

Player's Guide



The Dungeon Revealed

For the Macintosh™



A Game by John Raymonds



The Dungeon Revealed™

For the Macintosh™

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Woodrose Editions

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..... Welcome... ..

Thank you for purchasing **The Dungeon Revealed**. If you are familiar with its forerunner, **The Dungeon of Doom**, you probably couldn't resist. If not, you are about to begin one of the most playable, habit-forming games available for the Macintosh.

Why The Dungeon Revealed ? Because now two other items are available which remove some of the mystery. The first is a booklet, **The Carnos Chronicles**, which provides clues and tips for playing the game. The second is the source code (hard copy format) for the game itself. If you are interested in how a game like **The Dungeon Revealed** is programmed, the source code is...well...an excellent source. It is only available to registered buyers of the game and can only be ordered from Woodrose Editions.

Included in your package is a buyer registration card. Please complete and return this card immediately to insure prompt support, should it be required, and prompt handling of your order for the source code if you order it later. This will also guarantee that you be among the first to receive new product and/or upgrade announcements.

Welcome to **The Dungeon Revealed**

..... Getting Started

This guide assumes you are familiar with the operation of your Macintosh. If you are not, you should study your owner's manual before proceeding with **The Dungeon Revealed**. The game has been tested on the Macintosh XL (no digitized sound, however), 512K, 512K Enhanced, Plus, SE and Macintosh II (only the "QuickDraw Mode" will work on a Macintosh II). **You should only run the game with the system software version 3.2 or later.** The game will not run on the Macintosh 128K.

The Dungeon Revealed disk you received is not a startup disk. The disk contains **The Dungeon Revealed**, a special Game Finder designed exclusively for use with **The Dungeon Revealed** (on machines with only one single-sided disk drive, there is not enough disk space for the game, a system file and the Apple Finder™), an example game file, and a Note Pad File.

With only one single-sided drive, you must set up a TDR startup disk with a minimal System Folder—a 3.2 system file with only the

system fonts (Chicago 12, Geneva 9 and 12, Monaco 9) and the Note Pad desk accessory, plus the Game Finder, game file and Note Pad File provided (the Game Finder is named "Finder" so you don't have to set it as the startup file). Begin with a blank, initialized single-sided disk, and copy a "bare bones" system file to it as described above. Next, from your master disk, copy **The Dungeon Revealed**, the "Finder," the game file and Note Pad File to your disk. If you get an alert saying there is not enough room for the files, be sure you are starting with an initialized disk, and be sure there are no unneeded desk accessories, fonts or FKEYs installed in your system file.

If you have two drives (either single-sided, double-sided or both), or a hard disk, it is not necessary to use the Game Finder, but you may wish to use it just the same, since it requires little space and displays some of the artwork from the game. Simply copy **The Dungeon Revealed** to a working disk or hard disk (**don't use your master for playing**) and allow 50K for one game file, which is created when you start the game. Under HFS, all TDR-related files must be in the same folder or in no folder at all.

The first thing you should do is make a working copy from the master, then put the master away in a safe place, in case your working copy is damaged. **Do not start running the game from your master disk!** To make a working copy, insert the master disk you received, then follow your manuals' instructions for copying the files either to a floppy disk or hard disk, as described above. Read this guide and familiarize yourself with the basics of **The Dungeon Revealed**, and your journey will begin!

----- QuickDraw & FastDraw Modes -----

The Dungeon Revealed is programmed to run in either of two modes: QuickDraw or FastDraw. QuickDraw mode is intended for the Mac II and big screens (The Big Picture™, MegaScreen™, etc.), and FastDraw mode is for Macs with the standard screen. The only difference is that QuickDraw mode creates a movable game window which can be repositioned on big screens. FastDraw mode does not function on the Mac II—only QuickDraw mode will open. On other Macs with standard screens, both modes will run, but FastDraw mode offers better performance, and QuickDraw's window cannot be moved on a standard screen anyway. FastDraw mode will run on big screens

and will offer slightly better performance, but the game window is "locked" in the upper left corner of the screen.

