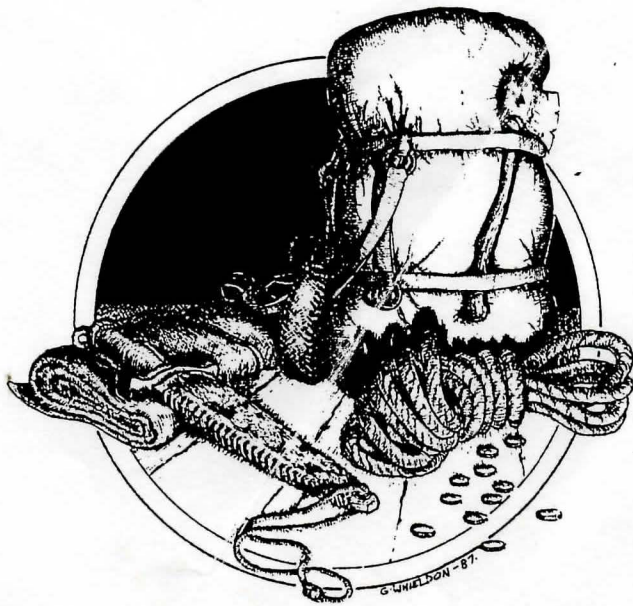


The
DUNGEON
Master
HandBook



*The Dungeon Master Handbook is produced exclusively for members of
Special Reserve & Official Secrets.*

WELCOME TO THE DUNGEON, MASTER!

Herein lies your very own guide through the many levels of the world of Dungeon Master.

Many feats of skill and ingenuity await you and your motley crew of Adventurers in the deeper places of this dark domain. This tome serves as a handbook of maps, catalogue of creatures and ultimately the solution to this enthralling game.

This is not a complete solution by any means, but it should give you enough help along the way to unearth the legendary Firestaff and destroy Zokathra!

Some general rules:

- I Never take chances when your health or mana are low.
- II Always save the game before using any stairways down. Another useful piece of advice: if you have two disks for saved games, you can map out the whole level slowly and save as you go through and then go back to the start of the level (retrieved from the second disk) and you get through much quicker, saving only when you reach the next set of stairs. In this way you use much less food and, as this gets rare on the lower levels, could save your party's lives in the long run.
- III When resting, find a safe place to sleep, preferably behind closed doors.
- IV Always carry around spells ready to be cast as there is no time to worry about such trivial things like that when the monsters are bearing down upon you. Try to get everyone as proficient in magic use as you can; every spell counts.
- V Before using a key on any door, try to break it down. The axe is very good for this, as are ZO spells.

Apart from these general hints, study the maps closely and know the symbols on the maps to avoid confusion

So read on and discover the untold secrets of this huge and dangerous Dungeon!

Part One : THE DENIZENS OF THE DUNGEON

Screamers

Screamers are the easiest monsters to kill and, once slain, provide a tasty meal for hungry Adventurers. These appear in the form of one (or sometimes two) 'Screamer Slices', which somewhat resemble quartered cabbages.

Mummies

Mummies are also fairly easy to kill, but a group of them can prove difficult to defeat. They also move quite fast when in pursuit of their enemy, so when entering into attack make sure you have a means of escape at the ready.

Rock Monsters

These can prove extremely troublesome and most of the time are found blocking off a passage you desperately need to traverse. However, they lumber along at a snail's pace and so you can easily outrun them. But by far the best tactic is to lure them beneath a nearby door and operate the switch to close it on them, this will repeatedly damage them. Further damage can be inflicted on them with some fiery death. When these creatures die, all that is left is a pile of stones and pebbles (useful for throwing).

Blue Ogres

These roaming bully boys are fairly easy to kill, but can hit out for a fair amount of damage if you are surprised by them. Have a few kicks at them to develop your Ninja skills, then let loose with some fireballs. If you are low on mana, retreat and throw weapons; they will soon be dispatched. They attack with clubs which are left behind after death.

Purple Worms

These are the most dangerous creatures on the upper levels; if you are surprised by a group of these, your party will more than likely come to an end. They do a great deal of damage with their gaping toothed mouths and can inject a venomous poison as well. Very nasty. Sleep cures this, but only after a time, so be sure to be fully healed before you take your nap, else your life will slowly ebb away while you are napping. Again, these beasts are best fought at a distance or wedged in a closing portcullis. When they are slain they leave behind food in the form of 'Worm Round'.

Skeletons

These shambling undead are very similar to the *Blue Ogres*, but seem to appear on the lower regions of the dungeon. They fight with swords and shields which are the only remains to be found once these creatures are slain. Be careful not to be cut off by these quick-footed individuals; though they normally appear in groups of four.

Beholders

Looking like great yellow floating eyes, these monsters are found lurking around corners in the middle levels of the dungeon. They shoot great balls of fire and can also poison, so take great care when these appear. Attack should be from a distance and even then you will have to keep ducking out of the way of their fireballs. Some of your more powerful spells (eg: lightning bolt and fireball) can destroy *Beholders* in a single casting if you use enough power, but do not rely on this. Some of these creatures have been known to take three such bouts of magic before dying.

Green Monsters

It is a good idea to always have some effective poison potions at hand as these green slimy things shoot poison at you over distances. Yet their weakness is that they move very slowly and thus can be dealt with quite easily.

Giant Rats

These huge rodents are fearsome creatures indeed and care should be taken if they are in the vicinity. It

takes about three good-sized fireballs to get rid of one, and the only consolation is the fact that they hunt alone. Make sure you are heavily stocked with mana before attempting to tackle these foes.

Flying Snakes

With these dangerous things, keep away from their poisonous fangs, which also bite large amounts of your health away.

Thieves

These annoying little sprites don't actually harm you, they just run up and steal equipment from you and your party with total impunity. They are easily killed though, with a quick bash on the head or a well-aimed fireball blast, but they are quick and run up from behind when you are busy fighting something else. It is very disconcerting when they steal your weapons in mid-battle! Once they are killed, all your stolen items are left lying on the ground where they fall. The only way you know when these irritating kleptomaniacs strike is by their gleeful cry - which sounds like something akin to a whining donkey!

Giant Wasp

These rank amongst the fastest creatures in the dungeon and resemble huge winged praying mantises. They can do a fair amount of damage with swift injections of poison from their curling tails. Keep away and attack from a distance - a good tactic against any monster with poison. Curing these stings and bites uses up mana and leaves you low for combat.

Small Dinosaur

You wont see many of these in the dungeon as they are a dying breed. A flurry of blows from some big blunt instruments should be enough to send this particular beastie into extinction.

Midget Wizards

Do not spend time laughing at these diminutive magicians, for though they look a little peculiar in their blue robes and big hats, they are adept in the ways of magic. When they raise their arms you can bet that a powerful offensive spell is not far behind. They also take a lot of damage to kill, so try to lean on weapons rather than magic as they have somewhat of an immunity.

Giant Spiders

These are very dangerous arachnids which lurk around corners waiting for you to walk into their ambush. Again magic works well, but morning stars are worth investigating.

Giant Scorpions

Like their large spidery friends, these are very dangerous. With that arcing poisoned tail and those sharp pincers, they are formidable opponents. It is best to attack them from a distance, with spells and thrown weapons.

Warping Triffids

This strangely-named plant is an extremely nasty pest and, when fleeing, you cannot safely hide behind a door like you can with other monsters, for these triffids warp themselves past them with ease. Spells, such as fireballs, are also less useful against these creatures as they teleport out of their path. The vorpal blade seems about the best weapon here and the 'Ghost Killer' spells are also very effective.

Ghosts

These spooky souls wander about the lower regions of the dungeon and all normal weapons do them no harm at all. Thrown weapons pass straight through them, and even some spells pass through them too. Use the vorpal sword on 'Disrupt' and/or the spells which effect non-material beings.

This list is in no way complete, though it does cover all the major levels. There are several special monsters that appear once only, but these follow most of the guidelines set out above. When in doubt, stand back and/or be ready to run for the safety of a closed door. Approach any new monster with caution and keep an eye on everyone's health and mana. If anyone is poisoned, retreat and either sleep it off or cure it with a quick potion. And always remember that you will come up against monsters which will be far too strong for your party or that need to be slayed with specific weapons, so don't wait too long before running and taking cover. Also, some rooms generate monsters periodically, so try not to leave doors open, else you may find the dungeon swarming with creatures!

Part Two : THE WIZARD'S SPELLBOOK

The following list is a comprehensive guide to all the known spells in the Dungeon Master game. Magic is of paramount importance as without party members who are adept in this craft, everyone will surely perish. Spells offer a great variety of unique abilities that are extremely useful throughout your adventuring life. The Rulebook explains how to use this eldritch power, but remember that some spells will not be available at the beginning of the game, at least not until you have characters of a much higher level.

