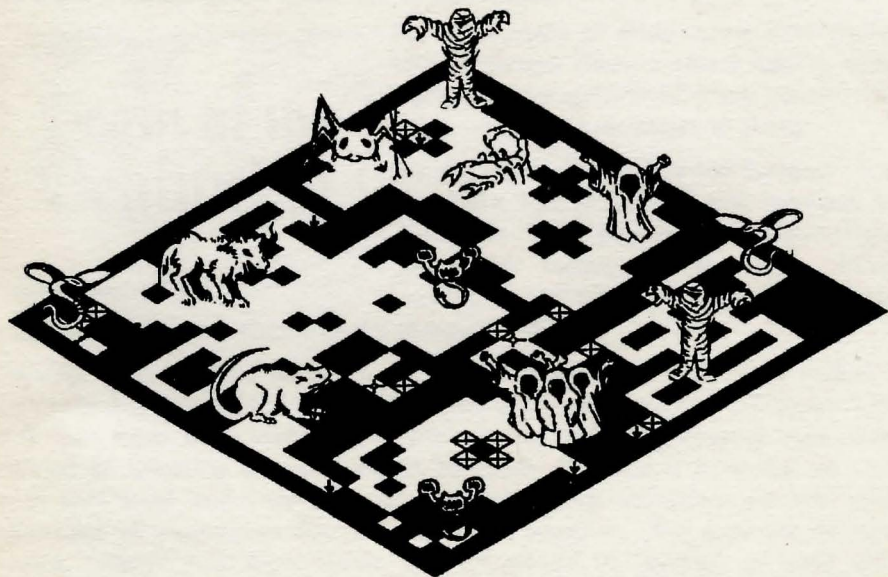# The Chaos Editor

## By Edward Penman

# The Chaos Editor

incorporating

# The Path to Chaos' Doom

The original game 'Dungeon Master' set new standards in the field of role playing adventure games, and is still selling well now. Other software houses have attempted to emulate the incredibly interactive and intuitive user interface and gameplay but regretably have failed. In response to demand we produced "The Way of the Firestaff", a collection of maps, hints, spells and notes to help the wayward adventurer, and a little later we acquired the rights to the Dungeon Master Editor program by Edward Penman. The original maps were corrected against the Editor, and "The Way of the Firestaff" expanded. Both were then bundled together and released for the Atari and Amiga computers.

Eighteen months later, the sequel to Dungeon Master, "Chaos Strikes Back" was released and so the Master of the Black Arts (Ed Penman) was awoken from his long sleep and dragged screaming back to work amongst his flasks, retorts, mandrake, dead mice and Atari ST. The fruits of his labours is "The Chaos Editor". (One member of staff suggested that it be called "The Dungeon Master Editor Strikes Back" and was promptly sat on by the rest of the staff — besides, it wouldn't fit on the cover.)

## Begin at the Beginning

For the benefit of adventurers attempting Chaos Strikes Back without having tried Dungeon Master first (O Rash Youth!) we will recap on the surprises in store.

As you move deeper into the dungeon, the monsters that you meet will increase in nastiness and display an increasingly frustrating reluctance to die. Most monsters may be killed by physical force, magic or using the facilities of the dungeon itself.

Physical force involves weapons or hand—to—hand. DO make sure that you are close enough for the weapon you are using to reach and DO make sure that you have your weapons in the correct hands. Throwing your bow instead of shooting an arrow could be fatal! Practice is essential so that your skill level will improve. As your skill level increases so will your repertoire of techniques for that particular weapon. For example, with a sword, 'parry' and then 'chop' will be added to 'swing' as your skill increases. A successful hit is indicated by a star (reminiscent of the Batman T.V. series) flashing up in place of the weapon box, the number inside the

star indicating the effectiveness. When your characters receive injuries, the extent of that injury is shown in a similar way above the character's portrait. When in a long−drawn out punch−up, keep an eye on your characters' health and the punishment they are receiving. Move your front characters to the back if they have received serious injuries to allow them to recuperate. Remember that it is much better to be a live coward than a dead Hero so when all else fails − run like ****!

When you are attacked from the side and/or the back as well as the front you will see your characters turn to face the threat − they can also fight like this. Just click on their weapons and they will fight; you won't see the fight because you are looking through the eyes of the party leader.

Magic, like fighting skills, must be practiced in order to reach higher levels of mastery so that more powerful spells may be cast. As the monsters in this game are much stronger than in the original Dungeon Master, FTL have supplied bottled heroes for those who have not completed the original. Their magical and physical skills are already quite high but the same rules about practice apply. Try and have spells and potions already prepared and ready for instant use. Remember also that potions require a flask in the action hand and that certain objects can increase the power of your spell. Spells are often attuned to priests or wizards and so will be easier for that type of character but don't be fooled into thinking that because you have successfully cast a new spell once that you will succeed every time from now on − only more practice will ensure that.

