

THE DUNGEON

EXHAUSTION 0 OF 64
MANA 100 OF 100
CARRYING 100.2 KG OF 32.0 KG MAXIMUM
A FLASK OF ICY WATER.
0.4 KG

FULL FLASK



HELENA



ANTHERA



MOROTH



HORACE



HELENA



DELETE

Y	Y	Y	Y	Y	Y
X	X	X	X	X	X
Z	Z	Z	Z	Z	Z
C	C	C	C	C	C
V	V	V	V	V	V
B	B	B	B	B	B
N	N	N	N	N	N
M	M	M	M	M	M
L	L	L	L	L	L
K	K	K	K	K	K
J	J	J	J	J	J
I	I	I	I	I	I
H	H	H	H	H	H
G	G	G	G	G	G
F	F	F	F	F	F
E	E	E	E	E	E
D	D	D	D	D	D
C	C	C	C	C	C
B	B	B	B	B	B
A	A	A	A	A	A



THE DUNGEON

CREDITS

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MANY THANKS to the 4th DIMENSION TEAM
... and to YOU for buying THE DUNGEON

INTRODUCTION

Stale air wafted from the entrance they had unearthed. It had been just a week since Anthea had stood in that musty library, staring down at a much-decayed parchment detailing the foundations of the monastery.

People very rarely ventured near the remains of that monastery. Animals kept their distance too. The land around was cursed and dismal. The monks had effectively ruled the whole area, from the mountains in the south to the dense forest to the west and north. They seemed to loathe everyone. They were fair in their way but life was unpleasant and the justice they dealt out was harsh; the law being twisted to fit their strange blend of religion and magical ritual.

Then one night the monastery burned to the ground. No bones were found and no trace of the great wealth of the monastery was to be seen.

Life got better after that. People had the courage to learn the old skills of magic, to administer their own slightly dubious (but widely approved of) justice, and to really enjoy themselves for the first time in about a hundred and fifty years.

The parchment showed the location of the crypt. It had been generally believed that the monks had been trapped there and buried alive with their treasure. However nobody had ever found the crypt, since it was difficult with so much rubble strewn about. Those who had tried seemed unusually prone to nasty accidents. As it happens

they had all been looking in the wrong place. There was indeed a small underground hall, perhaps a crypt, which lay partly underneath the monastery but which had only one entrance, through a tunnel emerging to the east of the monastery.

They had found the entrance, overgrown and carefully blocked up, near the top of a cliff, just as on the parchment. Anthea had only told three others: Helena, Horace and Moroth. She could trust them and she had needed their help.

What they were after, of course, was some of the treasure hoarded by the monks.

They were supposedly on a hunting trip. It was late at night. They entered cautiously. A short passageway brought them to a flight of stone steps leading downwards. At the bottom of these steps the passageway continued, with empty alcoves on either side, to a pathway flanked by deep pits through a small hall. The group edged cautiously forwards between these pits.

Without warning, the floor they had moved onto dropped almost imperceptibly downwards with a sharp click and gaping holes opened up in the path in front and behind them leaving them stranded on a pillar of rock. Moroth cursed their stupidity at falling into such a trap, and at that very moment the floor under their feet also vanished and they tumbled and slid down and down, to land in a dazed heap on a wooden pad in a small room far below.

You must guide this party of inexperienced adventurers in their attempt to escape from the dungeon into which they have fallen. Should you manage this, make sure they carry off as many valuables as they can lay their hands upon.

Good luck!