DEFENCE SPELLS:

YA IR	-	Magic Shield
FUL BRO NETA	-	Fire Shield

ATTACK SPELLS:

OH VEN	-	Cloud of Poison
FUL IR	-	Fireball
DES EW	-	Weaken Non-Material Being
DES VEN	-	Anti-Poison Spell
OH KATH RA	-	Lightning Bolt

POTIONS:

(To use these, the caster must have an empty flask in his/her left hand on the screen).

VI	-	Healing Potion
YA	-	Stamina Potion
ZO BRO RA	-	Mana Potion
YA BRO NETA	-	Vitality Potion

OH	BRO	ROS	-	Dexterity Potion
YA	BRO	DAIN	-	Wisdom Potion
FUL	BRO	KU	-	Strength Potion
VI	BRO		-	Curing Potion
ZO	VEN		-	Poison Potion

MISCELLANEOUS:

FUL			-	Light
ZO			-	Open Non-Magical Doors
YA	BRO	ROS	-	Magical Footprints
OH	EW	SAR	-	Invisibility
OH	IR	RA	-	Extended Light
DES	IR	SAR	-	Darkness

Part Three : THE DUNGEON LEVELS

A LEVEL BY LEVEL SELECTION OF NOTES TO ACCOMPANY THE MAPS

LEVEL ONE - The Hall Of Champions

The twenty-four characters that are held within the mirrors on this level are as follows (the numbers behind the names are for Health, Stamina and Mana resectively):

- 1 Iaido Ruyto Chiburi (48/65/11) - Novice Priest; Apprentice Fighter.
- 2 Zed Duke Of Banville (60/60/10) - Novice Priest; Novice Ninja; Novice Wizard; Novice Fighter.
- 3 Elija Lion Of Yaitopya (60/58/22) - Apprentice Priest; Novice Fighter.
- 4 Syra Child Of Nature (53/72/15) - Novice Priest; Apprentice Wizard.
- 5 Halk The Barbarian (90/75/0) - Journeyman Fighter.
- 6 Wu Tse Son Of Heaven (45/47/20) - Apprentice Priest; Novice Ninja.
- 7 Darouu (100/65/6) - Neophyte Wizard; Apprentice Fighter.
- 8 Azizi Johari (61/77/7) - Apprentice Ninja; Novice Fighter.
- 9 Leif The Valiant (75/70/7) - Novice Priest; Apprentice Fighter.
- 10 Tiggy Tamal (25/45/35) - Novice Ninja; Apprentice Wizard.
- 11 Stamm Bladecaster (75/80/0) - Journeyman Fighter.
- 12 Mophus The Healer (55/55/19) - Journeyman Priest.
- 13 Sonja She-Devil (65/70/2) - Journeyman Fighter.
- 14 Wuuf The Bika (40/50/30) - Novice Priest; Apprentice Ninja.
- 15 Leyla Shadowseek (48/60/3) - Journeyman Ninja.
- 16 Linflas (65/50/12) - Novice Wizard; Apprentice Fighter.
- 17 Gando Thurfoot (39/63/26) - Apprentice Ninja; Novice Wizard.
- 18 Nabi The Prophet (55/65/13) - Apprentice Priest; Novice Wizard.
- 19 Hisssa Lizard Of Makan (80/61/5) - Novice Ninja; Apprentice Fighter.
- 20 Gothmog (60/55/18) - Journeyman Wizard; Apprentice Fighter.
- 21 Alex Ander (50/57/13) - Apprentice Ninja; Novice Wizard.
- 22 Boris Wizard Of Baldor (35/65/28) - Novice Ninja; Apprentice Wizard.
- 23 Hawk The Fearless (70/85/10) - Apprentice Priest; Novice Fighter.
- 24 Chani Sayyadina Sihaya (47/67/17) - Apprentice Wizard; Novice Fighter.

Some of the above also have special items, such as wands and magical boxes, but these will be found out by

trial and error. None of the articles are essential, but some are very useful indeed.

LEVEL TWO -

A general tactic which applies to any, well almost any, type of monster is the door tactic. This is achieved by hiding behind a shut door, waiting and building up your strength and mana. Then open the door and let loose all your power at whatever creature you are fighting. Of course, a good tactic is to then shut the door on the advancing monster, thus killing it off much quicker.

The pressure plates that open and close the two portcullis doors are solved in the following way: Taking the floors to be north, step north, east, north, west, north, south, north to get through. On this level the only monsters are Screamers and Mummies, probably the easiest monsters to kill. The door tactic applies when you are attacking the Mummies, though you will also come across a teleport. Place an object in it and you can then pass through. The well next to the door further on is a wishing well. Place a coin in it and the door will open.

LEVEL THREE -

On this level there are six different doorways into separate sections of the dungeon: Chamber Of The Guardian, The Vault, The Matrix, Time Is Of The Essence, Room Of The Gem, and The Creature Cavern. In Chamber Of The Guardian you will come across an area where there are several cells, each next to the other, and in one of them you will find a golden chest. By hitting the switches beside the cell that the chest is in you will teleport it to another cell. Find that cell and press that switch. After about ten times, this will teleport the chest into the corridor. Inside is the Mirror of Dawn. On the opposite wall there is an eye and by placing the Mirror Of Dawn over the eye a secret passage will open. In the room beyond, you will find a key and some food.

The Vault is quite straightforward, but The Matrix is a huge teleporting puzzle, which will need patience and time to unravel. In here there is a secret door and a valuable item which will be needed further on. When encountering Time Is Of The Essence make sure that, when you touch the button and run for the moving wall section, you are not weighed down by anything. Take only essential equipment into this area. In the Room Of The Gem you will be confronted with some very sly Rock Monsters. Try to drop them down the movable pits or attack them as they rear up, but make sure you retreat with plenty of stamina to spare. Beware of getting trapped by two of the creatures in this section.

Finally, The Creature Cavern is just as it says: it is an area of the dungeon that produces monsters, so keep this door shut else you will overrun the whole level with blue ogres!

LEVEL FOUR -

Before attempting this level, make sure you have a couple of Weaken Non-Material Being spells ready, as you will encounter ghosts fairly early on. On this level also is a Screamer breeding room, so you can use this as a larder and return as and when you need any food.

The most dangerous monster hereabouts is the Purple Worm; watch out for its attack!

On this level you will come across Purple Worms, Ghosts, Giant Wasps and Screamers.

LEVEL FIVE -

On the map you will see a series of arrows, and you will notice a switch on the wall. Flick the switch then follow the arrows as shown on the map. The switch opens up a way past the invisible wall that blocks the path ahead. The room that is full of pressure plates and trap doors is infuriating, but if you work at it you can work out which will open and close when you travel in certain directions. Persevere!

Another similar room is to be found nearby. This is covered in shimmering walls and will teleport you all over the place. Being a veritable maze, the best way to navigate it is by dropping items and mapping, but for the faint-hearted the solution is: Forwards, Right, Back, Forwards, Left, Right and Back.

The monsters here are Green Monsters and Flying Wasps.

LEVEL SIX -

Upon entering this level, you will immediately be faced with four riddles. The answers to these are: Bow, Gem, Gold Coin and Nothing. Place these objects in the niches provided to continue on your quest. On the wall further along, there is chiselled a message. It reads: Test Your Strength and to get past this, get your strongest character (or increase someone's strength by magic) and then hurl heavy objects down the corridor. If they are not teleported back at you, then go to the righthand passage and head down to the portcullis there. It will now be open and the item that you hurled will be sitting on the pressure pad inside.

Once in this area, three Beholders will attack you instantly so get your spells ready.

The vorpal sword is found on this level as well - and this is used to 'Disrupt' the Ghosts and other non-material beings.

In the room with the key behind the portcullis, switch on the teleport and then place an object into it. This will then be teleported to the pressure plate over the other side of the pit, thus opening the portcullis.

The invisible teleports that are situated across the door nearby are navigated by a series of timed runs, but remember that you must not be weighed down with anything as this makes you just that little bit too slow.

Watch out for a rings on the walls throughout this level, one of them is a switch!

LEVEL SEVEN -

The first time you come across this level you will not be able to do much as the keys needed to open all its doors are situated further on. Once you get past these though, come back and read on.

Before you attack the Stone Golems, make sure you have plenty of strength and on perfect health. It takes a lot of firepower and bashing to bring these walking mountains down. Any damage they do is massive.

Well, what do you expect from monsters carrying clubs almost as big as they are.

Having only one turquoise key and being faced by several doors could pose a problem. The items behind all the doors are as follows: (1) Sceptre Of Lyte and two necklaces (2) Boots Of Speed and Dragon's Spit (3) Crown and a magical box (4) A sword named 'The Inquisitor'. Choose what you want.