Make sure that you learn the light spell early in the game because there are never enough torches. The light can be made brighter and longer−lasting by increasing the power of the spell. The power of the spell is increased by selecting a higher value (counting from left to right in the spell box) as the first symbol. The same is true for any spell (all of the examples in the Booke of Magick have the lowest power as the first symbol) but will require more Mana as the power is increased.

The 'facilities' of the dungeon are the doors, gates and pits. Monsters can usually be killed by luring them under a door or gate and dropping it on them − this is great fun but be careful, occasionally one can slip through! Monsters can also be lured onto a hidden pit and disposed of that way, but beware, because they can often come back up again, usually behind you and when you aren't looking − they have no sense of fair play.

As you move around the dungeon it is a good idea to turn sideways and peek around corners before proceeding − monsters may be lurking out of sight. Sleeping is fairly safe in the early stages but later it may be interrupted by monsters intending to put you to sleep permanently! Some security is given by sleeping in a room with the doors closed, just try not to get trapped!

**Remember that some monsters can go straight through doors and gates like the Prime Minister going through objections in Question Time.**

In Chaos Strikes Back, the dungeon masters at FTL really went to town with new monsters, nastier versions of the old ones and lots of false walls and hidden pits. In addition, they built a fair bit of chaos itself into it in the way of randomness. As a result, we have not been able to show the locations and the nature of artifacts because they are not always the same or even in the same place. To further complicate matters, some of the false walls are one way, either visually and/or physically, so don't be surprised if what you see is not exactly like the map − it depends on exactly where you are and how you got there!

You will also find "red herrings". For example, there is a scroll, apparently written in some kind of code, which no−one we know of has deciphered. You do not need to decipher the scroll to finish the game.

Chaos Strikes Back is such a large game that giving hints is very difficult without writing reams and reams. However, here are a few pointers for newcomers.

When you enter the dungeon you are stark naked and weaponless − you are also standing on a pressure pad which causes worms from the level above to be continuously dropped around you! The trick is to get off the pad quickly − this way you can deal with the worms without them being replenished.

Amongst the items in this room is a torch −̃ insert this into the torch bracket to open the hidden door. The coins may be used to turn off the blue hazes so that the objects may be gathered − note that you will not have enough coins to retrieve all the objects. If you look at the map for this level (5) you will also see that there is a false wall in this room.

When you move out via the hidden door you will encounter a pit. The solution to this pit is simple − run like ****. This will get you over the pit and on to the pressure pad which will now close the pit. You may now move up the corridor next to the pit and retrieve the flask. This isn't essential but water can be very difficult to find in the early stages.

Be very careful of the pits situated under the "Supplies for the Quick" room. There are two pits here, and the pit situated opposite the keyhole in the wall is to be avoided like the plague! If you fall into this one you will have to give up ALL of your possessions in order to get out! Remember also that you may fall into this pit from the levels above or below this level, since the room you fall into is down in the depths of the dungeon.

Should you get stuck with pits all around and a large eye staring you in the face, and a message demands that you prove you are a wizard, try using the Zo Kath Ra spell and holding it up to the eye. This should then transport you to another part of the dungeon.
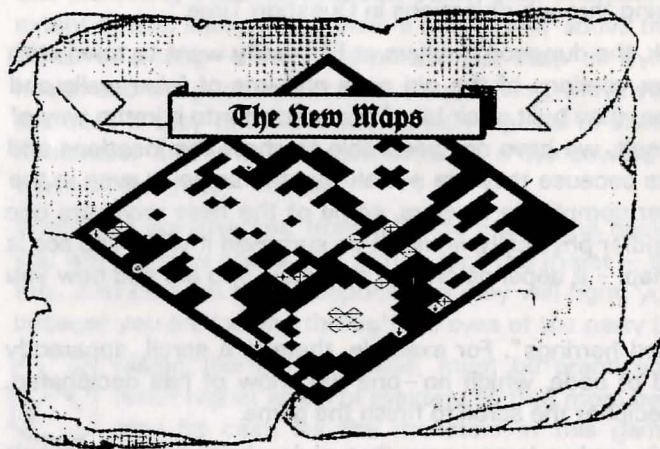
We have used a new style of Map in "The Path to Chaos' Doom", courtesy of Garry O'Hare. We hope that you may find the 'perspective' view easier to use. Note also the arrows on the edges of the maps — these are there to assist you in lining up the levels. Unlike Dungeon Master where you start on Level 1 and work your way down, here you start on Level 5 and work your way up to Level 1. Unfortunately, you will find that you have to go via all the levels below to get there! It is also far less sequential than the original — you may wander round and solve each section more or less at your own convenience, rather than having to solve each level in turn. Thus you will find yourself going up and down the levels like a demented lift operator, hence the arrows, otherwise you'll never know where you have emerged.