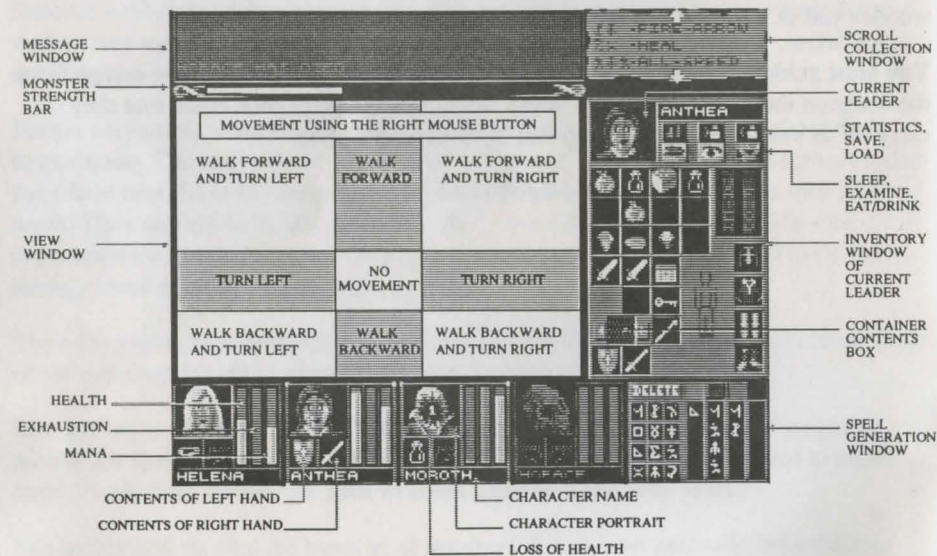
GETTING STARTED

You will require an Archimedes computer with at least 2 megabytes of RAM to play The Dungeon.

To begin, place Disk 1 in floppy drive 0, click on the Drive :0 icon on the desktop and, when the window for that disk appears, double click on !Dungeon. Follow any instructions given. You will be prompted to insert certain disks during loading. When you have done so, click on the box labelled 'READY' or press the space bar or the 'Return' key. When the game has finished loading, click on the 'Start anew' option if you are playing The Dungeon for the first time.

The Dungeon can be installed on hard disk. To do so, double click on !Install which is on disk 1. Follow the instructions given. You will require about 3 MB free disk space.

SCREEN LAYOUT



SUMMARY OF MAIN CONTROLS

Please see the rest of the instructions for further details.

MOVEMENT BY KEYBOARD

Z , INSERT	turn left
X , PAGE UP	turn right
' , HOME	walk forwards
/ , COPY	walk backwards
DELETE	walk left
PAGE DOWN	walk right

LOADING AND SAVING FILES

S	save
L , R	load

OTHER CONTROLS

P	pause
Q	quit
2	ARM2 mode
3	ARM3 mode
F1	sound on
F2	sound off
F3	printed effects on
F4	printed effects off
F5	decrease volume
F6	increase volume

MOUSE

VIEW WINDOW

Left button: pick up, put down, throw, read plaque, press button, use key

Middle button:

MOVEMENT USING THE MIDDLE MOUSE BUTTON		
WALK FORWARD AND LEFT	WALK FORWARD	WALK FORWARD AND RIGHT
WALK LEFT	NO MOVEMENT	WALK RIGHT
WALK BACKWARD AND LEFT	WALK BACKWARD	WALK BACKWARD AND RIGHT

Right button:

MOVEMENT USING THE RIGHT MOUSE BUTTON		
WALK FORWARD AND TURN LEFT	WALK FORWARD	WALK FORWARD AND TURN RIGHT
TURN LEFT	NO MOVEMENT	TURN RIGHT
WALK BACKWARD AND TURN LEFT	WALK BACKWARD	WALK BACKWARD AND TURN RIGHT

PORTRAITS

select leader

OBJECT BOXES

pick up, put down

RIGHT HANDS

right mouse button to use weapon

CHARACTER NAMES

exchange standing positions

RUNES

spell creation

ICONS

Top row: statistics (left button) / score (right button)

save

load

Bottom row: sleep

examine

eat & drink

MOVING AROUND THE DUNGEON

You have the freedom to move your party of adventurers in any direction.

There are two ways to control the movement of your party:

1) By using the keyboard. The following keys can be used for movement:

Z turn left
X turn right
' walk forwards
/ walk backwards

Alternatively, one can use the following group of six keys:

INSERT turn left
HOME walk forwards
PAGE UP turn right
DELETE walk left
COPY walk backwards
PAGE DOWN walk right

2) By holding down the right mouse button while the mouse pointer is within the view window. The position of the mouse pointer in the view window determines how your party moves. This is illustrated in the screen layout on page 3.

If the mouse pointer is about three quarters of the way down the view and around half way across it, no movement will occur. If it is above this region then your party will move forwards, going faster the closer the pointer is to the top of the view window. Conversely, if the pointer is near the bottom of the view window, you can walk backwards, at varying speeds; the closer the pointer is to the bottom of the window, the faster you party walks backwards. Walking backwards is naturally slower than walking forwards.

If the mouse is positioned on the left-hand side of the view window, the party will turn left. This can be done at the same time as walking forwards, standing still or walking backwards. Again the rate at which you rotate is governed by how far the pointer is from the centre of the view window. Exactly the same applies to turning right.

It is possible to move sideways without turning to face in that direction first. The middle button on the mouse, when pressed, has the same effect as the right button, except in place of turning, the party moves left or right. It is thus possible to move

around without actually rotating, which may be useful in some circumstances.

