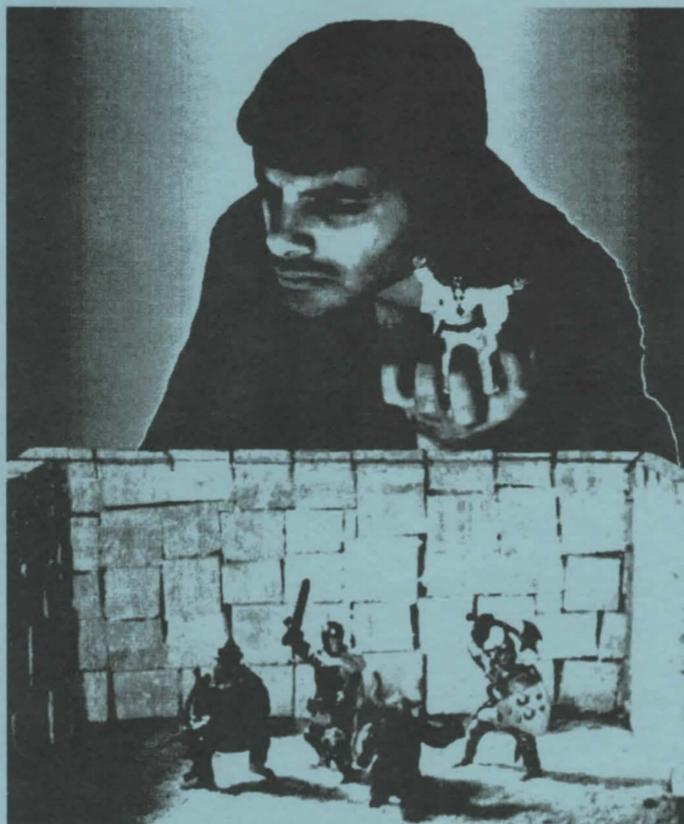


The
**DIGITAL
DUNGEON**

**MAGIC
MATRIX**



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P.O. Box 2406 Champaign, IL 61825

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WELCOME TO THE DUNGEON

1-1 Why the Digital Dungeon?

Role-playing gamers have traditionally had four complaints with their fun. Firstly, it is very difficult in general to accurately envision even a simple combat scene. The positions of the various creatures, the locations of the walls, doors, and large objects, the areas of effect of spells and bombs, the limit and span of vision from the perspective of each entity... the scene begins to spin and waver as combat progresses, and within minutes no one (often including the gamemaster) is really sure what is going on.

Secondly, the information necessary to control a creature in combat must be readily available and speedily alterable in order that combat progress with any exciting pace. Copious figures and notes do the trick, but at what cost to the patience of all concerned?

Thirdly, while rolling the dice is an inexhaustible source of excitement for the players, it can be very tedious for the gamemaster, who often ends up rolling more dice than the players combined.

Fourthly, players very often have only a sketchy idea as to their foes' physical appearance. While a powerful orator can cater to the imagination of the players, describing their circumstances in deliciously immediate terms, after a while even the most accomplished gamemasters begin to show their patterns. It is simply too much to ask of even the most radically imaginative person to be *continuously* original.

Probably at least one of these problems seems fairly serious to you. And thus...

1-2 Congratulations!

Congratulations! By purchasing the Digital Dungeon, you have become one of a rapidly growing group of people who see the real benefits of integrating the computer and the role-playing game. Every attempt has been made throughout the design of the program to harness the power of the machine in logical and reasonable ways, all the while attempting to minimize the intrusive aspects of the program. The result is a utility which we feel will meet the needs of most gamers.

The primary goals of the designers (in order of importance) were to provide an accurate representation of a combat scene, information for each creature (and quick ways to manipulate it), a very fast user-interface, and tools to automate and enhance the gaming experience. In realizing these objectives, a number of smaller features have been developed, generally as a result of observations made during play-testing.

Concerning the user-interface; it was decided to make the program entirely mouse-based. The presence of the keyboard during play can be distracting and has not in practice yielded any real increase in speed.

The program has specifically been designed with a fairly steep learning curve in mind. While it will take a little time (and some reference to the manual) to learn adequately how to use the Digital Dungeon, the payoff comes in the

exceptionally fast pace that is possible once it is mastered.

One of the factors in the difficulty of learning this program is the abundance of new ideas and graphic schemes. It has to be kept in mind that nothing like this has ever been tried before, and so some departure from the normal way of doing things would be expected in order that a genuinely viable product be brought into the world. The designers found (often to their dismay) that most of the conventional ways of going about things would not work with the Digital Dungeon for one simple reason: speed. Can you imagine using an intuition-style Digital Dungeon? All requesters and menus? It was tried, and it was not pretty.

As a last note, it would be advisable to sit down with the manual and get a basic grasp of what is going on before experimenting. It is simply not possible to use the program fully without the manual, and not a good idea at all to even try without preparation.

1-3 The Digital Dungeon Package

The program comes in a permanent plastic disk caddy with labels on the side and front of the package. Inside should be eight labeled disks: a program disk, three entity disks, two icon disks, and two relief disks. There should be a registration card as well, and careful searching will reveal the documentation, already open to section 1-3.

1-4 System Requirements

The Digital Dungeon will run on any Amiga with at least one megabyte of memory. That is to say, both NTSC and PAL video standards are supported, the program is compatible with Kickstart 2.0, and you can get by with 512K of chip memory.

It is very advisable, however, to have at least one megabyte of chip memory and 1.5 megabytes of total memory. Further chip memory is not in itself significant, but more total memory will allow for the caching of complete combat scenes in memory -- especially useful if the program is run from floppy disk.

1-5 Hard Drive Installation

The Digital Dungeon comes with a program called "HDInstall". This utility, located on the program disk in the "tools" drawer, serves to install all Digital Dungeon-type disks onto the hard drive. These include not only the eight disks that come with the basic package, but any future expansion disks as well.

The utility works by simply copying the disk in df0: to the hard drive location of your choice. It should be noted here that because of the way the Digital Dungeon works, all art volumes must go to the same location as the program itself. Therefore, you will want at least eight megabytes of space available on the partition you choose. Bearing in mind that you will almost certainly want some of the expansion disks, it would be a good idea to have more like fifteen or twenty megabytes of space available on the partition.

The hard drive install utility creates a directory called "DD" wherever you specify you want it. All the Digital Dungeon disks are copied into subdirectories of DD that are given the same names as their floppy disk sources. The best way to go about it is to put the program disk into DF0: and activate the

"HDInstall" utility by clicking on its icon. You will be asked where to create the Digital Dungeon subsystem, and then the program disk will itself be copied to that location. The actual transition from floppy disk to hard drive is not at all simple to do manually, so use of this utility is absolutely necessary.

To install the other disks, remove the program disk first from DF0: and put one of the remaining ones in. Now open the "DD" directory on the hard drive where you installed it and call the "HDInstall" utility from the "tools" drawer there. All seven art volumes should be installed in this way. When and if you purchase future art expansion sets, the utility is used the same way to install them on the hard drive.

It should be noted that floppy disk art sources can still be accessed easily when the program is installed and run from the hard drive, but not the other way around. If the program is booted from floppy, then the hard drive will not be available.

1-6 Booting the Digital Dungeon

There are two scenarios in which the Digital Dungeon can be started; from a hard drive (after it has been installed, of course), and from a floppy drive. In both cases there is a certain sequence that must be followed to successfully load and run the program.