In the Booke of Magick we show numbers rather than symbols as they are easier to remember this way.

We hope that "The Path to Chaos' Doom" will help you to live a little longer and enjoy the game to the full. Good Luck!

# Gallery of Champions

The Prison
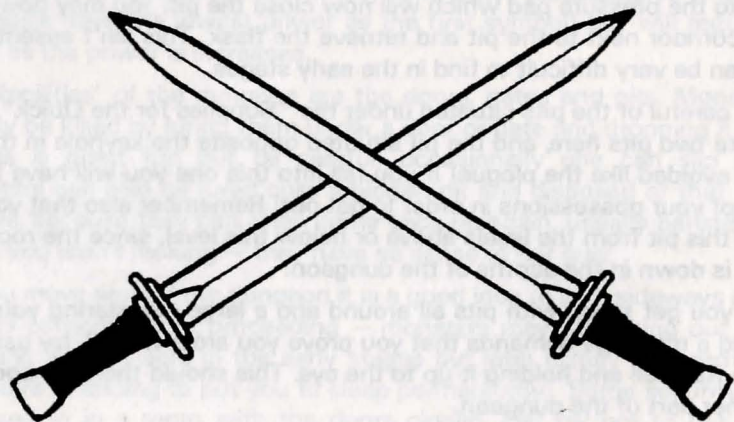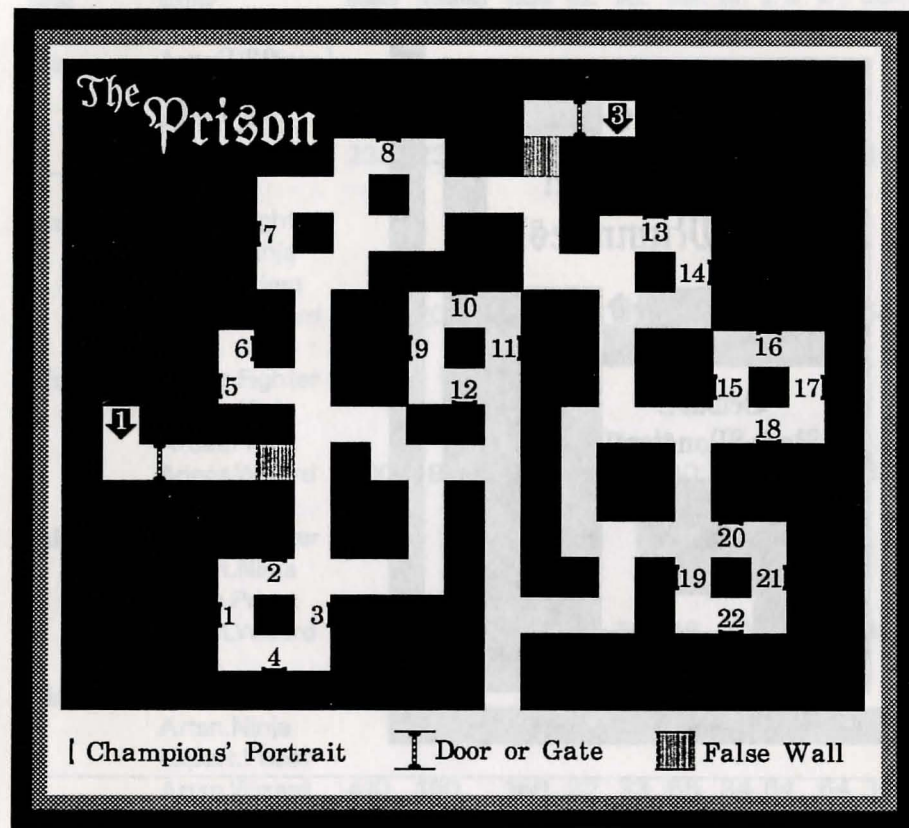
| Champions' Portrait  | Door or Gate  | False Wall |

| | | | | | |
|---|---|---|---|---|---|
| 1 | Slogar | 9 | Algor | 17 | Necro |
| 2 | Sting | 10 | Ven | 18 | Plague |
| 3 | Mantia | 11 | Toadrot | 19 | Talon |
| 4 | Gnatu | 12 | Dema | 20 | Leta |
| 5 | Petal | 13 | Lana | 21 | Aroc |
| 6 | Buzzzzz | 14 | Tunda | 22 | Airwing |
| 7 | Tula | 15 | Skelar | | |
| 8 | Itza | 16 | Deth | | |

# Gallery of Champions



```
23  Lor
24  Kazai
```

Beware! Mummies!