Turn on your Macintosh and insert your working copy of **The Dungeon Revealed**. If your working copy is on a hard disk, this of course won't be necessary. Start the game by selecting the game icon or game file icon and choosing "Open" from the File menu (or simply double-click on the icon). As shipped, **The Dungeon Revealed** will launch in FastDraw mode, unless you are using a Mac II. If you are using a big screen and would like the movable window, simply hold down the Option key as you launch the game (hold down the key until the game is fully launched), and it will open in QuickDraw mode. The Option key "toggles" between modes—in other words, unless you hold down the Option key the next time you run the game, it will again open in QuickDraw mode. In QuickDraw mode, the game will begin as usual, with the playing window in the center of the screen. Using the pointer, you can then position the window like any other, by clicking on the title bar and dragging. For optimum performance and speed control during play, hold down the Option key **as you click on the title bar and move the window**. This causes the window to snap to aligned copybits, which allows the game to run at its best on a big screen. Moving the window without holding the Option key allows positioning anywhere, but if the window does not land on aligned copybits, speed control (set with the number keys on your keyboard) will degrade. If, of course, you don't mind playing the game at a slower pace, this may not be a problem for you.

----- Why Am I Here? -----

"When The Great Ascham and his people first settled this land, they brought with them the Orb of Carnos, a brilliant, mystical sphere which instilled harmony and abundance throughout the Kingdom. For many years, our crops flourished, and the people lived in peace, prosperity and happiness.

"Then, from out of the Twilight Regions, a Dark Wizard brought himself. He descended upon Ascham's castle and raided the sacred chambers, pillaging all, including the Orb of Carnos. Since that day, nothing in our homeland has been as it was. The crops and herds are befallen with blight and disease. The seasons no longer follow their proper course. The people fight among themselves for the most petty of reasons.

"Without the enchantment of the Orb, our Kingdom is sure to see its end. Thus, The Great One appeals to you: Send forth your best to the Dark Wizard's dungeon. Seek out your noble, brave and wise—your dexterous, powerful and intelligent. The Orb must be returned!" *
 *From the introduction to *The Carnos Chronicles*, a booklet of clues to *The Dungeon Revealed*, available separately from Woodrose Editions.

..... Onward!

Launch *The Dungeon Revealed* as described above. As the game is loaded, you see the "welcome" screen. Allow a few seconds for this. Click the mouse—the welcome screen zooms away. Select "New" from the File menu, and you are presented with the following window:

Select character's name and class:

<input checked="" type="radio"/> Knight	Strength:	16
<input type="radio"/> Fighter	Intelligence:	10
<input type="radio"/> Sage	Wisdom:	10
<input type="radio"/> Wizard	Dexterity:	16
<input type="radio"/> Alchemist	Constitution:	18
<input type="radio"/> Jeweller	Charisma:	15
<input type="radio"/> Jones		

By clicking on the different buttons next to each type of character, you can compare their various traits, which are shown at the right. A

character's attributes control how well he can do certain things. All attributes range from zero to twenty-five, with twenty-five being the best. Strength controls how many things a character can carry and how much damage he does when hitting a monster. The other attributes help characters in different ways. Choose the character you want, then type in the name you want your character to go by. When you are ready, click the "Onward!" button (or press Return).

Next, you will see a dialog box for saving your game. The default name for your game file is "Game File," but you can type in whatever name you want. If you plan to play different games as different characters, it may be helpful to name the files according to the characters, such as "Knight," "Fighter," and so on. Keep in mind that each game file requires 50K of disk space. Depending on your system, you may have to keep game files on more than one disk. **Be sure you have at least enough space available to save one game.** You can't continue without naming a game file to be saved.

TDR

The Dungeon Revealed

TDR

Eject

Drive

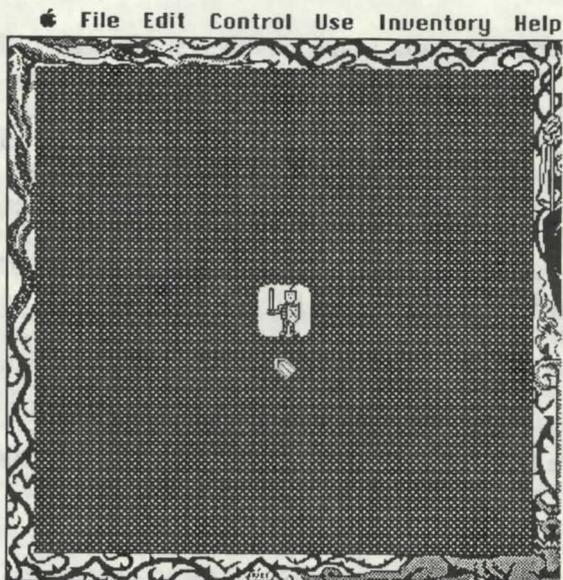
Save new game as:

Blue Knight

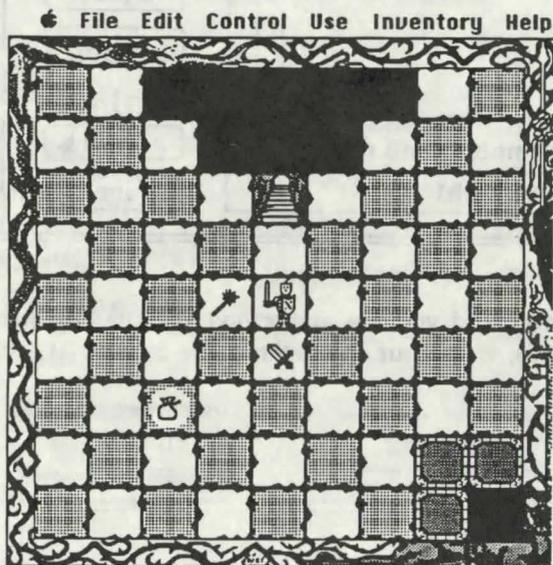
Save

Cancel

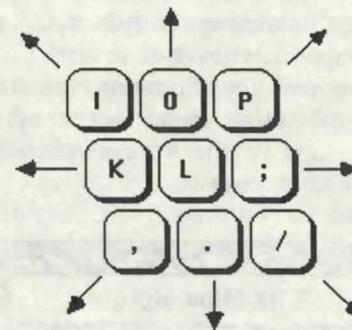
Click "Save," and you are underway! The playing window first appears like this, with your character at the center:



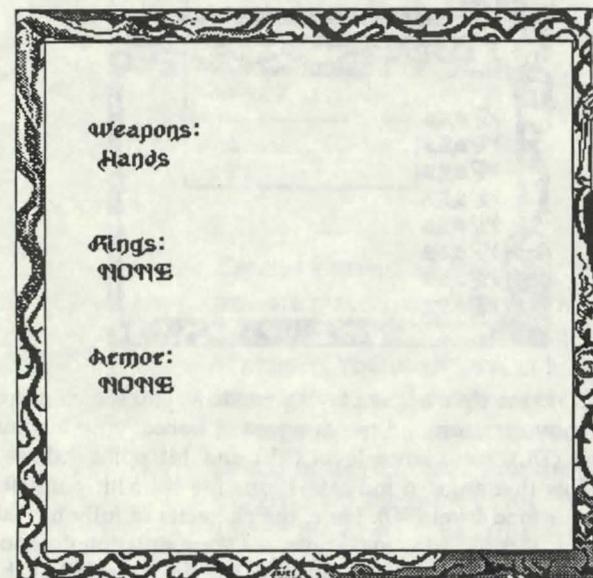
Your pointer becomes a sword in the dark area. Click outside the character icon, or press a movement key (see below).



You now enter dungeon level 1. To move through the dungeon, you can simply put the pointer in the direction you want to go and press the mouse button, or you can use the keyboard:

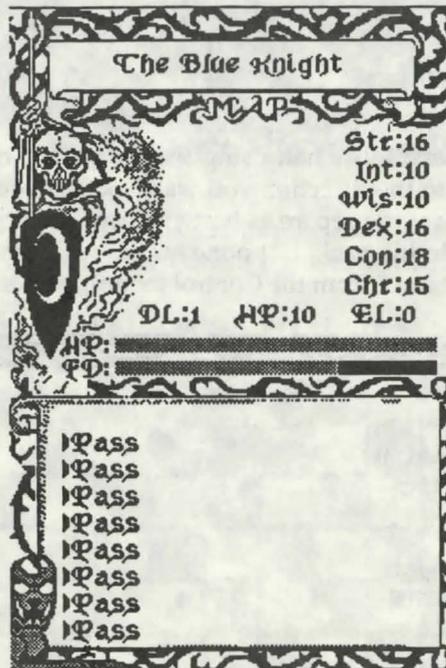


To change direction when using the mouse for movement, just move the pointer to the direction you want. Before you move around much, you may want to prepare as best you can. Each character begins with a few items in his pack, but none are in use. Press the S key (or choose "Display Status" from the Control menu); no items are listed.



To see and use the items you have, check the "Wear..." and "Wield..." commands in the Use menu (more information below).

In the example, the Knight is on level 1, near the stairway leading out. The "up" stairways are identified by the light at the other end; the "down" stairways are dark. To climb or descend a stairs, move the character next to it, then click on the stairway or use the appropriate movement key. Knowing you start on Level One, at the bottom of the "up" stairs, try to escape by climbing the stairs, then look for a message in the area to the right of the playing window. It seems you have some work to do!