You will find, in the same window the Digital Dungeon is located in, a set of icons called "DD Setup1" and "DD Setup2". One of these (and only one) must be activated each time before the program itself is called. You will call "DD Setup1" if using the 1.3 operating system, or "DD Setup2" if using the 2.0 operating system (or higher). Basically, these utilities configure the Digital Dungeon for use under the 1.3 operating system or the 2.0 (or higher) operating system. If you forget to use one of these, the program will terminate immediately after loading. If you use the wrong one, it will not handle floppy disk changes successfully.

One of the advantages of configuring the system in this fashion is that floppy users don't have to perform lots of disk swaps to load the program. To make things simple (if you have a disk-based system), copy the appropriate setup file to the boot disk you use by dragging its icon. Thenceforth, you need merely double-click on the setup file on your boot disk and the system will be configured properly, involving no disk swaps. For those with sufficient expertise, the script lines in the setup files can be added to your boot disk startup-sequence, making the setup process automatic.

1-7 Formatting Floppy Disks

In order to use a floppy disk with the Digital Dungeon, it is first necessary to place a small file on it called "Quickdir". The source for this file is the "tools" drawer on the program disk. Simply drag the "Quickdir" icon you will find in that drawer to the blank, formatted disk you are interested in using, and you're ready to go. When you actually use the disk for the first time with the Digital Dungeon program you will be asked to give the disk an original name.

One warning: *Do not under any circumstances attempt to move the "Quickdir" source onto the root directory of any Digital Dungeon disk that you do not wish to format. Its mere presence there means that the disk has already been*

cleaned. It is best simply to keep all original Digital Dungeon disks write-protected.

1-8 Using the 1.3 Operating System

Some peculiarities of the way the 1.3 operating system works force the following convention on Digital Dungeon users who use that version of the operating system: **When changing a floppy disk you must first remove the old disk (if there is one), then select the source or destination device in question, then put the new disk in the drive. If this exact order is not followed, there will be trouble in updating the disk.**

BASIC ISSUES

2-1 The Perspective

The Digital Dungeon employs a top-view perspective. In other words, one is always looking down on the action. This orientation was chosen for both its economy (in terms of memory) and its functionality. The designers felt that the bird's-eyes-view perspective offered the most (and the most pertinent) visual information about the average combat scene. This is not to say that it doesn't have its problems. Some graphics objects such as tables and doors are difficult to recognize as such from the top view. Additionally, determining the relative height of any graphics object is a matter of manually keeping track of that sort of information (except entities; see section 6-9).

On the other hand, it is important to realize that most combat takes place solidly on the ground. A raised, slanted view of a combat scene does not yield an acceptable view in most such cases, and is absurdly memory-intensive as well. A system of building such "three-dimensional" scenes would likely be very limited visually and probably quite slow to boot. As you use the program, we think that you will come to see the merits of our approach.

With that established, we may next observe that the Digital Dungeon renders all of its graphics as if there were a light source above and to the left of the computer screen. The light manifests as a "drop-shadow" for each graphics object that exists on or above the ground. This scheme was used purely to give some sense of depth to the display. Some of the included creatures that are native to water do not have dropshadows, since the depth of the water is usually too great to register a shadow at the bottom.

2-2 The Virtual Screen

The Digital Dungeon uses a graphics map for its display that is larger than the actual monitor screen. This is called a *virtual screen* and is one of the most essential features of the program. It allows for combat scenes much larger than would be permitted if the area of combat were simply limited to the size of the monitor.

The Digital Dungeon actually uses two mechanisms for expanding the physical scope of combat. They are thought of as the *local window* and the *extended window*, and are detailed below.

The local window is roughly twice the area of a standard display (440X300 to be specific). This map can be scrolled *very* quickly by holding down the right mouse button and dragging the mouse. A "hand" will replace the mouse pointer and the screen will shift its display in real-time to reflect the movement of the mouse. Scrolling around this window, you will quickly see that it is adequate for most combat scenes that do not involve long-range weapons, large spaces, or creatures with very fast movement rates. Any time it is certain that combat will be confined to an area smaller than the local window, this display mechanism can probably be used exclusively.

Sometimes combat simply doesn't take place in small areas, though, and the Digital Dungeon is prepared for this, too. If both the right and left mouse buttons are clicked at the same time and held down, a small orange grid will pop up, with one-fourth of it highlighted in blue. The blue quadrant represents the area of the extended window that is currently being shown. To change quadrants, one need merely move the mouse around while continuing to hold down both buttons. When the mouse buttons are released, the program will quickly build the area that has been selected and show it in the local window. This process is fairly fast -- it usually takes less than a second to move in the extended window. As you can see, the extended window is *four times* as large as the local window. This should satisfy nearly everyone who needs a big playfield.

It should be noted here that graphic icons that lie across the border lines of the extended window quadrants will not be mapped in the local window. The construction toolbox calls up a "crosshair" that represents the critical boundaries. If graphics are not placed directly over these lines, then none of the graphics on the borders will appear missing in the local window (see 5-1).

When the information window is called up, both the local and extended windows can still be used, making it simple for one creature to attack another (with a missile weapon, for example) all the way across the extended screen.

There is one situation where the extended window is disabled. When a relief is loaded (see 2-3), it is no longer possible to support the screen refreshing that normally goes on when the extended window is used. The Digital Dungeon will not let you load a relief once the extended window has been engaged, nor will it let you activate the extended window once a relief has been loaded.

It should be noted that when the extended window is used, erasers, textures, and objects are kept in memory, rather than being deleted once they have been mapped into the local window. For this reason, it is *slightly* more memory-intensive to use the extended window. Low-memory users will quickly work out what they can accommodate on their systems.

Lastly, the extended window is only truly activated when a graphic is placed somewhere other than the central quadrant (the default local window).

2-3 Types of Art

The Digital Dungeon recognizes two varieties of graphics; those that are pre-packaged with the program, and those that the user creates with the program. The first are thought of as simple graphics. The Digital Dungeon separates the varieties of simple graphics one might employ in a combat scene into five classes. They represent the five arbitrary layers that exist from the ground to the

sky, and are discussed in that order.

-A *relief* is normally defined as a work of art seen from the same plane on which it was created. In the context of the Digital Dungeon, this specifies a sort of "texture map", seen from a birds-eye point of view. Reliefs are the most impressive graphics in some ways; they fill the entire local window with a scene of combat, seemingly photographed from above (which is, of course, exactly what was done). Most of the included reliefs offer a visual complexity that is difficult to achieve otherwise. The one drawback to the relief is the fact that it cannot be used in the extended window. The other types of graphics all appear on top of the relief map. Only one relief can be loaded at a time.

-A *texture* is a pattern used to represent the surface of the ground itself in the combat scene. Some common textures are stone, wood, ice, metal, water, mud, etc. They appear below all other graphics except the relief map, if one has been loaded. Section 5-11 discusses a fast method for placing them on the screen.

-An *object* typically is a rock, door, wall, plant, furnishing or other significantly large item. They appear on top of all textures, and many come in several rotations. In the construction toolbox chapter (chapter 5) there is mention of a robject art type. This is simply an object that is rotatable and relocatable during play (see section 5-6 for more information on this).

-An *entity* is simply a mobile creature. In the Digital Dungeon these are the most comprehensive of the graphics objects, each possessing slots for descriptive information that can be accessed through the information window (chapter 6). Each entity comes in eight rotations and has a high-resolution mugshot that is also seen through the information window. Entities are meant to be moved and rotated quickly, just like lead figures. They appear on top of all objects and textures.

