



# DARKMOOR HOLD

## Graphics Adventure

For the TRS-80 Color Computer

Requires 64K Disk



# INSTRUCTIONS

LOADING INSTRUCTIONS: MAKE AND USE A BACKUP COPY OF THE MASTER DISK. STORE THE ORIGINAL IN A SAFE PLACE Insert the disk in drive 0 and type LOADM "MBOOT" , press <enter>. MBOOT will load and auto-execute. After the title screen appears wait for the color screen to appear and press reset until it is red. Next press any key. The game will boot up and after the Wizard creates your first foe, the game will begin.

In an era destroyed by the knowledge of the Renaissance, magic and its like were common and adventure was a way of life for many. You are a mercenary, one of those who gains fortune by fighting for those who would rather not. Recently the Wizard of the Moors has come out from his self-imposed solitude. It seems that he has stayed too long within his hold and is in need of entertainment. As a result, much of the populus has been lost. The Ruler of this area, King Baccinus, has looked upon this turn of events with disfavor as the famed necromancer is killing his beloved taxpayers. Therefore the king has sent for you, believing that only you and your comrades can win your way into the Darkmoors and defeat the dark Wizard. Reveling in the King's trust (and gold) you leave, determined to finish the socerer's reign of terror forever.

Unfortunately the Wizard knows you are coming, as he knows all that happens in the Darkmoors, but as of yet he does not consider you and your party a threat. Therefore you easily make your way through the rancid swamp of the moors and come upon the dark fortress of the necromancer. The Wizard, thinking you are but a small bother, creates a hoard of his weakest creatures, Orcs, to guard the uppermost level.

As you travel through the levels, the Wizard will realize that you are a threat and start creating new creatures for you to battle. He will attempt to cloak the creatures in the illusion of being something better than they are, but the keen eyes of the Elf see through this, (even when unconscious). As you enter a room, he will call out the names of the creatures you are facing, although they will appear different to your eyes as you are only a mere Human.

Your party consists of three characters: a Dwarf, an Elf, and you, the Human. The Dwarf is a good fighter, but takes more damage from attacks. The Elf can perceive things the others cannot and has spell casting ability. You, the Human, are more resistant to damage. You are the leader of the group and the others will follow your orders. They will not move without you, therefore the Human is the only one that can input a directional command. The object of the game is to search each level for three objects: a weapon, an item of defense, and a treasure. These objects are of progressively higher value to the character and it is to the characters advantage to use them. Only the best of the armor carried will be used. Once the objects are found, you must move down into the next level. You can move down to the next level without finding these objects, but it is not advised. You can also move up into the previous level, but the level will be restocked with monsters while there will be no treasure there.

By traveling down a level, the characters will receive added strength and magic, (only once per level). If a character is unconscious and is dragged down a level, he will receive the added strength and will recover, if his wounds are not too serious. If a character is skipped for input, that means that he is unconscious and is being carried. If the Human ever becomes unconscious, the monsters will storm over the party and kill them.



At any time, one may save or load a game. By loading a game, it is assumed that the party has slept and any unconscious characters whose wounds are serious will be brought up to a score of zero. They will still be unconscious, but the added strength received by traversing levels will not be lessened by wounds. This minor sleep also means that new monsters will be made and the level restocked and any remaining items on the level will be moved around. Any items that have already been found will, of course, still be found in the inventory.

Once the ninth level is reached and mastered, you will go down to the tenth level, or the lair of the Wizard. Here the Wizard will create an awesome foe for you and your party to face. If somehow you defeat this creature, the Wizard will be powerless and will admit defeat. You will take him back to your King and gain your well deserved gold.

On each level there are different monsters, each of differing strengths. Once a monster of high strength is hit, his strength will decrease according to the damage inflicted upon him. This might kill him, or do nothing, but in most circumstances it will weaken the magic enplaced within him. This will cause him to be transformed into a creature of lesser strength only visible to the Elf who will call out his new form as soon as he sees it.

At the end of each turn, the monsters will attack and the characters will cry out if they are hit. score will go down accordingly.

#### COMMAND SUMMARY

Darkmoor Hold consists of one or two letter commands immediately acted upon when they are pressed. These are the commands:

N, E, W: These must be pressed by the Human and will take the entire party respectively north, east, and west.