There are also several scrolls here. Read them all very carefully before attempting the final stages of the game.

The only monsters that appear on this level are the huge Stone Golems.

LEVEL EIGHT -

This is probably the hardest level you will come across. It is an arena of monsters, ghosts, skeletons, thieves and some really tricky puzzles.

Before entering this level for the first time, make sure you have your vorpal swords and 'Ghost' spells ready as this place is haunted by many such creatures. By now you should have raised your Wizard levels high enough to perform some really powerful spells - use this to its full potential. You will certainly need it here. Whilst contending with the creatures, you will notice that at frequent intervals fireballs whizz past you (or into you if you are standing in their path). A blast from these causes enormous amounts of damage and will kill anyone who is already wounded. To the very far left of where you enter, there is a switch on the wall. Operate this and go through the shimmering curtain then operate the second switch you find there. This will stop the constant stream of fireballs (which issue from a corridor just past this). Watch well while in this area as you will have to cross the fireballs' trail. The shimmering fields that litter this area (and turn you

ninety degrees when you enter them) are used for deflecting the fireballs from their course.

On this level you will find a yew staff which is another way of banishing Ghosts and Elementals.

The long corridor found here is navigated by turning the switch on the lefthand side, then going around the corner and walking down the corridor (the one that seems to go on forever). Count twenty-six steps, turn around, then wait and a secret wall will open allowing you access into a series of hidden rooms.

On this level are Mummies, Skeletons, Thieves and Ghosts.

LEVEL NINE -

At first this level seems to be very small, but on the lefthand side of the message 'When Is Rock Not Rock' there is a false wall and you can walk straight through it into the main area of the dungeon. Be wary of invisible teleports that turn you around in your tracks without you realising it. To cure this use the 'Footprints' spell and walk backwards. That way you can see when you are teleported - but try not to be oblivious to the fact that you will walk blindly into monsters.

After a while, you will encounter a portcullis with a chest behind it. Next to it is a lever. Do not pull this as it opens a pit and drops the chest down to the next level. The way to get to it is by travelling around and up some stairs and then down into that stretch of corridor. When you encounter the fireball traps in the large room, try to dodge them and make sure you have a 'Fireshield' activated. Retreat as and when necessary.

You will find a Ra key on this level too and also some water to replenish your supplies.

Giant Rats and Little Wizards are the only opponents here.

LEVEL TEN -

This is a fairly easy level to complete and only requires looking at the map to decide what to do. Do not open the skeleton secret door on this level as you will need the skeleton key further on.

Keep an eye out for the Giant Scorpions and Beholders.

LEVEL ELEVEN -

On this level you will come across a part of the dungeon where many holes line the walls, and at the end of the hall you will come across a sword. Chop down the door using the axe and proceed, making sure all your party have perfect health and as much magical protection as you can muster. As soon as you grab the sword poisoned darts fly everywhere and you are surrounded by poisonous gas clouds. Having previously hacked down the door, you can now make a quick retreat back down the passage with sword in hand and cure those who are wounded with potions and spells.

You will also find some Boots Of Speed on this level which allow the party to move incredibly fast.

Apart from the Knights, you also come across Water Elementals, Blue Monsters and Giant Wasps.

LEVEL TWELVE -

When you enter this level turn the corner and go down the long passage. There you will notice a pressure plate, this switches a set of holes on and off. On this level are some Knights in shining armour and one of them is carrying a key that you need. Make sure you search through their armour when they are dead - but don't wear the armour: it's cursed! One small point to note about the Knights; magic does not work on them, so use weapons.

Giant Spiders, Knights and Triffids populate this level. Make sure you freeze the Triffids with magical boxes and use the vorpal blade on them.

LEVEL THIRTEEN -

When you come across Fire Elementals, use the vorpal blade on them, not the usual 'Ghostkiller' spells. Here also lurk Devils, which are grotesque monsters with four tendrils. They throw fireballs and will soon wipe out your party if you are not fully prepared and protected. To destroy the Lord Of Chaos you have to create flux cages all around him, taken from your earlier instructions.








LEVEL FOURTEEN-

Wander around here avoiding the Dragon. Here you will come across the Ring of Time, which you will need before even attempting to slay the beastie, as it has the power to freeze. A key can be found under a pile of ash (obviously a previous party of Adventurers who didn't quite make it!). Use the magical cubes gained earlier and the ring to immobilise the Dragon whilst you fight for all your worth.

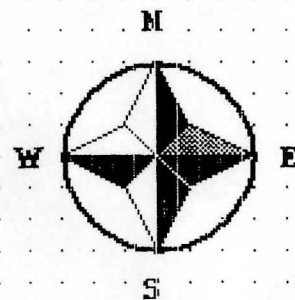
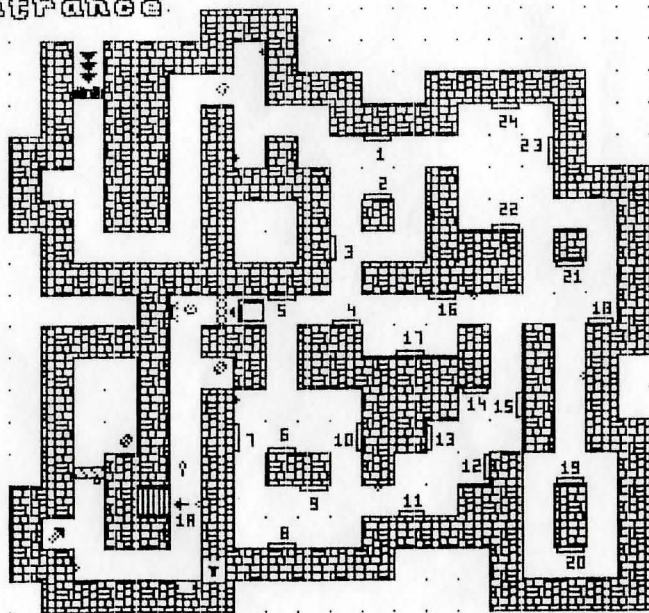
Remember, when your mana runs low go up the stairs and wait, and then return again. Don't try fighting him with weapons as when he roars he kills you very quickly. Once you reach the gem set in the door, use a Rock spell to free it (Zo Kath Ra).

The only monster to be found on this level is the Dragon, but take my word for it, that's enough!

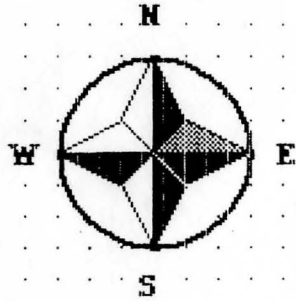
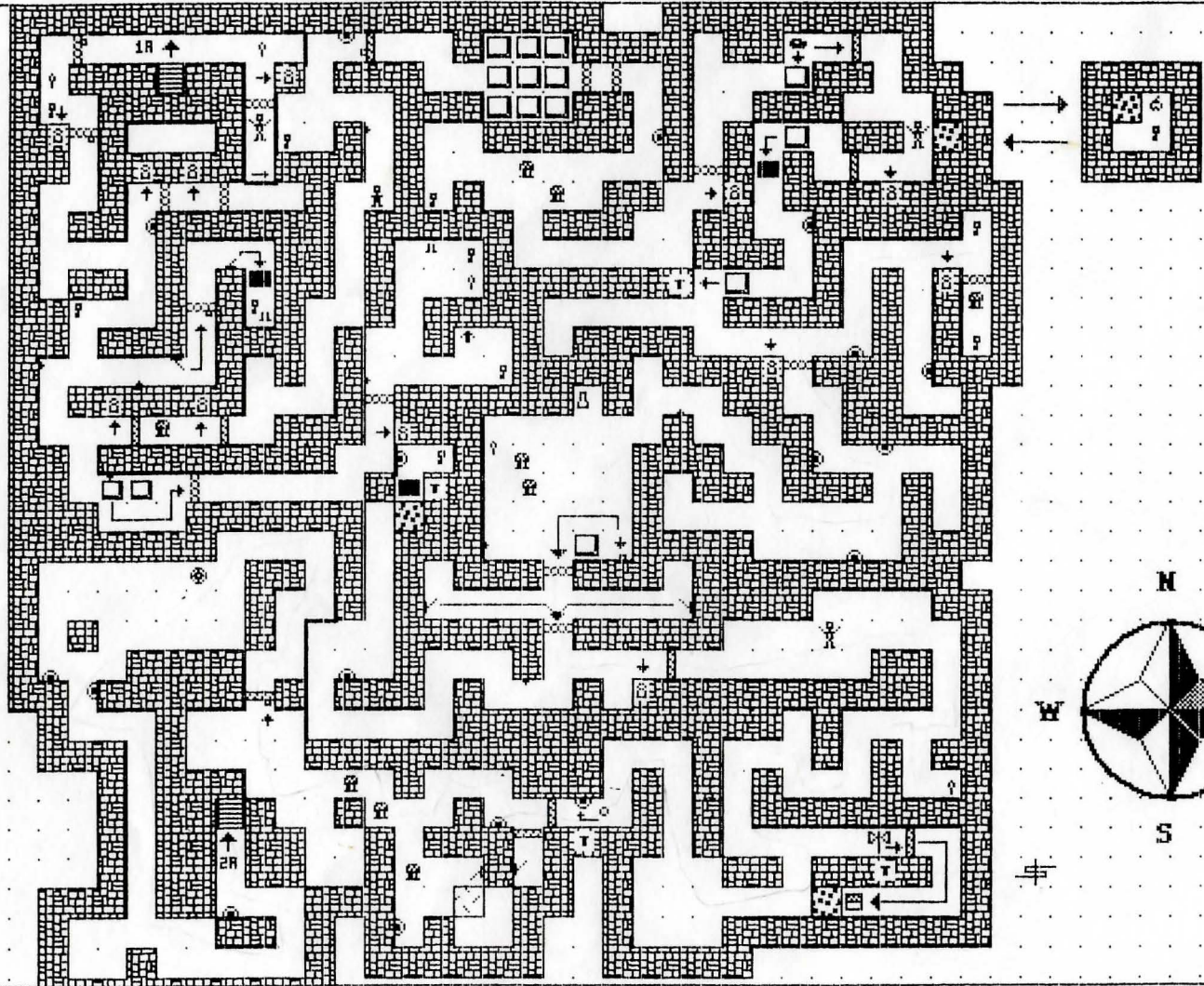
**DUNGEON
MASTER
LEVEL 1**