-An *aerial* is a graphic icon that exists above all the other types. Typical aerials are trees, rooftops and catwalks. They always come in just one rotation, and can be turned on and off as a class to allow for the convenient viewing of the scene below (see 3-7).

The other type of art in the Digital Dungeon is that which is created by the user. There are two varieties.

-A *party* is a collection of entities for which the information has already been defined (their counters and functions already filled in). There can be many different types of creatures in a single party, and several of each type. When a party is saved to disk, it is written as a single data file, so that it can be quickly loaded during play.

-A *scene* is a fully defined place of combat. Textures, objects, entities and aerials can all be saved to one file, with the exact positions of all the graphics recorded, and the information for each entity properly stored. If a particular scene includes a relief, then the gamemaster is prompted to load that relief at the proper time. It is done this way because reliefs are too large to efficiently bundle with a scene in hard storage.

The scene is the working unit of the Digital Dungeon gaming experience; they are typically created before play, and called up one at a time by the gamemaster as they are needed for combat. For exact information on how to create scenes, see sections 4-7 and 5-9.

2-4 The Control Panel

The control panel is summoned by left-clicking on an area of the screen not already occupied by an entity (in other words, anywhere that the mouse cursor is in its default form). It is a rectangular bar with ten buttons on it, all of which can be left-clicked by the mouse, and eight of which can be right-clicked. If the mouse is anywhere near the center of the screen when it is called, it will naturally align the "take" button (see 3-3) with the mouse pointer, since this button will probably be used the most frequently. To cancel the control panel without using it, simply left-click on any blank area of the screen (the same way it was summoned).

2-5 Entities on the Main Display

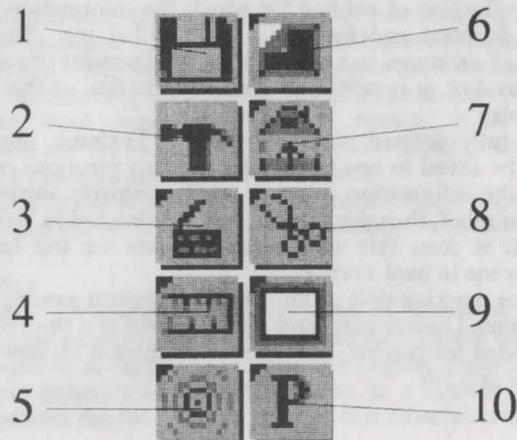
Most of the business of the Digital Dungeon is conducted in two places: In the info window, where attack, defense, and statistics are handled, and on the main screen where movement and maneuvering takes place. The features of the info window are described in some length in chapter 6.

When the mouse pointer passes over the center of a creature, it "snaps to" the call letter of the creature. While the mouse is in this state, two things can happen.

If it is left-clicked when the call letter is showing, the entity will become mobile, moving with the mouse, and rotatable, by left and right-clicking. To set it down again, click both mouse buttons at once.

If the mouse is right-clicked when the call letter is showing, the entity in question will be loaded into the attacker's slot of the information window, its opponent (if any) will be loaded into the defender's slot, and the information window will be turned on.

THE CONTROL PANEL FUNCTIONS



3-1 Calling the Quickdir File Manager

The "disk" button (the top left, location 1) will transfer control to the Quickdir file manager. Files may be previewed, loaded and saved from that facility.

3-2 Calling the Construction Toolbox

The "hammer" button (second from the top on the left; location 2) calls up the construction toolbox. It will function only if at least one graphic object has already been loaded into memory.

3-3 Using the Initiative Sequencer

One of the biggest sources of die-rolling for the gamemaster in many gaming systems occurs in the initiative sequence. For those unfamiliar with the concept, by *order of initiative* we mean the order in which the player characters and their enemies are allowed to take action. In some popular gaming systems, every involved creature must roll for initiative once per round; this can rapidly become a chore for all concerned, as these rolls are not usually critical ones.

The initiative sequencer (middle button down on the left; location 3) performs two functions. When it is right-clicked it will randomly assign a number between 1 and 100 to every entity that is alive, not in the pit (see 3-9), and activated for initiative (see 6-8). To that number it will add the contents of the *initiative bonus counter* (which ranges between 0 and 100) located in the entity's information slot (see 6-8). This way, certain entities can be given a head start. The effect of characteristics like dexterity and agility can be figured in by assigning a suitable value between 1 and 100 to the counter. The collected numbers generated by right-clicking are then ordered into a descending list; the entity with the highest number will be the first to act, then the next highest, and so on.

When the initiative sequencer button is left-clicked, the next entity in the ordered list is called up for action. A "take" sign, like the ones used to signal the start of an acting sequence, will appear on top of the entity that is next in line. If that entity is off the screen, the display will relocate to show it. The "take" sign will disappear when the screen is manually scrolled or the mouse pointer passes over the entity in question. When the last entity has been selected, the list will automatically reset itself. This is so that gaming systems which call for initiative rolls only once (using one sequence over and over until the end of combat) can be accommodated. Dead entities will be removed from the sequence.

3-4 Making Linear Measurements

An electronic ruler is one of the handiest things to have in gaming; there is no convenient equivalent in mundane circumstances. Left clicking on the "tape measure" icon (fourth down on the left; location 4) will bring up a "tape measure" mouse pointer which can be moved to the starting point for measurement. A left-click here will paste one end of the ruler to the spot selected. The tape measure can then be moved about, all the while displaying the distance in feet or meters. If a screen boundary is touched, the display will scroll. To exit the feature, left-click again.

Right-clicking on the "tape measure" icon on the control panel will toggle the

measurement system between feet and meters. The unit chosen here is used in all the program's measurement features.

3-5 Making Radial Measurements

It is often handy to be able to determine exactly who (and maybe what) is caught in the area of effect of a spell or explosion. It is further necessary, sometimes, to see how far away each entity or object in question resides from the center of the effect, so that damages or effects can be appropriately scaled.

When the "crosshair" icon is left-clicked (bottom on the left side of the command bar; location 5), a crosshair pointer will appear, which can be positioned at the center of the blast or effect. Another left-click will then generate a radius map that will appear over all textures and objects, but under robjects, entities and aerials. It should be easy at that point to see where everything is relative the center of the effect.

Right-clicking on the "crosshair" icon will erase the radius map from the screen. This is also a handy way to remap the screen should some disturbance in the display arise.

3-6 Using Secrecy Screens

The button on the top right of the control panel (position 6) serves two purposes. When left-clicked, it will bring up a rectangular "secrecy screen" that can be placed in up to twenty locations on the virtual map to hide what lies below. A left-click will stamp it down in this mode. The "secrecy screen" will be mapped above all graphics except aerial types (see 2-3), serving to obscure the nature of what lies below. To exit the process of laying down screens, jerk the mouse to the bottom left or right of the screen. To move the local window to a different area while in this mode, hold the right button down and drag the mouse.

If the control panel button is initially right-clicked, the pointer will be changed to an appropriate shape and will "snap to" any existing "secrecy screens", showing a circled X. A left-click will remove the screen at this point. The local window can be dragged by holding down the right mouse button and moving the mouse. This mode can be exited by left-clicking on a blank area (an area where the mouse has not "snapped to" a "secrecy screen").

3-7 Toggling Aerial Graphics

While the aerial graphics add realism to the Digital Dungeon presentation, sometimes it is desirable to remove them all so that the view below is not obscured. The aerial toggle (second down on the right; position 7) will do just that when left-clicked. Right-clicking will toggle the aerial graphics back on.