Use of the mouse for movement is smoother than using the keyboard and actually permits faster forward movement than using the keyboard but practice is recommended..

SAVING AND LOADING

To save the current game position press 'S'. You are given the choice of four save game files. Press '1', '2', '3' or '4' to choose, or click on the relevant option using the mouse. If you decide that you don't really want to save then click on the 'Cancel' option.

To load an old game position, press 'L' or 'R' (for 'Restore').

Note that it is only possible to fit three save games on a normal floppy disk. If you are using a hard disk the saved game will be placed on the hard disk inside the !Dungeon folder.

OTHER USEFUL KEYS

In addition to the movement keys give above, the following keys can be used while exploring the dungeon:

- P Pause the game.
- Q Quit back to the main menu.
- 3 Take advantage of an ARM3 processor if you have one. This gives very smooth animation. This option should not be chosen if you do not have an ARM3.
- 2 Change back to ARM2 or ARM250 mode if you have changed to ARM3 mode.
- F1 Sound effects on.
- F2 Sound effects off.
- F3 Printed sound effects on.
- F4 Printed sound effects off.
- F5 Decrease volume.
- F6 Increase volume.

By default the sound is switched on, the printed sound effects are off, the volume is at maximum and ARM2 mode is selected. All options are saved with game saves. Note that sounds from far off will be quieter or not heard at all. Printed sound effects for quieter sounds are in a fainter colour.

CHOOSING A LEADER

You can choose a member of your party as the leader by clicking on that character's portrait.

The leader's inventory is displayed to the right of the view window.

It is also possible to change leader by clicking on the portrait of the leader in this inventory window. If the left mouse button is used then the previous character in the order of the characters at the bottom of the screen is chosen, otherwise (if you use the right button) the next character in that order is chosen. You will not be able to change leader if you only have one character remaining!

ICONS

To the right of the leader's portrait in the inventory window is a group of six icons.

The top row, from left to right, is as follows:

- | | |
|------------|---|
| Statistics | Click with the left mouse button to get further information about the leader. Values which have been temporarily boosted are displayed in green. Click with the right mouse button to get a score for the total treasure currently carried. |
| Save | Click to save the game position. |
| Load | Click to load a previously saved game position. |

The bottom row, from left to right, is as follows:

- | | |
|-------------|---|
| Sleep | Click on this to send your party to sleep. Click anywhere on the screen to wake up again. |
| Examine | Click on this while holding an object to examine it. |
| Eat & drink | Click on this while holding an object to eat or drink it. |

RE-ARRANGING YOUR CHARACTERS

The arrangement of you characters at the bottom of the screen determines where they stand relative to each other. There are four standing positions available: front left and right, and rear left and right. The centre two character panels correspond to the front positions; these panels are highlighted. The other two panels correspond to the rear

positions. Thus reading from left to right along the base of the screen, the panels correspond to: rear left, front left, front right, rear right.

Characters must be standing in this front row if they are to participate in hand to hand combat. Those two positions bringing up the rear of the party can assist in battle by using ranged weapons such as crossbows or by casting spells (note that those in the front row can also use ranged weapons and spells).

To swap the positions of two of your characters, use the mouse, click on one of their names (around which will appear a white box) and then click on the other's name (the white box is removed and the characters exchange positions).

MANIPULATING OBJECTS

The dungeon is littered with food, clothing, weapons, magical items and so on. When you come across an object lying on the floor which you wish to pick up, walk up to it, point at it with the mouse pointer and click on it using the left mouse button. If you are close enough then the mouse pointer will change in shape to indicate that you are holding that object. The name of the object is displayed below the scroll collection window.

You cannot pick up an object if you are already manipulating one using the mouse; this must be placed somewhere first. You could place such an object on the floor nearby by clicking on the spot on the floor on which you wish to place the object. This will have no effect if you try to put it too far away - the characters you control can only reach so far. Alternatively you can throw such an object by clicking on the top half of the dungeon view window using the left button on the mouse. The object will be thrown in the direction indicated by where you click; if you click near to the left hand side of the screen then the object will be thrown to the left rather than straight forwards. Remember that the mouse pointer must be sufficiently high up in the view window for the object to be thrown. It is the strength and skill of the current leader which influences how far the object can be thrown.

An object can be placed directly in the inventory of the leader by dropping it in an empty box in the leader's inventory window. This window contains eighteen boxes on its left which correspond to storage space in the leader's backpack. The two boxes at the bottom left of this window correspond to the hands of the leader. The four boxes at the bottom right of the window contain the garments currently worn by the leader and only suitable objects can be placed there. Boxes for both hands of each character are also directly accessible and are shown below their respective portraits along the bottom of the screen. Placing an object in a box which already contains an object will

result in the objects being swapped. If no object is being moved around using the mouse (the mouse pointer is an arrow) then clicking on a box containing an object will take that object. To access the objects in the backpacks of the other characters or to change their clothing the current leader must be changed.