Beware! Rock Monsters!
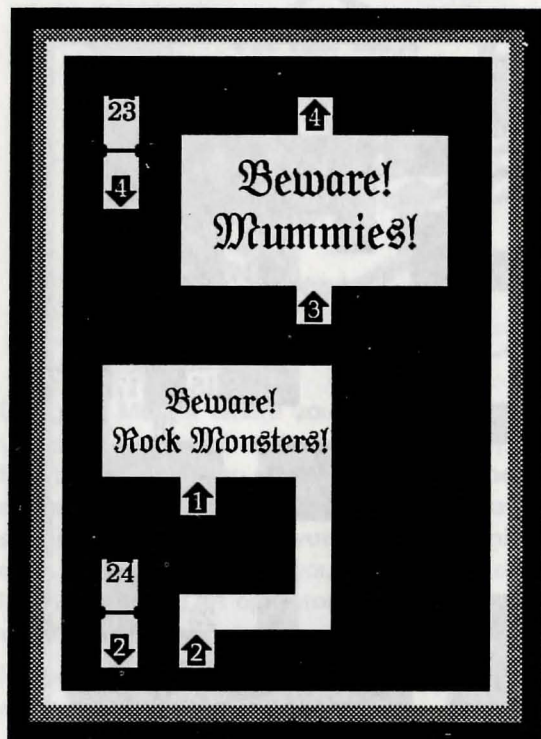
## Symbols Used in the Maps of Chaos

| | | | |
|---|---|---|---|
| ☐ | Pit | ✚ | Flame Monster |
| ■ | Pressure Plate | ↑ | Stairs Up |
| ⊠ | False Wall | ↓ | Stairs Down |
| ⌶ | Blue Haze | ⊢ | Water Fountain |
| E | Fireball Cannons | ⊢ | Button on Wall |
| ✕ | Spinner | ⋎ | Lever on Wall |
| ✕ | Transporter | ⊫ | Poison Trap |

# The Heroes of Law

| name | ability | health | stamina | mana | str. | dex. | wis. | vit. | a/m. | a/f. | load(kg) |
|------|---------|--------|---------|------|------|------|------|------|------|------|----------|
| Leta | Artsn. Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | Adept.Wizard | 230 | 230 | 140 | 32 | 30 | 76 | 54 | 30 | 30 | 36 |
| Aroc | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Expert.Wizard | 270 | 200 | 150 | 54 | 39 | 44 | 34 | 44 | 35 | 54 |
| Airwing | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Adept.Wizard | 300 | 189 | 70 | 64 | 54 | 40 | 49 | 30 | 30 | 62 |
| Talon | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Adept.Wizard | 240 | 202 | 85 | 35 | 58 | 36 | 30 | 37 | 30 | 38 |
| Plague | Expert.Fighter | | | | | | | | | | |
| | Artsn.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | Artsn.Wizard | 410 | 150 | 160 | 32 | 33 | 66 | 34 | 64 | 64 | 36 |
| Necro | Artsn.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Expert.Wizard | 376 | 165 | 128 | 38 | 52 | 62 | 32 | 64 | 60 | 41 |
| Deth | Expert.Fighter | | | | | | | | | | |
| | Expert.Ninja | | | | | | | | | | |
| | Craft.Priest | | | | | | | | | | |
| | Artsn.Wizard | 385 | 245 | 77 | 56 | 65 | 33 | 31 | 58 | 56 | 55 |
| Skelar The Slayer | Expert.Fighter Expert.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Adept.Wizard | 430 | 270 | 48 | 68 | 60 | 38 | 30 | 61 | 59 | 65 |