3-8 Moving Objects

Robjcts (see 5-6) are simply objects that are set aside as a special class of graphics that can be moved and rotated in game play. When the "tongs" icon (middle right; position 8) is left-clicked, a similar-looking mouse pointer will replace the default pointer. In this mode, the "tongs" will "snap to" any robject on the screen, displaying a circled X. If the mouse is then left-clicked the object will move with the mouse, and left and right-clicking will rotate it if the

rotations are available. If the mouse hits the edge of the screen, the display will scroll automatically. To put the object down, press the left and right mouse buttons at the same time. To scroll the screen (when not actively moving an object), hold down the right mouse button and drag the mouse. To exit the facility, left-click on a blank area (one where the circled X is not displayed).

3-9 The Pit

Sometimes in gaming there are creatures (specifically enemies of the player characters) that may stalk the party, or pop in occasionally for a skirmish during the course of an adventure. Other times one or more of the player characters may fall unconscious or leave for some reason. In these situations it would be very handy to have a temporary storage place for the entities not presently in use.

The pit is just that. When the pit icon (fourth down on the right; location 9) is left-clicked, it will bring up a suitable pointer which will "snap to" any creature it passes over, showing the call letter of the entity. A left click will then put the creature in the pit. While in this mode, right-clicking on a blank area (anywhere not directly over an entity) will "grab" the screen for scrolling, and left-clicking over a blank area will exit the pit function.

To retrieve entities from the pit, right-click on the pit icon in the command bar. If there are any creatures in the pit, the first will take the place of the mouse cursor. If it is desired to place that creature on the screen, click both the left and right mouse buttons simultaneously. Then the creature can be rotated normally by left and right-clicking, and set down, by double-clicking again. If it is not initially desired to put the creature on the screen, right and left-clicking will advance to the next and previous creatures in the pit (if they exist).

If at any time the mouse is dragged into the left or right bottom corner of the screen the pit function will be exited.

3-10 Assembling a Party

When moving from scene to scene, it becomes necessary to mark the members of the player character party so that they will not be erased in the transition. To do this, simply right-click on the "Party" button (bottom left; location 10). Every entity that is not dead or held in the pit will be henceforth considered one of the party. Obviously this should only be done when just the real members of the party are present.

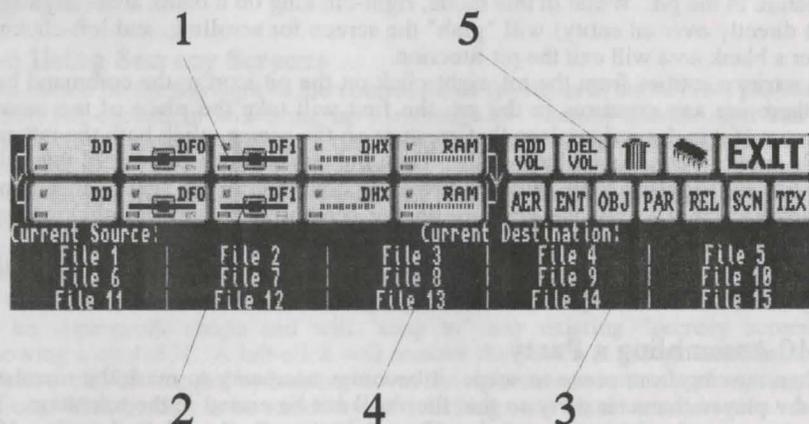
When a scene has just been loaded, it would be handy to have some fast way of placing the player characters down at their correct and agreed-upon places. Since the gamemaster seldom knows what these will be in advance (marching orders do change due to injury and tactics) it makes more sense to keep this fast and flexible. Therefore, when the "Party" button is left-clicked, the members of the party will be brought up for placement one at a time. Each can be rotated by left and right-clicking, then set down by clicking both mouse buttons at once. If the entity strikes a screen boundary, the display will scroll at a steady rate in the direction of the boundary. When all of the party members have been placed, the function is exited automatically.

3-11 Viewing Multiple Entities

Sometimes it is nice to be able to bring up a number of entities, one after another, for viewing in the information window. There is a fast way to do this in the Digital Dungeon. Right-clicking on the "tongs" button will change the mouse pointer to an "info" cursor. Then, left-clicking and dragging the mouse pointer will generate a rectangle. Whatever entities are caught within this rectangle will be brought up in the information window sequentially.

All of the normal operations are possible in the information window for a creature that has been summoned this way. When it is time to exit, however, clicking above the information window will bring the next entity up for information (if there is one) rather than quit the info mode.

THE QUICKDIR FILE MANAGER



4-1 Basic Use

In the following sections it will hopefully be shown that the Quickdir file manager is a fast, powerful improvement over other systems of dealing with large file groups. Some of the Digital Dungeon disks have many dozens of files on them; using the conventional directory facilities would result in extremely slow access times for these disks, a crucial consideration for floppy users and a serious one even for hard drive owners.

All Digital Dungeon disks are "hardwired" for seven directories, which correspond to the seven types of art the program employs. All files remain in the proper directory, no matter where they are copied. For example, if an entity is copied to another disk, it will automatically be transferred to the "entity"

directory on the destination disk.

4-2 Selecting a Source

There are five possible source devices, located at the top left of the screen (locations 1). They are the program itself (DD), floppy disk units 0 and 1, the hard drive, and the ram disk. To select one of them as the source, simply left click on its icon. When a source is selected, its active light will turn on (the small red square in the lower left corner of the source).

The Digital Dungeon sees itself as a device like any other, so if the "DD" source is selected, then the program itself is seen as the source device. This is the "save" configuration (see 4-7).

If the hard drive is selected (by left-clicking on the DHX source button), it will next be necessary to select a volume from those available. If the Digital Dungeon has been installed in the default configuration, there should be eight volumes available, corresponding to the eight art disks packaged with the program. When additional art disks are added, they will also register as volumes on the hard drive. To select a volume, simply left-click on its label below.

If the 1.3 operating system is being used, then a certain procedure must be followed when changing floppy disks. See section 1-8

4-3 Selecting a Destination

To select a device for destination, left-click on the desired destination device (locations 2). There are five available; the Digital Dungeon itself (DD), floppy units 0 and 1, the hard drive, and the RAM drive.

The Digital Dungeon considers itself a device like any other; loading graphics into the program can be seen as transferring data from an external unit to the Digital Dungeon unit. Normally, then, the "DD" destination should be active. This setting routes all incoming files to the program itself; it is the regular "load" configuration.

If other devices than "DD" are selected as the destination, then files will actually be copied from the source to the destination unit.

To select the hard drive, first click on the DHX destination button, then select a volume from those presented below.

Users of the 1.3 operating system should read section 1-8 first.

4-4 Selecting a Directory

Every Digital Dungeon Formatted disk is "hardwired" for the following directories: Aerial Entity Object Party Relief Scene Texture. These seven directories correspond to the seven types of art recognized by the program. There is no way to add directories or subdirectories, nor any way to change the existing directory structure. With up to 100 instantly accessible files per directory, it is unlikely that the need would arise for such manipulations.

To select a directory on the current source device, simply left-click on the appropriate button at the right (one of AER ENT OBJ PAR REL SCN or TEX at locations 3). The directory space below will fill with the contents of the directory, if the directory is not empty. The button corresponding to the directory selected will be highlighted.

One important thing to note is that files can only be transferred to equivalent

directories. A tree, for example, will always stay in the aerial directory of any volume onto which it is transferred.

4-5 Previewing a Graphic

It would often be useful to be able to see what an aerial, object, entity or texture looks like before loading it into memory. To do this, right-click on the name of the graphic in the file space (locations 4). This will bring up a different screen and place the selected graphic on it. Left-clicking will exit the preview display.