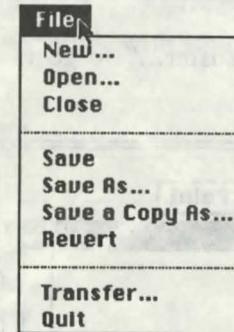
In this window, to the right of the playing window, you see your progress. At the top, your movement around the dungeon is traced; your attribute levels, dungeon level (DL), experience level (EL) and hit point values (HP) are displayed. Below that are two indicators, one for your hit point status (HP) and one for your food level (FD). Here, the character is fully healed, and the food level is near three-fourths maximum. As your situation deteriorates, and as you get hungrier, the gray recedes to the left. In the scroll at the bottom,

you are kept informed of what takes place—the monsters attacking, etc.

Your total hit point value depends on your experience, which you gain by killing creatures. The deeper you go, the more experience each monster is worth, and the more hit point damage it inflicts on you. The hit point bar may remain the same size, but your actual number of hit points rises each experience level. Each experience level is harder to reach than the previous one, but as you gain experience, you can do nearly everything better.

You won't have to go far to find objects. In the example, a mace and food sack are immediately visible. The objects available are very important to you, and you soon develop skill to use them wisely.

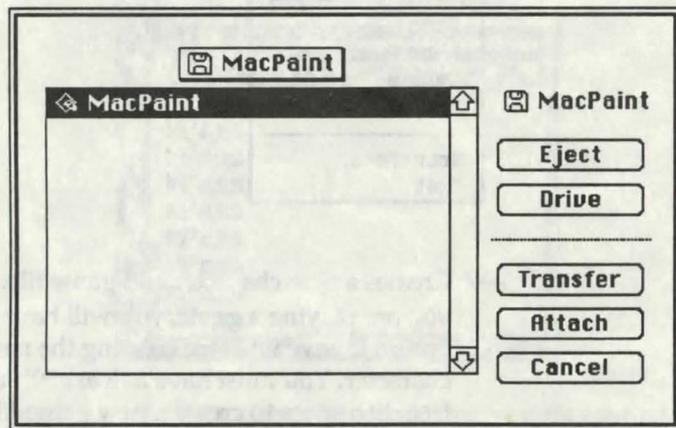
----- The Menus -----



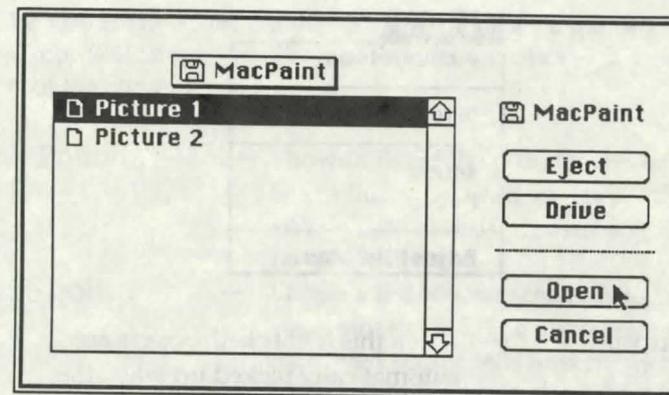
- New... — Creates a new character and game file. If you are playing a game, you will have the option to save it before creating the new character. You must have at least 50K of free disk space to create a new game file.
- Open... — Restarts a game that was saved. The effects of this command on the game in progress are the same as for "New..."
- Close... — Closes the game in progress without quitting the application. If a desk accessory window is at front, this closes it.

- Save — Saves the game in progress. Note that the game is saved automatically whenever a character goes up or down a stairs, so this is only necessary to save progress made while exploring a level.
- Save as... — Saves the state of the game in a new file, which then becomes the current game. The original game, with its original name, remains as it was when last saved.
- Save A Copy As... — Saves the state of the game in a new file, but you continue the original game with no changes saved.
- Revert — Restores the game to the state of the last save.
- Transfer... — Quits **The Dungeon Revealed** and bypasses the Finder™ to another application.
- Quit — Quits **The Dungeon Revealed**.

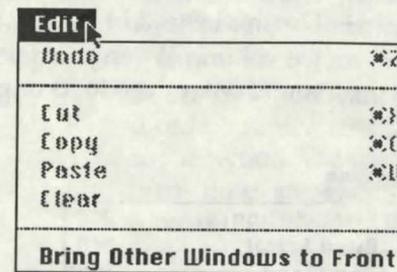
When you choose "Transfer..." to go to another application, a dialog box appears.