# The Heroes of Law

| name | ability | health | stamina | mana | str. | dex. | wis. | vit. | a/m. | a/f. | load(kg) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Tunda The Surefooted | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Adept.Wizard | 350 | 305 | 104 | 64 | 58 | 43 | 64 | 47 | 51 | 62 |
| Lana | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Adept.Wizard | 320 | 245 | 121 | 57 | 63 | 47 | 64 | 44 | 48 | 56 |
| Itza Warlord of Uxmal | Expert.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Adept.Wizard | 300 | 245 | 163 | 58 | 51 | 54 | 54 | 48 | 46 | 57 |
| Tula Princess of Uxmal | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Adept.Wizard | 240 | 145 | 137 | 39 | 62 | 56 | 49 | 56 | 55 | 42 |
| Petal | Journ.Fighter | | | | | | | | | | |
| | Craft.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | «Master.Wizard | 247 | 250 | 176 | 33 | 66 | 61 | 62 | 64 | 34 | 37 |
| Buzzzzz | Journ.Fighter | | | | | | | | | | |
| | Craft.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | Expert.Wizard | 280 | 163 | 180 | 31 | 69 | 60 | 62 | 65 | 38 | 35 |
| Sting | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Artsn.Wizard | 300 | 270 | 68 | 69 | 62 | 34 | 48 | 64 | 31 | 66 |
| Slogar Webber of Arachnia | Expert.Fighter | | | | | | | | | | |
| | Expert.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Artsn.Wizard | 250 | 265 | 70 | 72 | 64 | 37 | 36 | 53 | 31 | 68 |

# The Heroes of Law

| name | ability | health | stamina | mana | str. | dex. | wis. | vit. | a/m. | a/f. | load(kg) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Gnatu Spearwing of Leef | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | Adept.Wizard | 205 | 261 | 150 | 30 | 68 | 53 | 41 | 55 | 38 | 34 |
| Mantia Spellweaver of Kelt | Artsn.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | Expert.Wizard | 200 | 223 | 173 | 44 | 64 | 68 | 44 | 61 | 30 | 46 |
| Toadrot Princeof Skulash | Adept.Fighter | | | | | | | | | | |
| | Expert.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Adept.Wizard | 250 | 189 | 92 | 48 | 58 | 32 | 31 | 54 | 54 | 49 |
| Ven High Priest of Ssha | Craft.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Expert.Priest | | | | | | | | | | |
| | Adept.Wizard | 207 | 170 | 150 | 46 | 30 | 62 | 59 | 39 | 61 | 47 |
| Algor Marsh Hunter | Expert.Fighter | | | | | | | | | | |
| | Expert.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Artsn.Wizard | 300 | 250 | 80 | 64 | 41 | 34 | 46 | 52 | 58 | 62 |
| Dema Champion of Tissh | Adept.Fighter | | | | | | | | | | |
| | Adept.Ninja | | | | | | | | | | |
| | Adept.Priest | | | | | | | | | | |
| | Adept.Wizard | 320 | 275 | 65 | 68 | 34 | 30 | 56 | 38 | 64 | 65 |
| Kazai Shadow Warrior | Adept.Fighter | | | | | | | | | | |
| | «Master.Ninja | | | | | | | | | | |
| | Artsn.Priest | | | | | | | | | | |
| | Artsn.Wizard | 350 | 285 | 112 | 54 | 71 | 64 | 51 | 54 | 49 | 54 |
| Lor Champion of Good | «Master.Fighter | | | | | | | | | | |
| | Artsn.Ninja | | | | | | | | | | |
| | AdeptPriest | | | | | | | | | | |
| | Artsn.Wizard | 370 | 335 | 110 | 64 | 64 | 58 | 44 | 34 | 54 | 62 |