-  TRAPS
-  TRIGGERS
-  STAIRS
-  FALSE WALLS
-  SECRET PASSAGES
-  TELEPORTS
-  KEYS

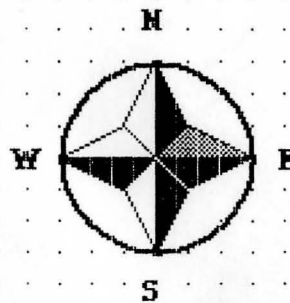
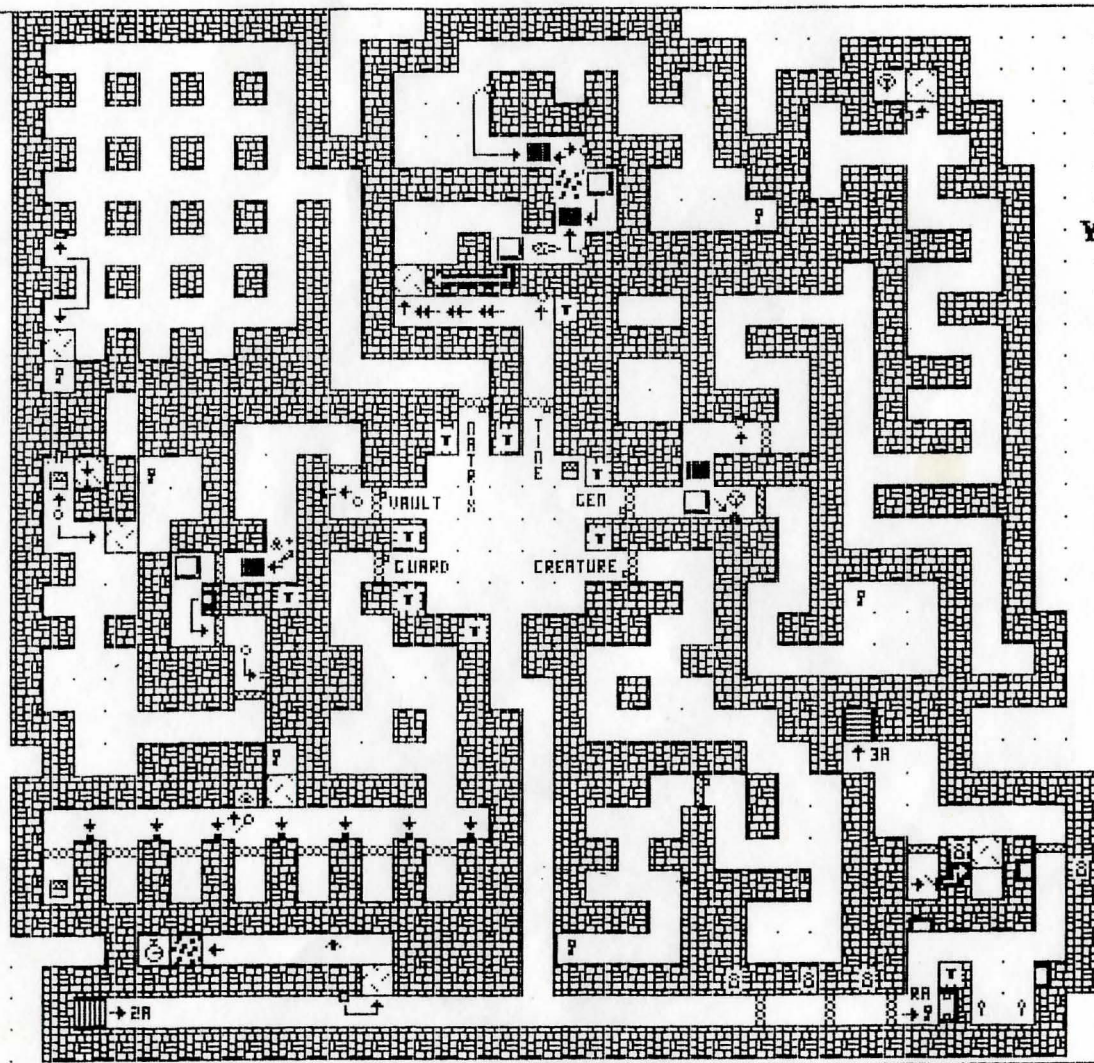
Entrance



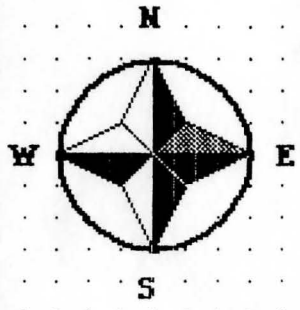
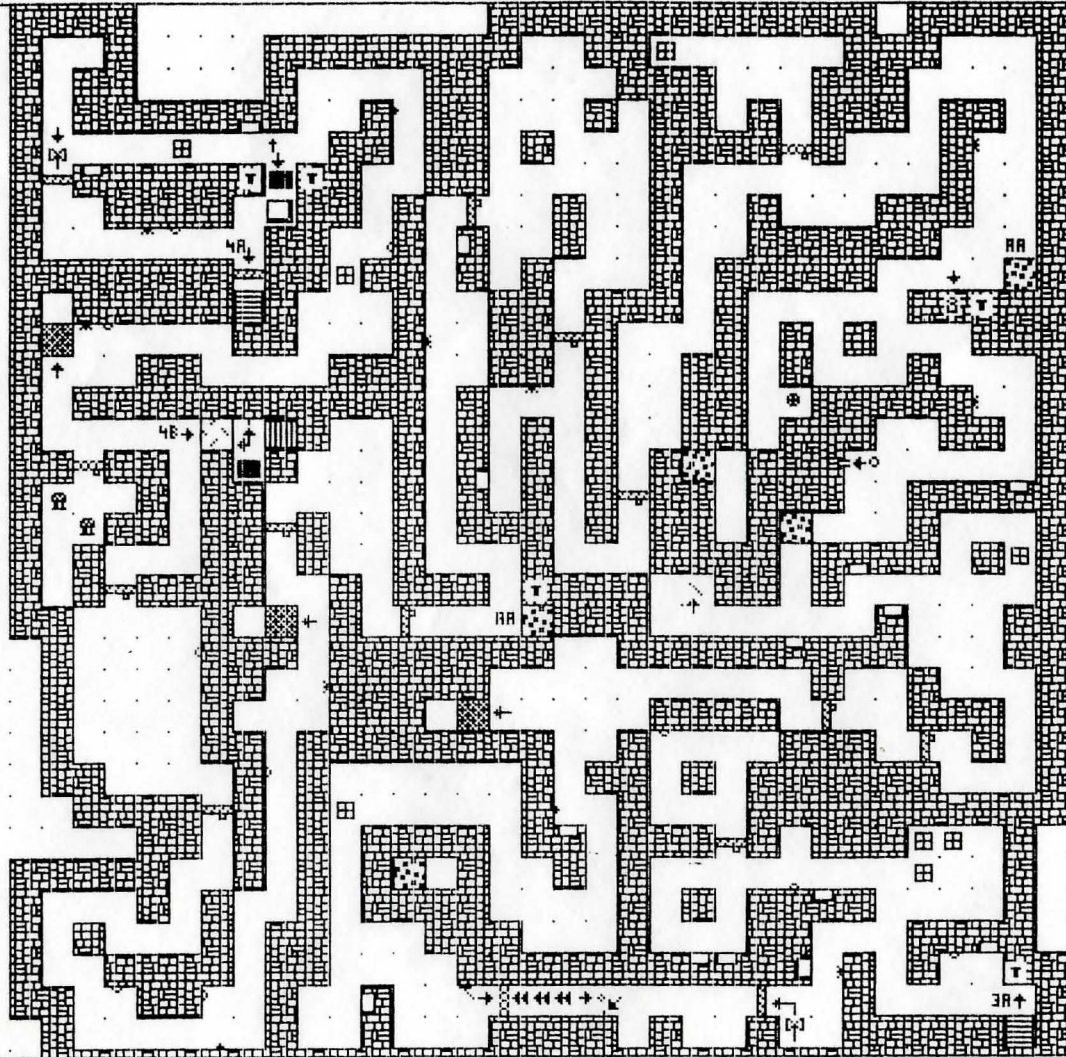
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MASTER
LEVEL 2**