Select the application you want and click "Transfer," or double-click the application name. If you select the application and then click the "Attach" button, another box appears:



Here you can attach a document to open also. If you are transferring to an application that can open documents created by other applications (e.g., SuperPaint™ can open a MacPaint™ document), you can press the Option key, and all documents are displayed. You can now select the one you want to open, but be careful to select a document compatible with your transfer application.



The first five commands under the Edit menu only function with desk accessories. If a desk accessory window is hidden behind the game window, "Bring Other Windows to Front" will make it visible again.

Control	
Pickup Mode	
Display Status	⌘S
Sound Pause	
Adjust Volume...	

- Pickup mode** — When this is checked, objects are automatically picked up when the character passes over them. If unchecked, objects must be picked up with "Get an Item..." in the Inventory menu.
- Display Status** — Shows weapons, rings and armor the character is using.
- Sound
Pause** — When checked, the sound is on.
— Pauses the game until you are ready. After a couple of minutes' inactivity, a built-in screen saver activates.
- Adjust Volume...** — Use this instead of the Control Panel to set the volume. When you quit the game, the sound will return to its original setting.

Use	
Drink Potion...	⌘Q
Read Scroll...	⌘R
Zap Wand...	⌘W
Throw Item...	⌘T
Eat Food...	⌘E

Wear Armor...	⌘U
Wear Ring...	⌘J
Wield Weapon...	⌘M

Remove Armor...	⌘Y
Remove Rings...	⌘H
Remove Weapons...	⌘N

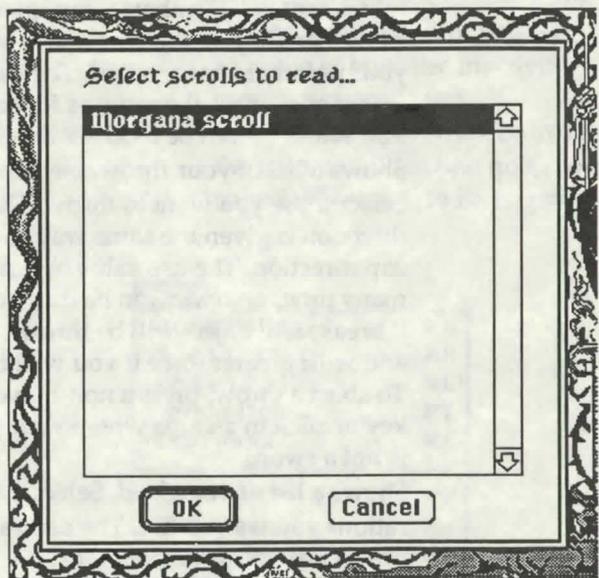
The Use menu is where you control the use of the objects you've picked up. Selections are dimmed, as shown above, if you have no objects of that type.

- Drink Potion...** — Shows a list of the potions you have. Select those you want to drink. All potions have a use value of +1, meaning they can be used only once.
- Read Scroll...** — Shows a list of your scrolls. Select those you want to read. The use value on identified scrolls tells how many times the scroll can be read. For example, an Identify Scroll +4 can be read four times.
- Zap Wand...** — Shows a list of your wands. Select those you want to zap. When you click "OK," the game waits for a zap direction, which can be given with a mouse-click or a movement key. To abort a zap, press a non-movement key or click in an area where your pointer is **not** a sword. The use value for wands works the same as for scrolls. A Fire Wand +6 can be used six times.
- Throw Item...** — Shows a list of your throwable items. Select those you want to throw. Throwing direction is given the same way as wand-zap direction. The use value indicates how many times an object can be thrown before it breaks. An object will be thrown farther and with greater force if you wield a sling. To abort a throw, press a non-movement key or click in an area where your pointer is **not** a sword.
- Eat Food...** — Shows a list of your food. Select the rations you want to eat. The use value tells how many meals are in a sack.
- Wear Armor...** — Shows a list of your armor. Select the armor you want to wear. The use value indicates the level of magic in the armor, not the number of times it can be used.

Wear Ring... — Shows a list of your rings. Select the rings you want to wear. The use value for rings has different meaning for different rings, but generally, a positive value is better than a negative one. Some rings may never have a use value; some may do nothing unless they **do** have one. Each ring is unique.