# The Denizens of the Dungeon

## Ant Man
A stalking hulk of vibrant blue,
The Ant Man is ordered
to hunt for you.
Levels: 7

## Black Flame
Black pain, black fire;
draw too near
- your funeral pyre.
Levels: 1, 3

## Couatl
Snake-shaped being
of emerald green.
The flap of its wings
hides Champion screams.
Levels: 6

## Death Knight
Sword and sabre,
armoured wraith,
Chaos' bodyguard
keeps him safe.
Levels: 3, 8, 9

## Demon
Talon-handed, mace-tailed,
head of a man.
Frame of a serpent,
soul that is damned.
Levels: 1

## Dragon
Foe to man
and elven kin,
great red lizard
strikes again - *and again*.
Levels: 4, 10

## Flying Eye
Winged tail and floating eye,
hurls fire and poison from the sky.
Levels: 5

## Giggler
Laughing thief, all leg and arm,
steals but does no other harm.
Levels: 2, 3, 4, 6, 7, 8, 9, 10

## Grey Lord
Mane of white, robe of grey.
Your liege lord bids you
save the day.
Levels: 1

## Hellhound
The Dark Lord's familiar,
warlock dog;
black and vicious,
breathes fiery fog.
Levels: 2

## Lord Chaos
Cloaked in shadow,
shrouded in flame.
Worlds weep
at the sound of his name.
Levels: 1

## Mummy
Once a man, now rags and rage.
A creature like Chaos,
beyond time and age.
Levels: 2, 4, 7, 9

## Muncher
Three mouths in place
of head and claws.
Heroes fall
from its poisoned jaws.
Levels: 8, 9

# The Denizens of the Dungeon

## Oitu
Spawn from hell
these spiders be,
golden-widowed misery.
Levels: 8

## Rive
First it is little, then it is much.
A mouth that devours
but nothing to touch.
Levels: 6, 7

## Rock Pile
Chance upon naught
but a pile of rubble.
Red tentacles grab,
teeth flash - trouble!
Levels: 3, 8

## Scorpion
Whip-tailed and golden,
insect-like thing.
Beware its tail
and venomous sting.
Levels: 5

## Screamer
Brown-rooted, many-mouthed
thing that screams,
the shrieking blossoms
of Chaos' dreams.
Levels: 8

## Skeleton
Bones rattle, bones walk.
A shield flies up;
a death sword talks.
Levels: 4

## Slime Devil
This lump of green,
true to its name,
tosses slime that will poison
and maim.
Levels: 6

## Stone Golem
A man with a club,
all hewn from stone.
From its soul
all compassion has flown.
Levels: 2, 3, 5

## Vexirk
Small, black and hooded,
with eyes of red.
Throws magic and fire
from the land of the dead.
Levels: 9

## Water Elemental
Liquid hatred, rushing hell.
The water from Lord Chaos' well.
Levels: 7

## Worm
New armoured and spiked
as it slithers through space,
its body topped by a
fang-mouthed face.
Levels: 1, 5, 10

## Zytaz
Black-shaped mass
with a single eye.
Linger and see yourself
weaken and die.
Levels: 1

# The Booke of Magick

## Priest Spells ✝

### 2 Symbol Spells
🜂 11    **Stamina Potion**
🜄 12    **Health Potion**

### 3 Symbol Spells
⚕ 115    **Magical Shield Potion**
☿ 125    **Anti–Poison Potion**
⚗ 161    **Poison Potion**

### 4 Symbol Spells
🜄 1153    **Wisdom Potion**
🜄 1154    **Vitality Potion**
🜄 1352    **Dexterity Potion**
🜄 1451    **Strength Potion**
    1454    **Party Fireshield**
🜄 1655 **Mana Potion**

## Wizard Spells ⌐

### 2 Symbol Spells
14    **Light Spell**
16    **Open Door Spell**
       **(Some doors)**

### 3 Symbol Spells
114    **Magical Shield**
131    **Poison Gas Spell**
144    **Fireball**
151    **Poison Bolt**
152    **Anti–Material Spell**
       **(Non–Material Beings)**

### 4 Symbol Spells
1152    **Marks your footprints**
1325    **See through Walls**
1326    **Invisibility Spell**
1335    **Lightning Bolt**
1345    **Mystic Light Spell**
1546    **Darkness Spell**
1635    **Zo Kath Ra Spell**
       **(You pick it up)**

*The first number is the power symbol which may be increased*
*All Potions require an empty flask in the action hand*

# The Chaos Editor

## by Edward Penman

**F**or the benefit of 20th Century Adventurers the Editor Spell has been translated into modern day English from the original, almost indecipherable, scroll. For the traditionalists - for "program" read "Editor Spell". You must only use this program in the full knowledge that it is cheating and may reduce the enjoyment of the game. However, if used properly it can make the game much more fun - it is up to you. Also, some alterations may cause the game to crash. I have done my best to reduce this possibility but can hold no responsibility for it occurring (see later for more details). The program allows you to do the following things to a Dungeon Master game file:

1) *Alter the map at will to create short cuts, new passages etc.*

2) *Alter it so you can open doors during the game without using keys, or change the type of door.*

3) *Remove secret doors.*

4) *Print out plans of all the levels in the Dungeon.*
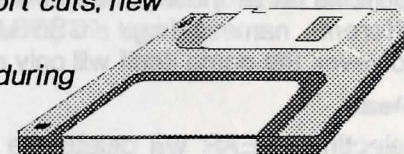
This program works by changing the data contained in the save game file "**CSBGAME.DAT**". You can thus use it to alter any saved position you have made. However, since some of the changes are permanent, we recommend that you only alter a copy of your saved position, in case you wish to return to an "uncheated" game. Please refer to the User's Manual for your computer if you are unsure of how to do this. Finally, if you are using a pirate copy of the game, then please, please, please buy an original. The game is just so good it has got to be worth it.

## The Atari ST Editor

It will run in either medium resolution colour or high resolution monochrome. Use monochrome if possible since it is much clearer.

