.
4. When READY appears on the screen, type **LOAD" * ",8,1** and press RETURN.
5. Once you're familiar with the opening sequence, press the **SPACE BAR** to bypass it and go directly to the Character Decision menu.
6. When the game is loaded, follow the prompts.

Character Decision

The Character Decision menu offers four options:

- Hit **N** to become a new person
- Hit **E** to resume an existing one
- Hit **T** to transfer a City character
- Hit **U** for character utilities

Press N to create a Character. You get a prompt that says "NOTE: IF YOU WISH TO KEEP THIS CHARACTER, YOU MUST HAVE A DUNGEON CHARACTER DISK READY WITH FEWER THAN 4 CHARACTERS ON IT."

If you don't have a Dungeon Character Disk prepared, or if your only Character Disk already has four Characters saved on it, press RUN STOP. This takes you back to the Character Decision menu. Press **U** to create a blank Character Disk (explained below).

If you have a Character Disk ready, type a name when you see the prompt "ENTER NAME:". The name must begin with a letter, not a number!

Press E if you already have a Character from a previous venture into The Dungeon. Follow the prompts.

Press T if you have a City Character you want to bring into The Dungeon. Make sure your City Character was saved in front of one of the two Dungeon entrances before you try to bring it into The Dungeon (see the *Dungeon Guide* for information on Dungeon entrances). You can't enter The Dungeon if you're Diseased or Poisoned.

Press U to get a selection of Character Utilities:

- (1) **Create a blank Character Disk** formats a disk you can use as a Character Disk.
- (2) **Backup a Character Disk** makes a copy of a Character Disk (this takes about 15 minutes). You can also use this selection to backup both sides of the game's Disk 2 (play with the backup and keep the original in a safe place).
- (3) **Remove a Character** gets rid of any undesirable Character.

Make your selection and follow the prompts.

Corrections

If you make an error in any selections (in Character Decision or anytime during the game), press the RUN STOP key to halt the process and go back to your current Menu.

To Enter the Portal

After you've created a new Character, you're taken to The Dungeon Portal. To enter, press the SPACE BAR (this sets your Stats) and follow the prompts.

To Save a Character

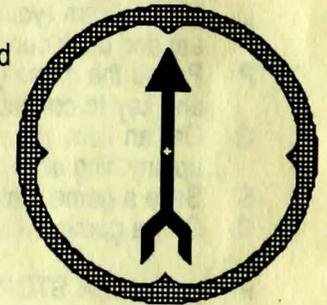
Save your Character when you're ready to stop playing or when you've built it up to a level you want to keep. Press **S** and follow the prompts. **Note:** You can only save a Character while walking around The Dungeon (not during Encounters, while in buildings, etc.).

To Resurrect a Lost Character

When a Character that you've saved and reloaded into the game dies, it's not really dead (The Dungeon is nice that way). Instead, it's only "Lost." To restore your Lost Character, select **E** and load it the same way you'd load any other Character. You'll be transported to the NE Dungeon entrance. Of course, the Character is now minus some Stat points (the price of resurrection).

Compass

It's a lot easier to find your way around The Dungeon if you have a Compass (available at the D & P or, if you're lucky, in Treasure). When you own a Compass, it's visible on the left of your screen. **North** is always at the top of the Compass; the arrow points in the direction you're heading.

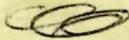


Joystick Control

The Joystick controls physical movement. Make sure it's in Port 1. Move forward by pushing Up on the Joystick, backward by pulling Down. Turn left or right by pushing the Joystick Left or Right. One of the four red arrows at the right of the screen lights up, showing you which direction you're heading.

Keyboard Control

You can move around The Dungeon using the Keyboard instead of a Joystick. Move forward by pressing **I**, backward by pressing **K**. Use **J** to turn left and **L** to turn right. One of the four red arrows at the right of the screen lights up, showing you which direction you're heading.



Time Indicator

An , located just under the word "Stats:" at the top left of your screen, spins when time is passing.

Hit Points

Hit Points are displayed as "Hit Points =" or "Hit Points :". When you see the "=", your Hit Points are at their maximum level. The ":" means you've lost Hit Points and need rest or healing.

Other Important Information

When you're walking along Dungeon corridors (exploring), text at the bottom of the screen shows you which level you're on and how many Food Packets, Torches, and Water Flasks you have. It also lets you know if you're hungry, thirsty, Diseased, Cursed, etc.

To get information about other things you're carrying, as well as what Curses and Diseases you have, etc., press **F5** and **F7**.

Below is a list of options you can use in The Dungeon:

- C** Cast a Spell (only during Encounters or when exploring);
- D** Drop an item (only during Encounters or when exploring);
- E** Examine Spells or items (check your Inventory);
- U** Use an item (you can't light a Torch, use a Timepiece, or eat and drink during an Encounter);
- P** Pause the game (this suspends all time and activity; press any key to continue).
- G** Get an item you've dropped or discovered (you can't pick up anything during an Encounter);
- S** Save a game (only when exploring);
- Q** Quit a game without saving it.

Press the RUN STOP key to get out of an option after you've selected it. **Example:** You select **C** to cast a Spell, then decide you don't want to cast a Spell after all; just press the RUN STOP key and you'll be back where you were before you tried to cast the Spell.

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