

Dungeon Quest™

Instruction Manual



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Dungeon Quest

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Dungeon Quest

Getting Started

There are 3 ways to load Dungeon Quest:

- Insert disk 1 at the 'Insert Workbench' prompt.
- Click on the Dungeon Quest icon from Workbench.
- From CLI, type 'run DQ'.

System Requirements: Amiga 500, 1000, 2000, 2500. (512K)

Dungeon Quest contains digitized sounds. For the best results, connect your Amiga to a stereo sound system.

WARNING! The sounds in Image Tech software contain a substantially wide dynamic range. Damage could result to speakers or other stereo components if the sound is played back at excessively high levels.

Game Play

To move around, you may either click on the 'Direction Compass' on the lower-right hand portion of the screen, or type the command in the text area on the lower left-hand side of the screen.

Examples: 'Go north', 'north', 'n', etc.

Commands should be followed by hitting the return key.

Examples: 'Look door', 'search leaves', 'search'.

To load or save a game type 'load' or 'save' on the command line. The game will be saved to disk #1.

You MUST find the codewheel to decode messages.

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Dungeon Quest The Setting

You have received part of a letter from your long standing friend. It appears some of the pages are missing. It looks like this letter has gone through some hard times.

and has the effect of draining everything of its life forces. Really, you cannot imagine a more evil place, and I am caught here. Imprisoned by a need to find out what this evil is, perhaps to vanquish it, and yet torn by a desire to just let it all alone and escape before it conquers me.

Alas, I have gone so far, and delved into this evil force so much that I fear it is no longer even possible to escape. I know that it may be overstepping the bounds of our long friendship to ask you to risk yourself and your fortune to help me, but I fear I must. The gravity of this evil force and the mightiness of its grip are so indescribably overwhelming that it surely will be a short battle to the finish. The journey here is a long and dangerous one, but even so it will seem almost trivial to the evil that begins when you land here.

I wait for you in the appointed forest. Together, we