### Running the program

Insert the Editor disk into Drive A: and switch on the computer. When the Desktop appears, double-click on the icon "CHAOSED.PRG".

Alternatively, click once on this icon so that it turns black and then click on "OPEN" from the "FILE" menu. The program will then run.

## Load/Save

When either of these items is selected from the FILE menu, an Alert box will appear with three buttons:

| OK | AUTO | CANCEL |
|----|------|--------|
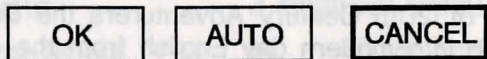
OK will enable the selection of a save game with any filename by using a standard File Selector box. AUTO assumes that the file you wish to LOAD/SAVE is called **CSBGAME.DAT** and proceeds without further ado. CANCEL is obvious. Note that this Alert Box is also produced when the program first runs. Loading will overwrite the file in memory. Saving will automatically overwrite a disk file with the same name. By giving you the option of changing the file name you can transfer all your saved positions on all those different disks onto one disk by saving them with different names (e.g. "CSBGAME1.DAT", "CSBGAME2.DAT" etc). However, the game itself will only recognise the file "CSBGAME.DAT".

## Clear

Selecting CLEAR will delete the save game currently in memory. For technical reasons, CLEAR must be used before Desk Accessories may be called. **WARNING**-the game in memory will be LOST so save first!

## Map

You can view any of the ten levels on screen by selecting the appropriate menu. Though the actual map is extremely accurate, as are the positions of the doors and stairs, other items may not be and should be treated as such. Objects on/in walls (white dot on black square) include torches, alcoves, writing, buttons, levers etc. Objects on floors (black dot on white square) include normal objects and pressure pads. Altering the map involves clicking on the appropriate map square to turn it either into a (white) corridor or a (black) wall. The left mouse button will only change normal wall or normal corridor but the right button will allow you to blank out anything.

### !! WARNING !!

Blanking out anything other than a normal wall or corridor will certainly interfere with the game structure and may crash the game, as will blanking out certain areas, such as around stairs which are only meant to be looked at from one direction. Be careful at first and only use the left mouse button but take a risk later on. You can get some strange effects (such as looking at a door end on!) but the more you alter the

greater the chance of something nasty happening. UNDO will remove your most recent alteration.

## Change Doors

This menu function will automatically change all the doors in the Dungeon to gates which can be opened by pressing a button next to them i.e. you don't need keys. This is a really nasty cheat and should only be used by desperate adventurers! Remember, you can't change the doors back to normal.

## Secret Doors

This function automatically removes all secret doors, rather than you having to do it all by hand.

## Print Map

This function allows you to print out the current map level. It uses the ALT-HELP screen dump and so you can use the Install Printer desktop accessory ("CONTROL.ACC") for your printer. ALT-HELP will cancel printing. You also have the choice of either printing out just the map (and level number) or the whole screen including the legend.

# The Amiga Editor

The Chaos Editor will work on all (we think) Amiga systems with 512k or more memory and one or more disk drives. If the Editor won't work with your system then please contact us.

## Running the program

Turn you Amiga on or reset it and insert the Chaos Editor disk into the internal disk drive (DF0:). The Editor will load automatically. When it has loaded (after about 20 seconds) the Editor screen will appear and the disk drive light will go out. The Editor screen consists of a picture frame hanging on the Dungeon wall on the left and six buttons on the wall to the right. Various items such as blinking eyes, flashing buttons and manic spiders are not important and are only present because of the crazed mind of the programmer. The six buttons are used to access the various features of the Editor and the frame is used to display and edit the levels of the Dungeon. Most features can only be accessed once you have loaded a saved game file.

## Loading a saved game file

Put a saved game disk in any drive and click the left mouse button over the button marked "LOAD". A box will appear asking you to confirm your choice. Click on "OK" to continue or "Cancel" to cancel this command. The Editor will load the saved game file into memory and will display the

current selected level in the picture frame.

## Editing a level

Editing a level displayed in the picture frame is easy. Just click on the appropriate square to turn a (black) wall into corridor or a (white) section of corridor into wall. Thus you can open up new routes or fill in others, even change the whole layout of corridors in the Dungeon (see later about the safe edit function and how to remove it). If you make a mistake whilst editing, click on the gold plate (with the level number written on it) below the picture frame to undo the most recent change to the level and it will be redrawn for you as before. However, if you make a big mistake it is best to reload the saved game file.

Other functions include automatically changing Dungeon doors to ones which don't need keys, automatically removing false walls and printing out maps of each level. These are explained later. The Editor is quite straightforward to use but if you are not sure about what to do no real harm can come from experimenting (and that's half the fun of it). Just remember to use only a copy of a saved game disk.