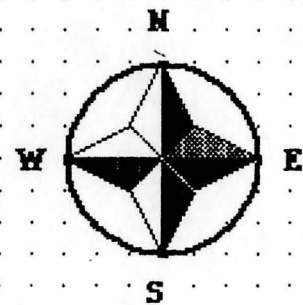
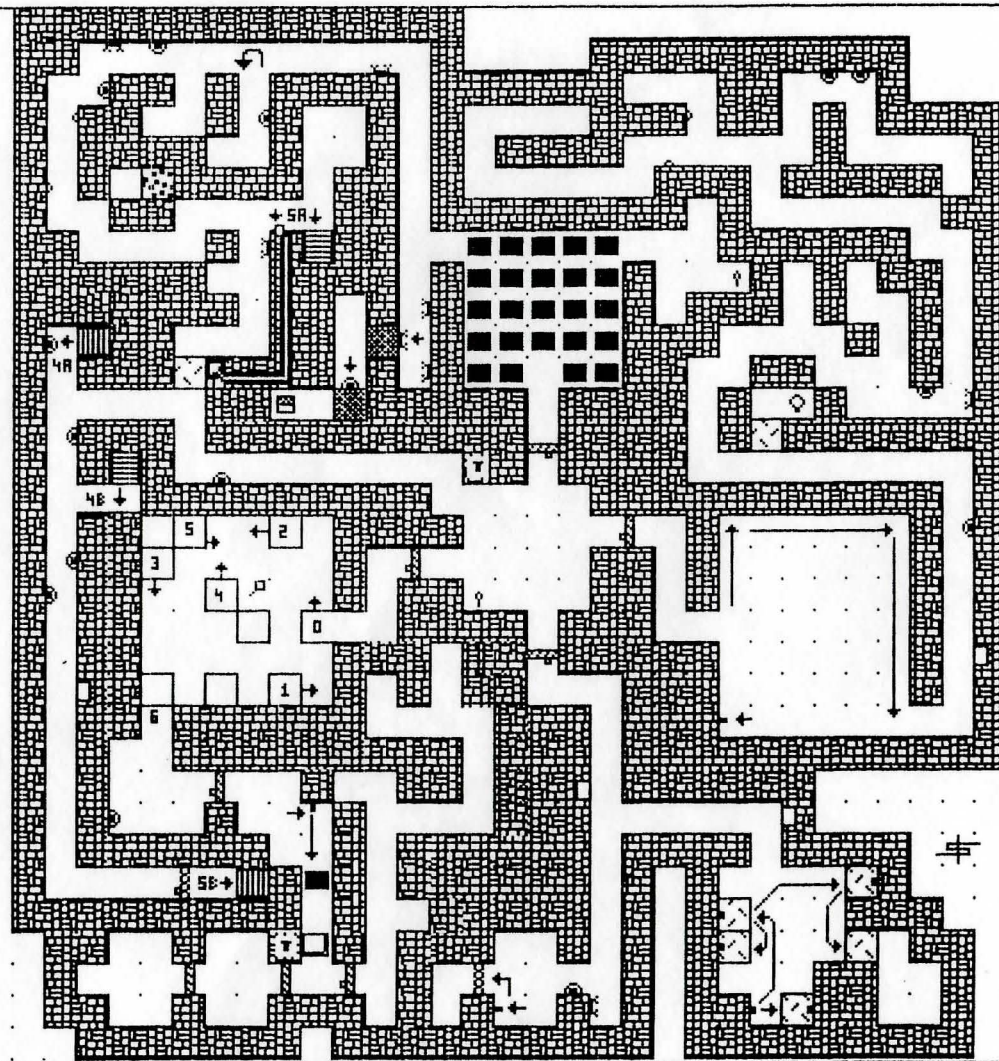
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HASZER
LEVEL 3**



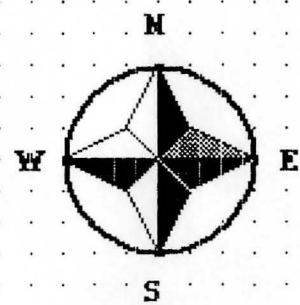
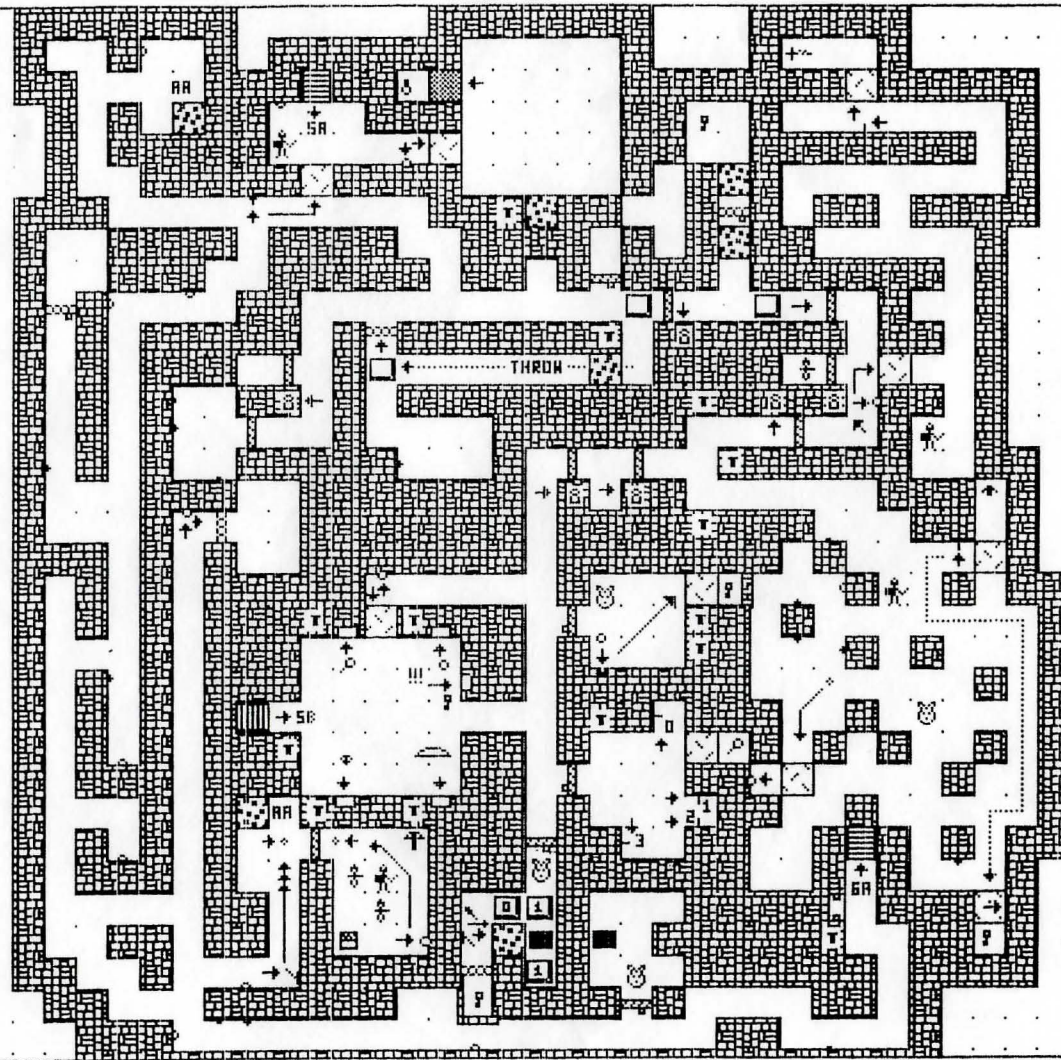
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MAZER
LEVEL 4**