4-6 Loading a Graphic

To load any aerial, entity, object, party, relief, scene, or texture into memory, one need only left-click on its name in the file space (locations 4).

4-7 Saving Parties and Scenes

To save a newly completed scene or party, first click on the destination you desire (locations 2). Next, click on the "DD" source (location 1). You will be prompted to choose either the "Scene" or "Party" directories. Your choice depends on whether or not you want to save just a party or a whole scene. Lastly, you will be prompted to enter a name for the file.

When saving anything to floppy disk it is absolutely essential that you never prematurely remove the disk from the drive.

4-8 Other Tools

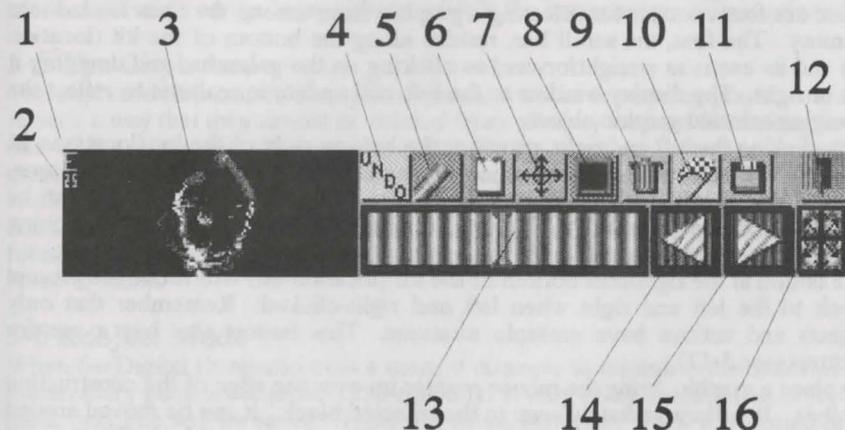
The four buttons in location 5 help the user in various ways.

The two on the left, "ADD VOL" and "DEL VOL" are used to add and delete volumes from the hard drive. Note that the "ADD VOL" tool is *not* used to install new Digital Dungeon disks. Rather, these tools are for creating and deleting volumes for scenes, parties and custom caches of graphics. When "DEL VOL" is clicked, you will be prompted to choose the volume to delete. Either click on the appropriate volume or "EXIT" to cancel. When "ADD VOL" is clicked, you will be prompted to enter a name for the new volume, or "RETURN" to cancel the operation.

The "Garbage Can" icon allows the user to delete certain files from any volume. Clicking on it brings up the "query" pointer, at which point any file that is selected will be deleted, and the quickdir structure for its volume updated. Clicking on "EXIT" at this point will cancel the operation. Note that the tool is only available when a source other than "DD" is selected.

The "memory chip" tool (farthest to the right) will show how much space remains in the destination volume or device. It will work with all five devices.

THE CONSTRUCTION TOOLBOX



5-1 Access and Display

The construction toolbox is activated by left-clicking on the hammer icon (second from the top) on the command bar (see 3-4). It will only activate if at least one graphic object has already been loaded into memory (see chapter 4).

If the pointer is in the lowest portion of the screen the construction toolbox will be displayed immediately. If not, the most recently used or loaded graphic will take the place of the mouse pointer and move with the mouse. To toggle between the toolbox and the current graphic, jerk the mouse completely into the lower left or right corner of the screen. The toolbox should pop up. If the mouse pointer is raised above the top border of the toolbox, it will be replaced by the currently selected graphic object again, and the toolbox will disappear. This scheme was developed to allow for the fast selection of graphics without the use of the keyboard, while leaving the mouse buttons free for other uses.

If the extended virtual screen is being used, then a "crosshair" of lines will be seen. These are put here because the extended window tends not to map graphic objects that cross the boundaries of the display of the current quadrant. By not placing graphics directly over the crosshair, the extended display can be made more efficient and neater.

At the left side of the construction toolbox there is a black window where the currently selected block is featured. The letter at the top left (location 1) corresponds to the type of art; either A, E, O, R, T or X for aerial, entity, object, robject, texture or eraser respectively. Right below it (location 2) is the maximum number of that type of graphic that can still be placed on the screen. The following limits exist for each type of art: aerials: 25, entities: 25, objects: 200, robjects: 200, and erasers: 25.

To exit the construction toolbox, click on the "door" icon at the far right of the

display (location 12).

5-2 Selecting and Placing a Graphic

There are four controls for selecting a graphic from among the ones loaded into memory. The first, the scroll bar, resides along the bottom of the kit (location 13) and its use is as straightforward as clicking on the green bar and dragging it left or right. The display window to the left will update in realtime to reflect the changing selected graphic object.

Left-clicking the left and right arrows at the bottom right of the kit (locations 14 and 15) will select the graphic object to the left and right of the present one. These "graphic objects" are known as *blocks*, and a maximum of fifty can be loaded into the system. Right-clicking will change the selection to the beginning and end of the list of available blocks.

The button at the rightmost bottom of the kit (location 16) will rotate the present block to the left and right when left and right-clicked. Remember that only objects and entities have multiple rotations. This button also has a use for textures (see 5-11).

To place a graphic, bring the mouse pointer up over the edge of the construction toolbox. It will immediately snap to the selected block. It can be moved around on the screen, and the display will scroll if a boundary is reached. To stamp it down, click both the left and right mouse buttons at the same time. To rotate it (only for entities and objects), just left and right-click the mouse.

There are two special aids for placing graphics. When textures are being placed, continuing to hold down the right mouse button after the first one has been stamped will "lock" the subsequent placement of that texture to the grid defined by the size of the texture itself. This makes it simple to place textures evenly.

To map objects like walls neatly, hold down the right button after the first object has been placed. The subsequent placement of that object will be constrained to the eight axes originating outward from the point where the first object was placed, making it simple to line up walls, etc.

Remember that if you are using the extended window you will want to avoid placing graphics directly over the "crosshair", so that each displayable quadrant in the extended window is as neat as possible.

5-3 Undoing a Graphic

The undo button (location 4) will remove the last graphic placed on the map. Up to ten graphics can be undone. Note that once the construction toolbox has been exited (location 12), the graphics stamped onto the map to that point will become permanent, and cannot be removed with the undo button. Calling the Quickdir manager from the build facility does not interrupt the ability to undo graphics.

5-4 Eraser Mode

Sometimes it is useful to erase part of the screen to simulate a ragged border or suggest that a hallway continues off the screen. To accomplish this, an eraser mode is supported that turns any selected texture into an eraser. To use it, select a texture with the desired dimensions or shape and left-click on the eraser button (location 5). An identical "eraser" should appear in the graphic object display

window, signifying that the texture is actually now an eraser. The block "type" featured in location 1 should change to "X". Eleven useful erasers are included on the ICONS I disk (in the texture directory). To return an eraser to normal mode, right-click on the "eraser" button while the eraser in question is selected.

5-5 The Clipboard

The clipboard (location 6) is a special graphics cache for storing graphic objects in such a way that they cannot be deleted from memory without first taking them out of the clipboard. It is useful primarily in situations where a particular graphic object is needed repeatedly from scene to scene; when a new scene is loaded, only graphic objects in the clipboard will be preserved.

All entity forms for members of the resident party (if there is one) will also be found in the clipboard. This is quite logical, as they are expected to remain from scene to scene.