(S)outh: This must be pressed by the Human to take the party South.

(S)earch: This will search the room for any treasure, weapon, or item of defense. If one is found you will be asked if you want that character to pick it up. If yes, then "Y". If not the "N". Each character will have a turn to pick up the item. Items may not be found on the first try.

(S)core: This will show that particular character's present strength. Strength can be obtained by traveling down a level (only once a level). If this command is used on the Elf, it will show his strength and also the amount of magic he has left (see Cast).

(UP ARROW): This key will move the party up a level when they are in a room with a rising staircase.

(DOWN ARROW): This key moves the party down a level when they are in a room with a descending staircase.

(L)isten: This command may be used to listen to the surrounding rooms for any sound. If a character does not hear any sound, this does not mean that there is no monster there, it simply means that he heard none.

(A)ttack or (K)ill: This command may be used to fight the various monsters within the hold. First you will be asked what you wish to kill.



Here input the first three letters of the monster within the room. Then you will be asked what weapon you wish to use. You may use the first three letters of the weapon name. All character start out the adventure with a wooden sword. Either that or nothing must be used until something better is found (just pressing enter means using an empty hand). You will then hear the sound of the weapon whistling through the air and the impact of the hit or the glancing strike of the miss. The damage will be done (if any) and the effect on the creature shown.

(I)nventory: This shows the items that the character is holding at the particular time. A character can only hold six items at one time, but can DROP items any time to make room for others.

(D)rop: Any time an item becomes useless (replaced by a better one), it would be wise to drop it to make room. Once the item is dropped, though, it is lost and even to the keen eyes of the Elf.

(C)ast: Only the Elf can cast magic at all creatures. He starts the game with 25 units of magic. These must be rationed for, though the Elf will obtain more as he travels down levels, they will be few as these units are very powerful. One unit can destroy an Orc immediately, two can destroy any monster on level two, and so on. As soon as they are cast, they will do their damage automatically unless the Elf is found in an unlikely case of spell failure. If these units are saved and released at creatures of high strength, they can indeed kill them, but the fatigue of using such units will cause the Elf's strength or score to go down somewhat. When this command is pressed, you will be asked the amount of units to use. This can be a number between 1 and the total number of units the Elf has, (found by (SC)ore). Here, type the first three letters of the monster you wish to attack, and press enter. You will hear the spell being cast and see the result immediately, or see "SPELL FAILURE".

(F)ollow: If this command is given for either the Dwarf or the Elf, it will simply skip over their turn. This can be done if one wants to move from a room and is on the Dwarf's turn. He would press "F" twice to avoid the Dwarf's and Elf's turn and press the direction that he wishes to move for the Human's turn.

(Q)uit: If you wish to quit the game, press "Q" and it will ask you if you are sure you wish to quit. Type "Y" for yes or "N" for no.

(SPACE BAR): If by chance you type over the lines on the screen or press <CLEAR> on an input statement, press the space bar on the next following one key command. It will reload the scroll screen and the room.

(ENTER KEY): If you have a game saved, you can LOAD it at any time by pressing this key.

(CLEAR KEY): You can SAVE a game at any time by pressing this key.

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## DARKMOOR HOLD

You and your comrades will explore the levels of Darkmoor Hold in an effort to gain great riches and defeat the dark wizard. The Wizard will soon realize the threat you pose and the many monsters you meet and battle will become stronger and more powerful as you move through the 10 levels of Darkmoor. A keen eye will help you find weapons and armor to aid your battle along with treasures for you to keep. Your party consists of a Dwarf, an Elf, and you, the Human, each with their own special attributes. The weapons, armor and treasure are placed randomly in each level to provide a new challenge each time you play. You may also save the game you are playing since defeating the evil Wizard is not an easy task. It has great graphics and an impressive text screen to give you more fun than a barrel of elves. Requires 64KEB and 1 disk drive.



### WARRANTY

This program is guaranteed to load for as long as you own it. If it ever fails to load for any reason (even if your dog chewed it), simply return it to us for a prompt, free replacement. There is no time limit, and there is no other warranty, expressed or implied.

### PUBLISHED BY:

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