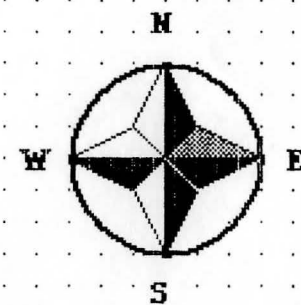
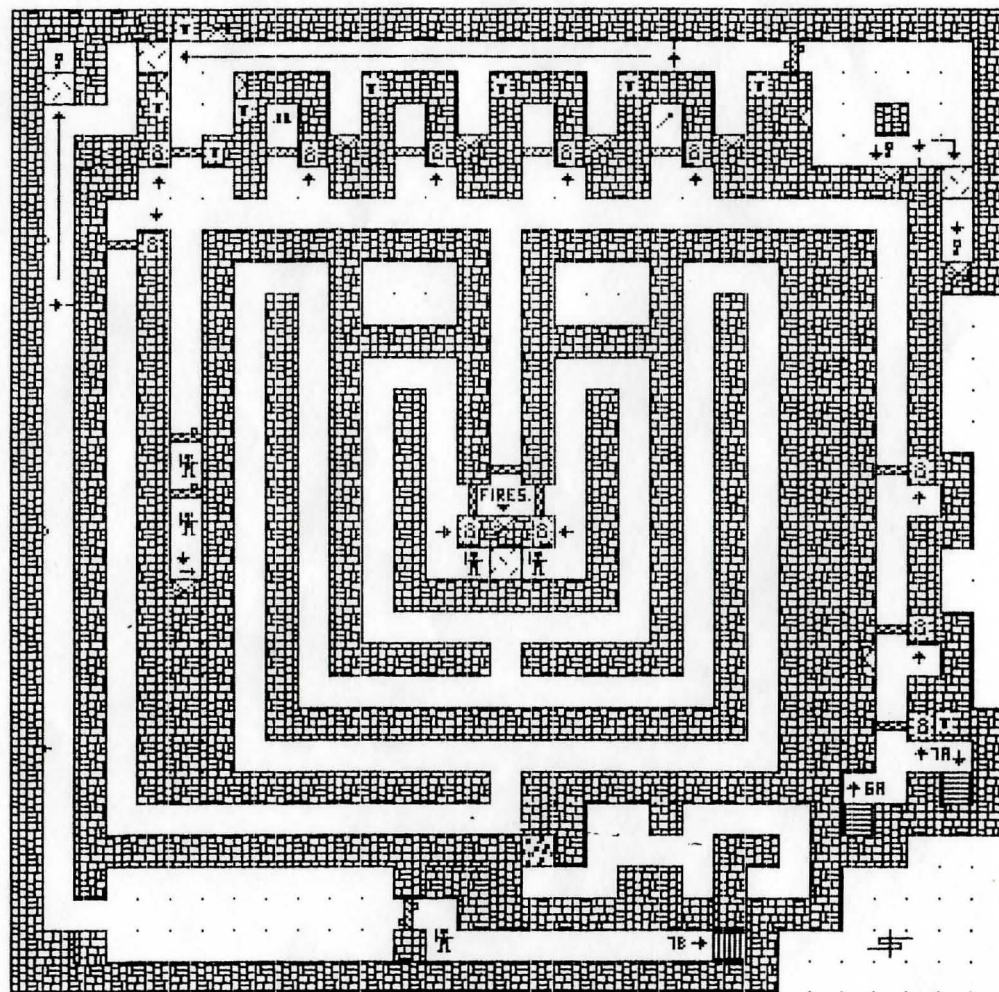
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MASTER
LEVEL 5**



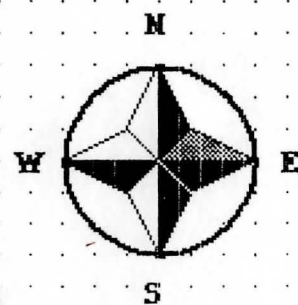
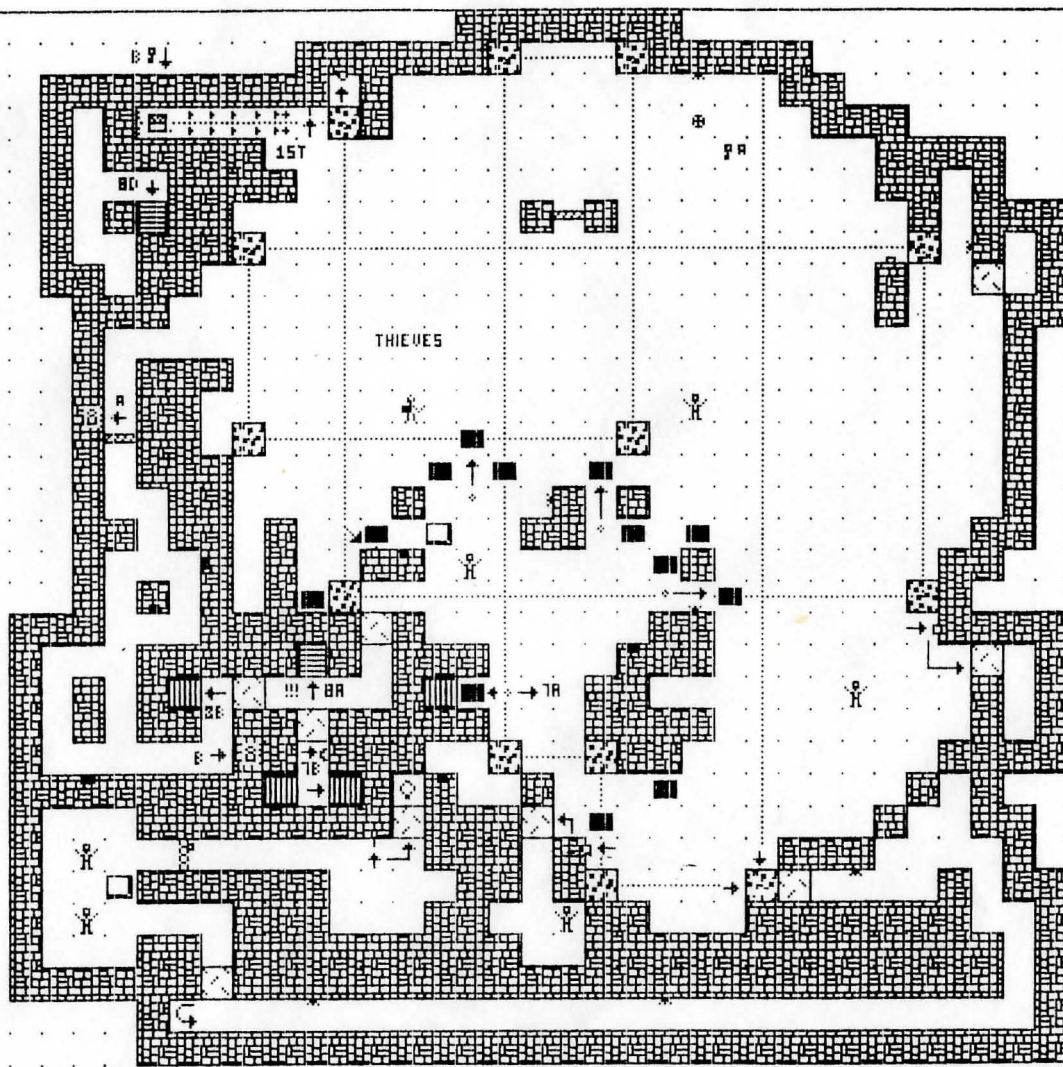
**DUNGEON
MAZES
LEVEL 6**