5-6 Robject Mode

When the Digital Dungeon saves a scene it attempts to minimize the inclusion of unnecessary graphics objects. Consequently, if only one rotation of an object is used, only one will be saved. There are times, however, when it is desirable to be able to move and relocate objects during play. Furniture can be moved to block a doorway or provide strategic cover, rocks can be thrown, etc. Robjects are simply objects that can be relocated and rotated during play. The circled violet crosshair button (location 7) toggles the robject mode on and off for a particular object. The button will only work when an object (or robject) is selected. Left-clicking will turn the selected object into a robject, and right-clicking will turn the selected robject back into an ordinary object.

Note that only those icons stamped down while the robject mode is on will actually be robjects. In other words, the robject button does not act as a switch for all the objects of the selected type already placed on the screen. A maximum of 50 robjects can be placed in any one scene.

5-7 Refreshing and Clearing the Screen

The "monitor" button (location 8) serves two purposes. Left-clicking it will redraw the scene currently under construction, placing the graphics in the proper sequence from texture to aerial and arranging the entities so that their shadows do not fall on each other.

Right-clicking will clear the entire screen, clearing the lists of textures, objects, entities, etc. that have been stamped down, but leaving all the loaded graphics in memory and generally disturbing nothing else.

5-8 Deleting a Graphic

Clicking the trashcan icon (location 9) will delete the currently selected graphic object from memory. The operation will fail if the selected icon has been used anywhere in the scene already.

5-9 Starting and Finishing a Scene

The flag button (location 10) serves two purposes. When it is left-clicked it will

entirely clear the screen, delete all graphic objects not stored in the clipboard, and delete the information for all entities that are not members of the resident party (see 3-10) or stored in the pit (see 3-9).

When the button is right-clicked, all graphic objects that are not necessary for immediate play (erasers, textures and objects; which are at this point permanently mapped down) are removed from memory. This should be particularly useful for low-memory users. Note that a scene cannot later be saved once this option has been exercised, since the required graphic files are gone from memory.

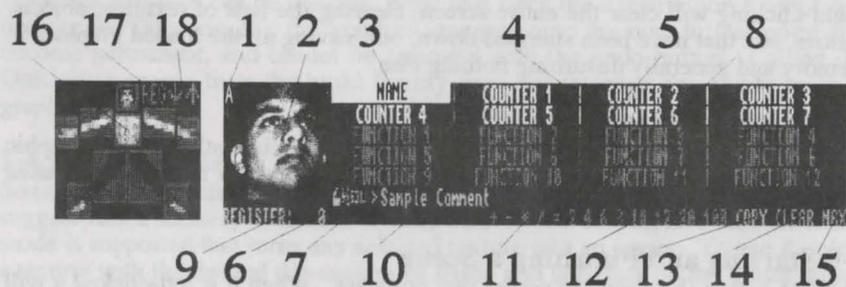
5-10 Disk Access

The floppy disk button (location 11) will invoke the Quickdir file manager. Exiting that facility will return control to the construction toolbox. Calling the file manager from the construction toolbox does not disrupt the ability to undo graphic objects that have been stamped in the current session with the construction toolbox. Once the toolbox is exited, all erasers, textures and objects placed up to that point are permanently mapped down, preventing them from being undone with the undo button at a later point.

5-11 Making a Fast Texture Map

Sometimes, especially when using the extended window, it is handy to be able to map the whole virtual screen with a certain texture, if you want to quickly generate a grassy plain, or a rolling rock surface, for example. The Digital Dungeon comes equipped to do this. First, find the texture that you want to map using the tools outlined in section 5-2. Then go to the bottom right of the screen and click the icon there (the eight-way arrow button; location 16). The entire virtual screen will fill with the texture that you have selected. There are two things to note. First, this will reset the texture list, so other textures that were already placed will be lost. Secondly, the procedure will only work when a texture has been selected.

THE INFORMATION WINDOW



6-1 Access and Display

The info window is the mechanism by which statistics and other information for entities can be accessed and changed. It was designed with three goals in mind; speed, flexibility and visual appeal. It was decided early on that a low-resolution display would not allow for the efficient representation of data, and so the high resolution mode is used. Separate palettes had to be available for high-quality mugshots, so the display actually changes palettes several times from top to bottom.

The info screen is divided into three sections; two areas for entity information and a command bar in between them. The idea behind accomodating two entities at once is to allow one to "attack" the other easily and efficiently; statistics for both can be seen and manipulated at the same time.

To call up the information window for a particular entity, move the mouse pointer over the creature until it "snaps to" the call letter for the entity. Click the right mouse button. The creature in question will be slotted into the top area in the info window. Its opponent (if any) will be put in the bottom slot.

Notice that while the info window is activated the tools for scrolling around the local and extended windows may still be used regularly. You can hold down the right mouse button to scroll around the local window, or hold down both buttons to move around in the extended window.

To select a new entity for the top slot (conventionally thought of as the *attacker*), just left-click on it. To load an entity into the bottom slot (the *defender*), right-click on it. Once a defender has been selected, it will be called up with the attacker henceforth until another defender is chosen, or the defender dies. To manually de-select a defender, just right-click on it again.

To exit the info window, left-click on any blank place (wherever the mouse pointer is in its default shape) above the info window (in other words, on the main screen).

In discussing the following topics, keep in mind that any mention of a feature for an entity stands in regard to either the attacker or the defender. In other words, there is no real difference between the two entity slots functionally.

6-2 The Mugshot and Death Icons

At the left of the info window (location 2) is a space for an image particular to the entity loaded into the info window. This will commonly be a shot of its face or some other interesting feature. There are two other images that can be viewed here, however. One is a "grave" icon, and activating it signifies that the entity is dead. The other is the body model, where counters for each part of the body are maintained.

To change which image is being viewed, click at the top left of the image, where the call letter for the entity is displayed (location 1). Right-clicking will take one to the "grave" icon, and left-clicking will bring up the body model. This operates sequentially, so that if the "grave" icon is being displayed, then two left-clicks will be needed to bring up the body model.

When the "grave" icon is activated for an entity, the Digital Dungeon thinks of the creature as dead. It will correspondingly replace the entity with a pile of bones in a pool of blood on the main screen, and remove it from the initiative list (if it was activated for initiative). The dead creature cannot be activated for

movement, but can still be called into the info window in the regular way.

6-3 The Body Model

The body model is meant to provide information about the status of a creature's body. In many cases it will be meaningless (for any non-humanoid), but should be of considerable help otherwise. To select a body part, left-click on the square that holds the anatomy in question (locations 16). Its value (between -9 and 99) will be displayed at the top left of the body model. To move this value up and down, either click on the up and down arrows to the top right of the model (locations 18), or click on the REG button (location 17), which will add the current contents of the register to the selected body part's counter. To "knock out" a part, right-click on it. It will appear cross-hatched until you right-click on it again.

6-4 The Name Slot

The Name slot (location 3) appears in inverse video. Left-click on it to modify it, or right-click on it to completely change it. It can be a maximum of 16 characters long, and always appears in capital letters.

6-5 The Counter Slots

There are seven slots available for use as numeric counters (locations 4). To initialize one, simply right-click on it. You will be prompted to give it a name. Its initial value will be zero. To give a counter a different value, left-click on it. This will add the contents of the register (see 6-12) to the counter. To quickly clear a counter, use the CLEAR button on info command strip (see 6-17). To assign a maximum value to a counter, use the MAX tool on the command strip (see 6-18). The counters may range in value from -999 to 999.

6-6 The Function Slots

There are no less than twelve slots available for use as functions (locations 5). They appear as light blue.