Wield Weapon... — Shows a list of your weapons. Select those you want to wield. Use values are similar to those of armor. A Long Sword +4 will hit more often and do more damage than a Long Sword -1. Some weapons take more than one hand to use.

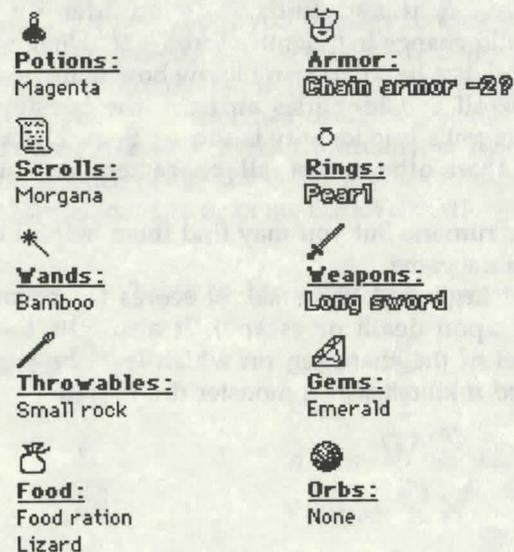
When issuing commands in the Use and Inventory menus, dialog boxes similar to this appear:

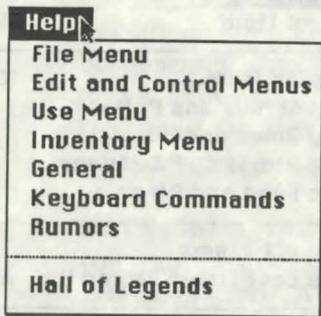


The "Remove..." selections in the Use menu show lists of the type of items selected that you are currently using. Select the particular items you want to remove, and they are placed in your pack.



"Get an Item..." shows the objects available on the square the character is standing on. Select those you want, and they go into your pack. "Drop an Item..." shows a list of all objects you carry, except those in use. Select the ones to drop, and they are placed on the square where you stand. The other "Drop..." selections work the same way, but the lists show only the items specified ("Drop Food and Other..." lists food, throwables, gems and orbs). "Inventory" shows a one-screen, complete list of your objects; those in use are in outlined type:





While playing *The Dungeon Revealed*, some of the information covered in this guide is available under the Help menu, as well as additional information.

"General" includes information on Special Class characters. Special Class characters can make educated guesses at what some things are in the game, and this ability causes some things to appear a bit differently. As the character gains experience, the guesses become more accurate. For example, a character picks up a Vellum Scroll and thinks it is an "Identify Scroll? +3?" Note the question marks. They indicate that this is only a guess, and it may be wrong. If the character reads it and finds it is an Identify Scroll, the description would change to "Identify Scroll +2?" He now knows it is an Identify Scroll, but he still doesn't know how many uses are left. If he reads the scroll and identifies an item, the question marks go away, and the object's true identity is shown. Some characters can do things better than others, but all characters can use and do everything.

Rumors are rumors. But you may find them helpful in analyzing many aspects of the game.

The Hall of Legends keeps track of scores (based on the loot a character held upon death or escape). It also tells the name and experience level of the character, on which level he perished (or if he escaped), and if killed, which monster did him in.

----- More on the Keyboard -----

Where menu selections have a keyboard equivalent, it is not necessary to hold down the command key to activate them—just press the letter key.

The speed of the game is controlled with the number keys one through zero, with one being the fastest and zero the slowest.

The space bar can be used to speed time along during character healing or lulls in the action. Monster movement also speeds up, however.

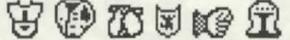
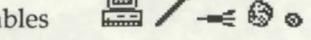
When selecting items from a list—such as a list of items to drop—hold down the command key as you click to select several items that are not grouped. To select a range of items that are grouped, select the first (or last) item in the group you want, hold down the shift key, then click on the item at the other end of the group; all items between the two are selected.

To erase the Hall of Legends, press command-backspace while it is displayed.

----- Good Luck... -----

If you are already familiar with the game, you know it takes practice to survive. If not, and if you manage to escape the dungeon without once being killed, you are doubtless a special breed. Remember, to get practice deeper in the dungeon, you can carry on a game even after your character has died, beginning from the last point at which the game was saved. Eventually, of course, you hope to escape without once being killed. Then you can indeed claim the title Dungeon Master, conqueror of the Dark Wizard!

----- What to Look For -----

The Orb of Carnos		Gems	
Wands		Food	
Potions		Armor	
Scrolls		Weapons	
Rings		Throwables	



Woodrose Editions