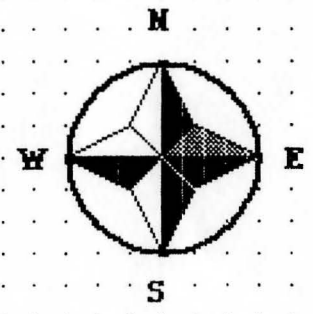
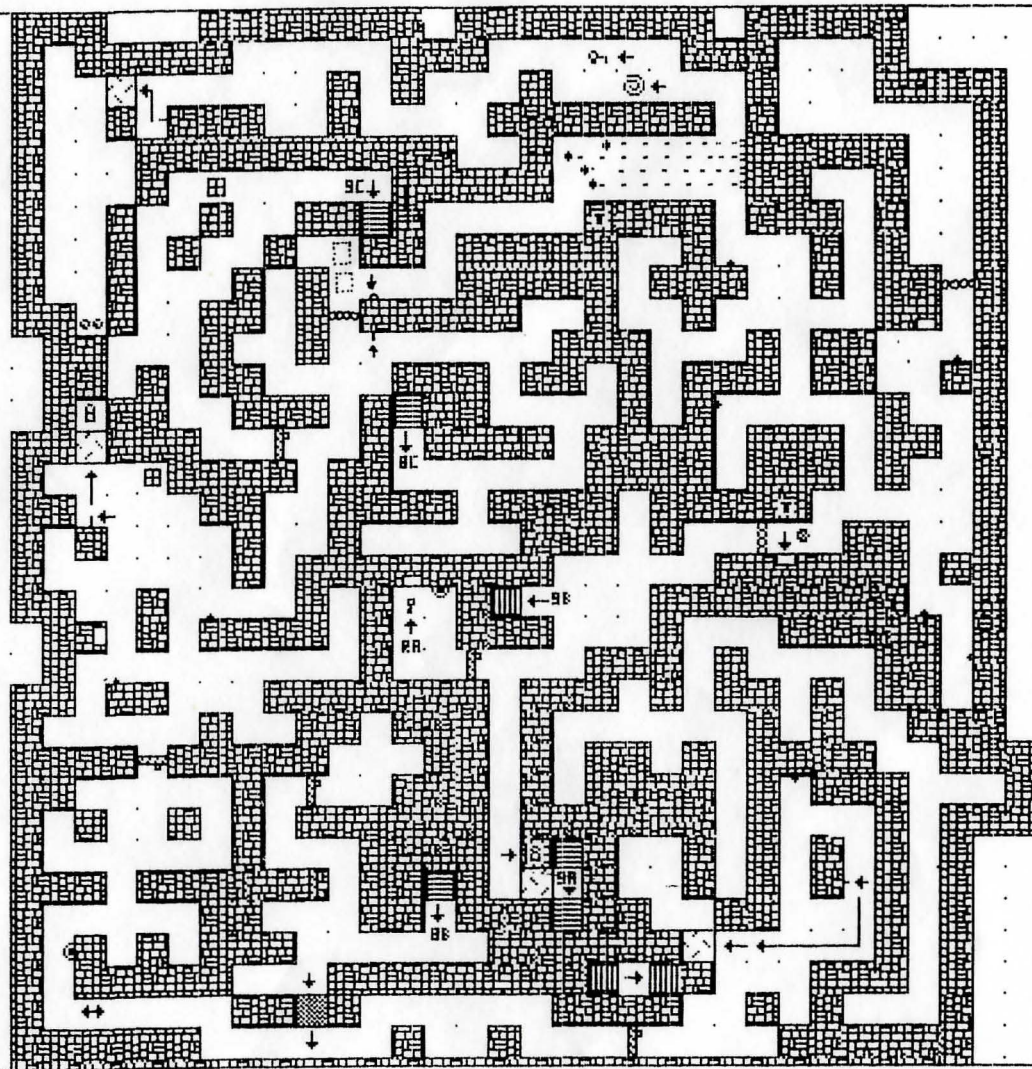
**DUNGEON
MASCER
LEVEL 7**



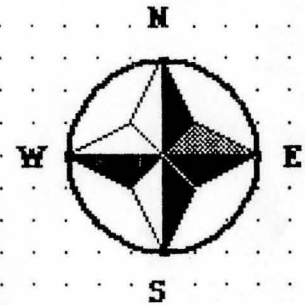
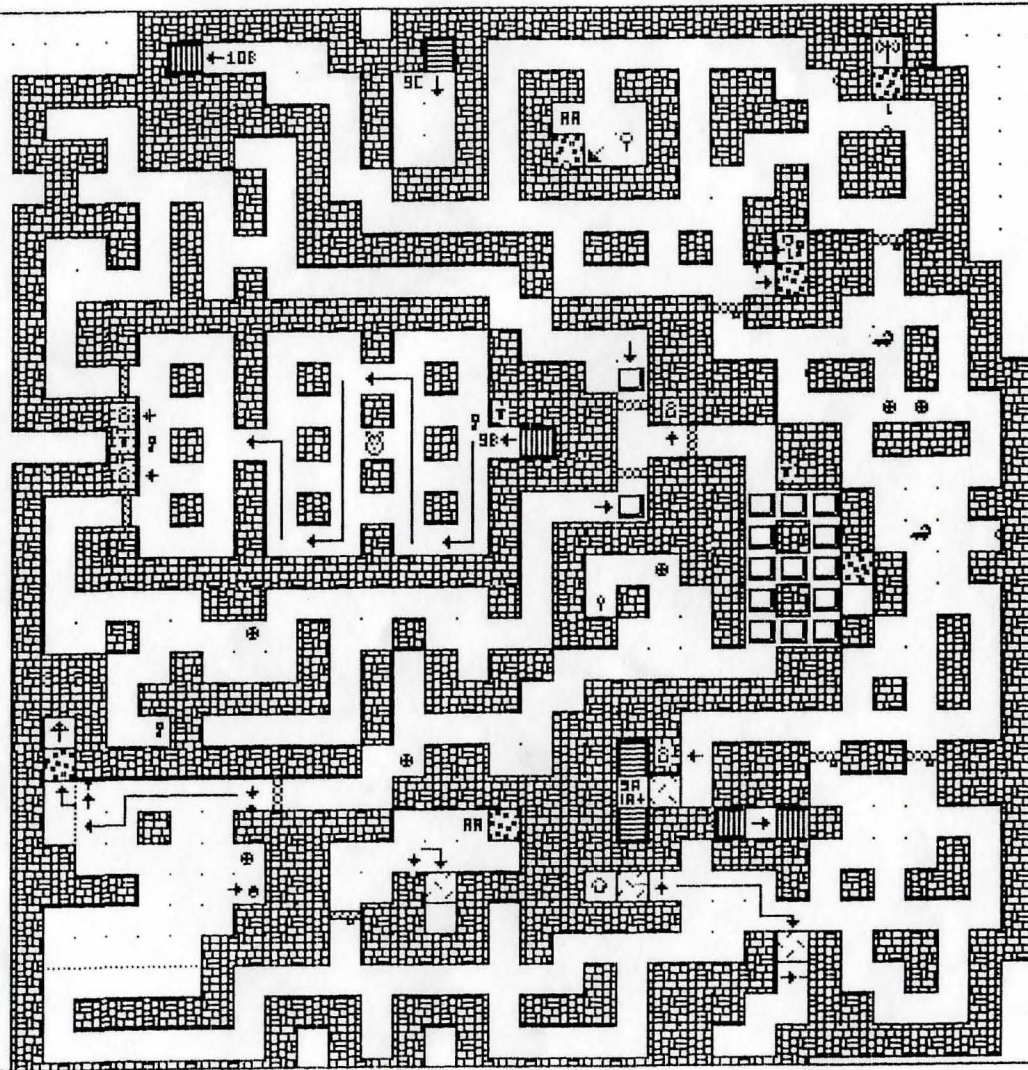
**DUNGEON
MAZES
LEVEL 8**