A function is simply a prepared sequence of dice rolls and computations. One of the biggest headaches for gamemasters is dealing with the countless attack forms and damage results of the player's enemies. The Digital Dungeon attempts to simplify this as much as possible without reducing in any way the flavor of the battle system employed.

First, briefly familiarize yourself with the info command strip (section 6-11). To initialize a function slot, right-click on it. You will be prompted to enter a name for it (up to 16 characters long), then a function. Probably the best thing to do is give an example of how to go about this.

Suppose that Rogar the warrior has a two-handed blade that does two six-sided dice of damage plus seven points for his enormous strength. After initializing a function slot to "Two Handed Sword" (remember, by right-clicking on it), the query mouse pointer comes up. Select "2" from the numeric keypad, then "6" from the die strip, then "+" from the operator list, then "7" from the numeric keypad. Finally, click on the "Two Handed Sword" slot again. Henceforth, every time that function is left-clicked it will generate the random result of two

six-sided dice, add it to the number seven, and post the result in the register, where other things can then be done with the number (such as adding it to Nim the Witless's damage counter).

As another example, suppose that Eocene the elf has a special attack form where he can stike directly behind him with his dagger, though only for one-third the normal damage (which is two four-sided dice). His proficiency bonus (of five) is not subject to the one-third penalty, though his strength bonus (of one) is, in this instance. First, initialize a suitable function, perhaps "Rear Dagger Att". Now (when the query mouse pointer is up) select "2" from the numeric keypad, then "4" from the die strip, then "+" from the operator list, then "1" from the numeric keypad, then "/" from the operator list, then "3" from the numeric keypad, then "+" from the operator list, and finally "5" from the numeric keypad. Lastly, click back on the function you have initialized. From now on, when the "Rear Dagger Att" function is clicked it will generate two four-sided dice, add the number one to it, divide the result by three, and add five to that. The result will be posted to the register.

There is a maximum of five arguments and four operations allowed in a single function, and somewhat less than that if random die-rolling is used more than once in a function. These limits should be quite adequate for literally every kind of computation that might arise in gaming.

The function slots can be cleared with the "CLEAR" tool described later, or by hitting RETURN when initializing the function.

6-7 Initiative Tools

It is possible to customize the initiative characteristics for each entity by using the three tools to the bottom right of the mug shot (locations 6). The left-most of these appears as a small "take" sign, of the sort used in movie productions (the idea being that it represents "action"). Clicking on this will turn it on or off (and it will appear correspondingly darker or lighter). When it is on, the entity will be included in the initiative sequencing. When off, it is excluded.

The middle tool is a fraction representing how often the entity should be brought up for action every round. It is normally set at one action every one round, but its values may range from one action every two rounds to four actions per round. If there are two entities fighting each other, for example, one having one action per round, and the other having two actions per round, then every time the initiative order is run through, you will notice that the entity with two actions per round is called twice. This is mostly useful in gaming systems where creatures with multiple attacks must spread them out over the duration of initiative. If each creature gets to do everything that it can do in one shot, then the fraction should merely be set to 1/1.

The right tool is the initiative bonus. It can be set between 0 and 100 by left and right-clicking. This is the number that is added to the base random number (1-100) that is generated for each creature when initiative is reset. The higher the number, the more likely it is that the entity in question will be first in the initiative sequence. If it is set to 100 for a particular creature, for example, then that creature will automatically go before any other creature that does not have a bonus, and will likely precede other creatures that do not have as high a bonus. In some gaming systems the order of initiative is irrelevant beyond providing

structure for game-play, and in these cases this number can be simply set to zero.

6-8 The Height Toggle

The height toggle (location 7), just to the right of the initiative tools, controls how the entity will be mapped relative to the other graphics on the screen. It can be changed by left and right-clicking on it.

If it is set to its bottom level, then the entity will be mapped normally with the other creatures on the screen; on top of textures and objects, but below aeriels.

If it is set to the middle level, then the entity will be mapped above all the other entities that are set to the lowest level. This is useful for low-flying creatures, giants, etc.

If it is set to the highest level, then the entity will be mapped above all other graphics, including aeriels. This is typically the setting for flying creatures, or entities on roofs or in trees.

6-9 The Comment Bar

The comment bar (location 8) is a mini-scratchpad for battle notes and similar information. To add to it, left-click on it. To delete it entirely, right-click on it.

6-10 The Info Command Strip

The multi-colored strip that runs between the two entity slots is the info command strip (locations 9 through 15). This is the center of operations for the info window, and is meant to facilitate the battle process. Its tools (from the left to the right) are; the register, the numeric keypad, the operation list, the die strip, the copy tool, the clear tool, and the max tool. Each of these is discussed separately in the following material.

6-11 The Register

The left-most of the tools in the command strip (location 9) is the register. This can be seen as a sort of "calculator display", reflecting the operations of the numeric keypad and other buttons to the right. When an entity is first called to the info window, it will sometimes have a designated opponent, who will automatically be loaded into the bottom entity slot. When this happens, the register will report the distance between the two entities.

To clear the register at any point, right-click on it. To negate it, left-click on it.

6-12 The Numeric Keypad

Immediately to the right of the register is the numeric keypad (locations 10). Clicking on these red buttons is very much like punching keys on a calculator. To get a negative number, enter the number normally with the keypad, then left-click on the register.

6-13 The Operation List

The five green symbols immediately to the right of the numeric keypad (locations 11) are used very predictably; as mathematical operators. Combined with the numeric keypad they make a simple calculator. They are also used in

the process of defining functions (see 6-7).

6-14 The Die Strip

The violet numbers to the right of the operation list (locations 12) represent the die strip. Each of the numbers X stands for the rolling of a die with X faces. For example, clicking on the "6" would generate a random number between one and six and post it to the register.

If a number Y from the keypad is entered into the register immediately prior to selecting a random die, then Y dice will be rolled and summed, the result being posted back to the register. So if you wanted to roll three six-sided dice, then (assuming the register was already clear) you would merely click on "3" from the numeric keypad, then "6" from the die strip. The result (between 3 and 18) would be sent to the register.

Any time the highest possible result has been achieved on a die roll, the number in the register will be green. Lowest possible results will appear in red.

6-15 The Copy Tool

When the copy tool (location 13) is selected, the mouse pointer will change to "query" mode. Any item that is selected on one entity will be copied to the corresponding location on the other. Naturally this only makes sense if two entities are loaded into the information window.

The copy tool can also copy all of an entity's information at once by clicking on the call letter of the entity (location 1). If, when copying counters, the counter is left-clicked, then only the name of the counter will be copied. If the counter is right-clicked, then the name, its current value, and a maximum value (if it has one; see 6-18) will all be copied.

To turn off copy mode, select the copy tool again.

6-16 The Clear Tool

The clear tool (location 14) will bring up the "query" mouse pointer when it is selected. In this mode, the name, counters, functions, comments, and indeed the whole entity can be deleted from an entity slot. In the case of counters, if the counter is left-clicked then it will be reset to zero. If it is right-clicked then it will be deleted entirely. To reset an entity, click on its call letter (location 1).

6-17 The Max Tool

The "max" tool, farthest to the right in the command strip (location 15) allows the gamemaster to place limits on the values of counters. Once the maximum value for a particular counter is exceeded it will simply show MAX.

To use the tool, first load up all counters in question for a particular entity with their maximum values. Then activate "max" mode by selecting the "MAX" tool. Now, any counter that is selected will be reset to zero, but will have a maximum value stored for it that is equal to the value of the counter when it was selected in "max" mode.