## EDITOR FUNCTIONS

All functions are selected from the six buttons on the main screen (by clicking with the left mouse button). Most functions ask for confirmation before being carried out to prevent accidental use. There is no menu bar (and so the right mouse button is never used).

## LOAD

This function loads a saved game file ("DMGame.dat") into memory from either a disk with the label "DungeonSave" (the default) or if you wish from "DF0:" or "DF1:". Any file currently being edited in memory will be lost. N.B. Dungeon Master only recognises a disk formatted by itself with the label "DungeonSave".

## SAVE

This function saves the file currently being edited in memory to disk. You must do this in order to save your alterations for use in the game. If a saved game file exists on the disk it will be overwritten by the file being saved.

## LEVEL

This allows you to select any of the 14 levels to be displayed (and edited) on the main screen. Only one level can be edited at a time but any changes made to other levels will not be lost if you view another level.

## DOORS

If selected, this function will automatically convert all the doors in the Dungeon to gates (so you can see and throw weapons through them) with buttons beside them (so you don't need keys). This is a very powerful function and can seriously improve your chance of finishing the game but it can also seriously ruin the game for you so be careful.

## MISC

The following functions can be selected by clicking on the "MISC" button:

## Print this level

This function produces a print-out of the level currently being displayed select on to a printer connected to the computer. "Normal" produces a detailed graphic map. "Simple" produces a (faster) print-out using only letters and characters to represent each square of the map. This means you can use daisywheel printers and non-standard printers. "+ HELP" produces a help key beside the map. The Editor disk must be in any drive to print a map. The print routine uses the Amiga DOS printer files and preferences set by the Workbench program "Preferences" and is set up for Epson compatible printers. If your printer does not work with the Editor or you want to change the way the maps are printed then quit from the Editor and run the "Preferences" program on the disk to set up the system for your printer. See your Amiga User's Manual for details on how to do this.

## Remove false walls

This is a convenient way of removing all false walls from all levels rather than by doing it by hand.

## Change default drive

When you format a disk from within Chaos Strikes Back it gives it the label "DungeonSave". This is what the Editor looks for when loading and saving and means that you can have the saved game disk in any drive when running the Editor. If you want to load and save from a particular drive and want to ignore the disk label then select either "DF0:" or "DF1:" from the menu box. If the file or label is not present the usual Amiga DOS screen will appear asking you to insert the correct disk before continuing. Drag any window present down and click in the top right hand corner of the screen to bring back the Editor screen.

## Safe edit function

For safety's sake the Editor normally only allows you do change normal (empty) corridors and normal walls on the map. If you want to change
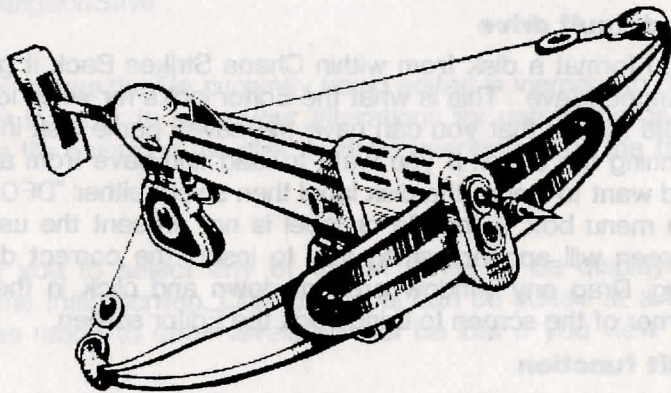
anything else such as doors, stairs etc. then click here to turn off this function but beware - erasing doors, buttons and other items may mess up the way the game works and may (rarely) crash the game. However, it's fun to mess around so experiment (try erasing the walls around a set of stairs for instance).

## Quit

When selected this will close the Editor and any file being edited will be lost unless it has been saved. Command will be returned to the Amiga CLI.

## Help

This displays a help key of the objects shown on the map. The help window can be dragged around the screen by its top bar. Just click anywhere else to remove it. Normal wall is what you walk into if you're not looking where you're going! Object on wall include buttons, torches, alcoves etc. Object on floor includes any object you can pick up and pressure pads, grates etc. Door/gate is what you should close behind you, stairs are what you climb up (or down), a pit is what you fall down if its dark (or you're stupid) and includes trap doors. Spinners are invisible and work by spinning you round when you step on them. Blue hazes teleport you around the Dungeon. False walls are sections of wall that are removed by pressing buttons/stepping on pressure pads etc.

# Notes