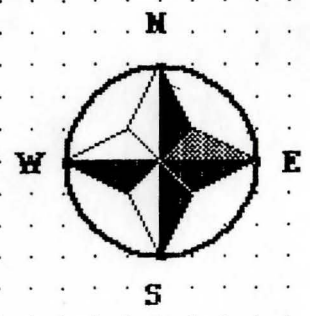
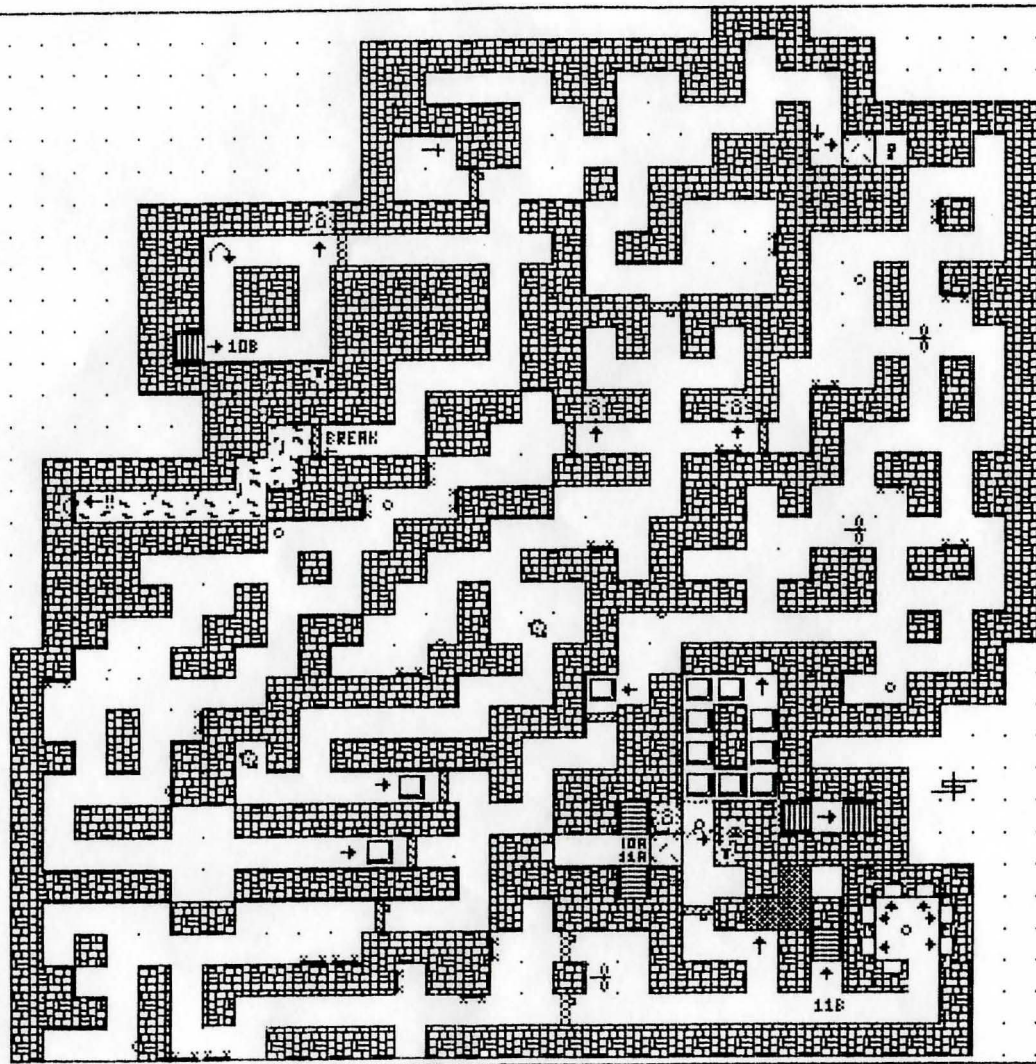
**DUNGEON
MAZES
LEVEL 9**



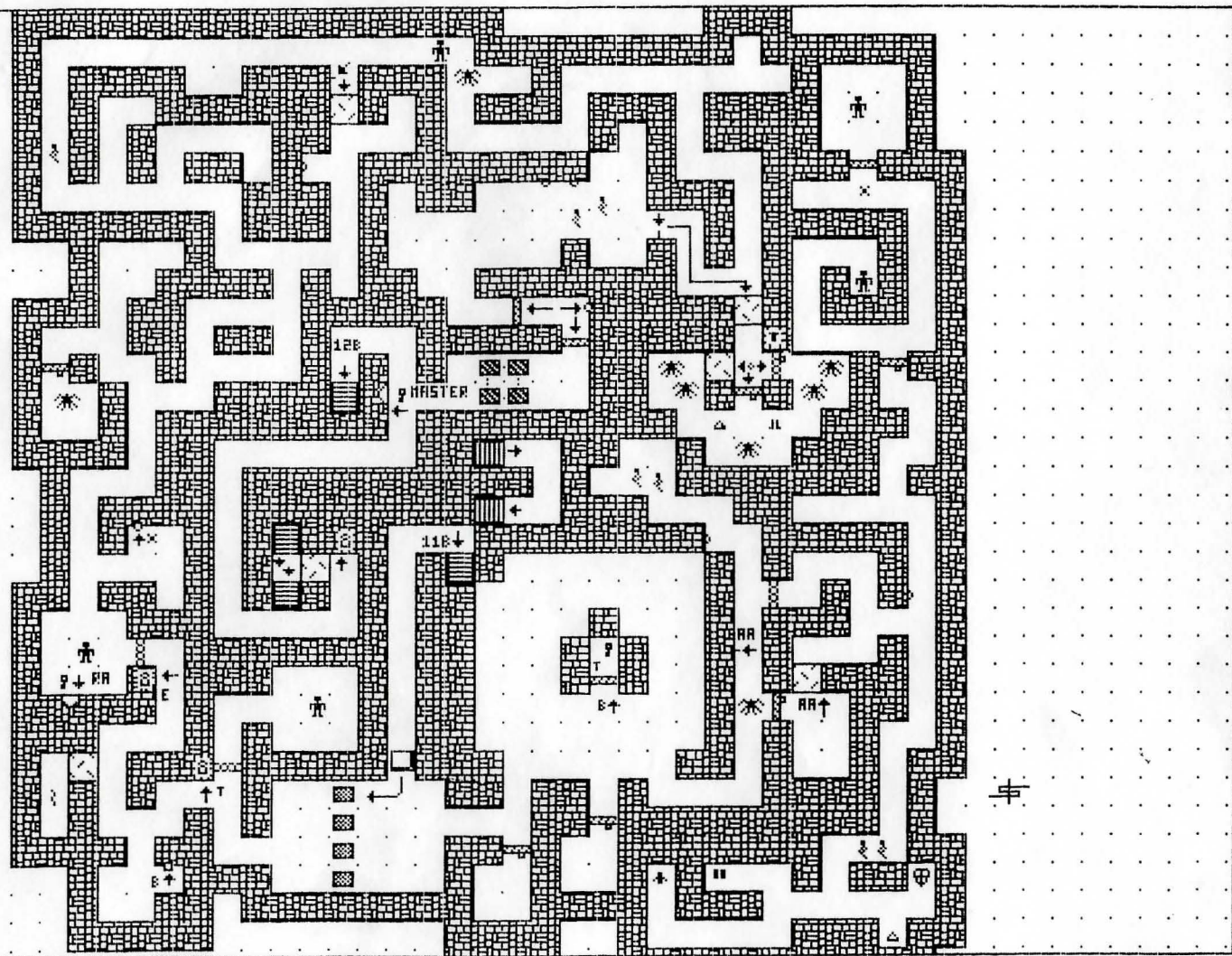
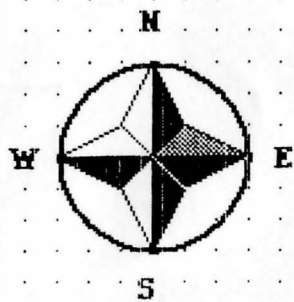
**DUNGEON
MAZER
LEVEL 10**



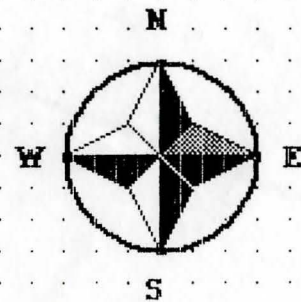
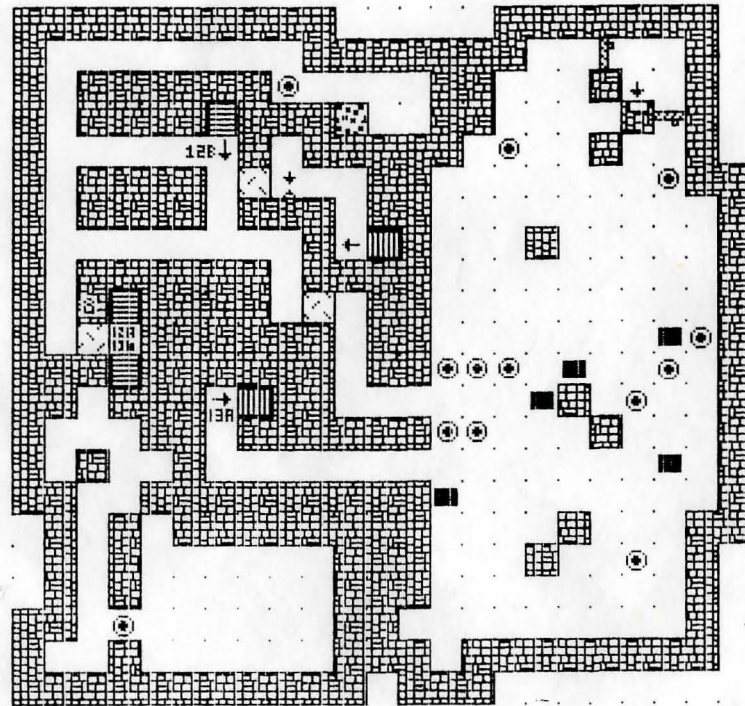
**DUNGEON
MASTER
LEVEL 11**



**DUNGEON
MAZES
LEVEL 12**



**DUNGEON
MASTER
LEVEL 13**



**DUNGEON
MASTER
LEVEL 14**