To exit "max" mode, click on the "MAX" tool again.

An example follows: Suppose Yentes the Terrible (an ogre) has 45 of what we might call "hit points". Now, rather than keep this statistic on paper out of sight

of the players (who we surely do not want to know this sort of thing), we will instead label the statistic "Damage", and give it a maximum of 45. Then, as damage accrues to Yentes, the "Damage" counter is incremented until (if the players are successful) it is above the value of 45, and reads "MAX". This way it is possible to keep vital statistics on screen without alerting the players as to their values.

PLAYING WITH THE DUNGEON

7-1 General Procedures

By now you have a pretty good idea what is going on with the Digital Dungeon. This article is intended to flush in a few details.

The basic intent of the program is to provide a way to model the combat scene. There are no facilities for keeping track of the macroscopic aspects of running the campaign; the locations of the combat scenes, the personal lives of the characters, the politics and customs of a territory -- these are all outside the scope of the program.

The normal use of the Digital Dungeon is as follows:

First, create the party of adventurers that will be generally involved in the campaign. If the group is very solid then you may opt to save them all as one party. Otherwise they can be saved individually, so that only the characters that will be adventuring in a given session need be loaded.

Next, devise an adventure as you normally would. It is important to note that the Digital Dungeon should be made to work for your adventure, not the other way around. At first you may find the supply of graphics limiting, but that will change as the upgrades quickly become available. So design like you did before this program came along.

When your adventure is completed, try to identify as many discrete "scenes of combat" as you possibly can, and set down what sorts of random encounters may occur as well.

Now the Digital Dungeon comes into play. Design the scenes you had in mind earlier, drawing on the graphics provided, and, as always, using your imagination. Save them with such names as make them recognizable to you within the scheme of your adventure. Design the random parties (if any), as well, and save them.

When it's time to play, you will have the saved scenes to draw on for planned encounters, and possibly random parties as well. In cases where the players veer off the course you have set (which happens very regularly in any sophisticated campaign), you will find the Digital Dungeon ready to quickly implement all sorts of combat scenes on the fly. You may even create a library of generic scenes, where floor patterns and walls have been filled in, for example. A similar library of enemy parties can also be useful.

Take it from here, then. There is much good adventuring ready to happen, and we're just glad that we could help you out with it!

7-2 Questions and Answers

Q: Why doesn't the Digital Dungeon recognize new floppy disks that I try to use?

A: Under Operating System 1.3 you have to follow the disk-changing procedure outlined in section 1-8. Using any operating system you have to use floppy disks "formatted" for Digital Dungeon use (see section 1-7).

Q: How do I switch from measuring distances in feet to measuring in meters?

A: By right-clicking on the "ruler" tool in the control panel (section 3-4) you can toggle between measurement systems.

Q: How can I retain my player's characters in memory when I change scenes?

A: Use the "party" tool in the control panel (section 3-10)

Q: I keep running out of memory. What should I do?

A: The biggest demand on memory is the entity. Keep the number of types of entities to a minimum. The number of entities of each type doesn't matter (although there is a limit of 25). Also, use the "finish scene" tool in the construction toolbox (see section 5-9) to remove unneeded graphics from memory before using a scene you have just created. It should also be noted that the extended window requires a little more memory to operate than the local window, so any time you can get away with just using the local window you should do so.

Q: Why can't I use reliefs in the extended window?

A: When the extended window is in use, all of the graphics that actively make up the map are retained in memory and stamped down anew every time the extended window is moved around. A relief is simply too large to hold in memory this way.

Q: How do I save the scenes and parties I make?

A: Every time you click on the "DD" source (in the Quickdir File Manager) you are preparing to save either a party or a scene (see section 4-7).

Q: How can I find out how much room is left on a disk?

A: When a disk is selected as a destination, clicking on the "chip" tool in the Quickdir File Manager will tell you how much space is left. See section 4-8.

Q: I just accidentally "remade" my party while between scenes, and now the player's characters seem to be gone. Where are they?

A: The Digital Dungeon automatically sends them to the pit (see 3-9) when this happens.

Q: Why can't I seem to move the objects around the screen?

A: You have to declare that an object is going to be relocatable by making it a robject (see 5-6).

Q: How can I put important information in the info window (like life point counters) without giving it away to the players?

A: See the discussion in section 6-18.

Q: How can I rapidly copy information from one creature to another?

A: If you are creating a party of creatures, for example, you can enter the information for one of them, then call the others up one at a time in the defender's slot (see 6-1) and use the copy tool (see 6-16) to quickly transfer information.

Q: I should have four reliefs on the program disk, but nothing shows up in the file manager. Why?

A: You probably ignored the explicit warning in section 1-7 not to drag the Quickdir source from the "tools" drawer onto the main program directory window. That action "formats" the disk in terms of its Quickdir structure.

Q: *How do I "kill" an entity?*

A: See section 6-2.

Q: *How do I move an entity around on the screen?*

A: See the discussion in section 2-5.

Q: *How can I cover the whole screen with a single kind of texture?*

A: See section 5-11.

7-3 Some Friendly Advice

All right, so maybe you've played with the Digital Dungeon for a little while now, and more or less have the feel for it. Good. Now it's time to address something very important.

There is a tendency among gaming enthusiasts (and imaginative people in general) to embrace new ideas in such a way as to allow them to dominate the structure in which they unfold. To be specific, it is easily possible to allow this program to become the focus of the role-playing campaign in an unhealthy way. Just as when lead figures and paper maps were used, *this tool must be made to fit and serve your world.*

A certain amount of player interest in the Digital Dungeon would be, frankly, hoped for. But if the luster of your campaign -- the personalities, the ambitions, the strange customs and shadowy corners, the smells and tastes, the love and the loyalty; everything that the Digital Dungeon *can't* capture -- starts to slip away, then it's time to rethink what you're doing with this program. All experienced gamemasters know that the secret of a successful campaign is to systematically stimulate the interest of the players. The Digital Dungeon is to your world as a mattock is to a stone fortress. While the rambling old keep is truly exciting and challenging to explore, the tool it was made with should be of no more than momentary interest. Let it do our bidding and we will be satisfied with it.

FUTURE PROSPECTS

8-1 Art Updates

After using the Digital Dungeon a while you will probably come to agree that fresh graphics are the life-blood of extended success with the program. New monsters and enemies are needed, different floor patterns and walls, new reliefs... Fortunately this is not going to be an expensive proposition for you. We consider the Digital Dungeon package to be itself the critical investment. Art upgrades will be sold at nominal cost --less than ten dollars per disk in general. The first expansion set (a two-disk collection of graphics for futuristic campaigns) is already going to press.

To make sure that you are informed of these releases, fill out the registration card and mail it back in.

8-2 Gaming Modules

Several pre-made gaming modules are planned. These will include the pre-made scenes and random encounter parties, as well as documentation for the game-master's oratory, secret statistics, etc. An extra disk with the module might include the source graphics for all the new monsters, objects, textures, reliefs, etc. that were used in making the adventure so that the gamemaster can add them to his collection.

We are right now talking with several major role-playing gaming companies, with the idea in mind that existing gaming modules that have achieved a certain popularity might be converted into Digital Dungeon format. Do give us your input on this when you return the registration card. The designers of the program very much believe in the principle of the buyers' market, and so will strive to develop those expansion sets and upgrades that truly represent the interests of the users.

8-3 Phone Support

By the time you get this a phone support line will probably already have been established for the Digital Dungeon. Make sure to mail in your registration card so that we can give you this number and keep you posted on art updates.

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