Some objects, such as chests, can act as containers. If a container is placed in the left hand of the current leader then objects can be placed in that container or removed from it. A container has a number of object boxes of its own, like each player's backpack. Only one container object box is shown at a time, and is shown below the contents of the leader's backpack. To look through the contents of the container, click on the small arrowed buttons to the left and right of the container contents box. An object can be placed in a container in the same manner as it would be placed in the backpack.

The total weight of objects carried by the current leader can be found by clicking on the statistics icon with the left mouse button. If the weight is displayed in red then it is more than that character can currently carry comfortably. Characters carrying too much slow the whole party down.

INTERACTING WITH THE DUNGEON

To press a button, walk up to it and click on it using the left mouse button. If you are close enough then the button will have been pressed. To use a key in a lock, make sure you are holding the key with the mouse and then click on the lock when you are close to it. To read a plaque click on it using the left mouse button.

Please bear in mind that only the left button can be used to click on buttons and other features, since the middle and right buttons are used for movement.

HEALTH, EXHAUSTION AND MANA

Each character portrait has three bars to the right of it. The left bar indicates health - when this falls to nothing the character dies. The middle bar indicates exhaustion - caused by lack of sleep, food or water. When the exhaustion is too high the character's health starts to suffer. The right bar measures mana (magical energy).

Detailed values for health, exhaustion and mana levels of the current leader can be obtained by clicking on the statistics icon with the left mouse button.

MONSTERS

The dungeon is crowded with all manner of evil monsters. Some will leave you alone if you leave them alone but most will attack your party if you get too close. You can try to converse with a monster by clicking on it with the left mouse button, but do not expect many to respond!

USING WEAPONS

To use a weapon, place it in the right hand of the player who is to use it and then click on it using the right mouse button. (Clicking on the weapon in the inventory window will have no effect). The success of each attack will depend on the skill of the attacker, the weapon used and the characteristics of the monster attacked.

When you are inflicting damage upon a monster, this is reflected in the monster's strength bar which appears below the message window. A monster dies when this bar is cut down to nothing. The bar always gives the fraction of the monster's maximum strength remaining. It always gives the strength for the most recent monster to have suffered damage (in any way), but will fade away if no damage has been inflicted on any monster for a few seconds.

CASTING SPELLS

The spell generation window is in the bottom right corner of the screen. There are twelve runes from which spells can be generated. These are called (reading from left to right on each row of runes and giving the top row first) : Yu, Inx, Luk | Hok, Gno, Qut | Dra, Sca, Rha | Czo, Jut, Cas. Spells can be up to four runes long. They always start with a rune which conjures the potency of the spell. The weakest spells start with the rune Yu, but even these may take some practice for the novice wizard. The power of the runes increases through the sequence: Yu, Hok, Dra, Czo, Inx, Gno, Sca, Jut, Luk, Qut, Rha, Cas. Only those wizards who have mastered spell casting are likely to be able to cast spells spoken with Cas at the start. The rune denoting potency is followed by the body of the spell. The mana reserves (magical energy) of the spell caster will be drained as each rune is spoken. The higher the power of the spell, the greater the drain on mana. By clicking on a coloured button in the spell generation window whose colour corresponds to a living character, one can start entering the runes of a spell.

The required runes should be clicked on in the correct order, mana being used up as you enter the runes. It is possible to nullify a rune that has been entered but the mana is

forever lost for that rune. This is done by clicking on the button marked 'DELETE' which is above the runes. When a spell is ready it can be unleashed by clicking on the box which contains the series of runes making up that spell.

Certainly no dabblers in the magic arts are able to form runes in thin air. Very few of the most experienced and renowned wizards in the land can perform such spell conjuring without the greatest loss of mana. Almost all spell casting is thus undertaken using prepared scrolls inscribed with the base forms of the required runes, upon and through which the incantation can form before being unleashed. Much of the skill, and the whole of the life of a wizard is poured into the creation of a personal collection of scrolls. The actual casting of the spells is simplicity itself by comparison. Few outside the practically closed circle of wizards can afford to buy spell scrolls. In any case most wither to dust when separated from their creators. However, there are scrolls to be found, preserved by stale air and intense magical fields; and it is these scrolls which will aid your quest by allowing your characters to tap the power of spells.

At the top right of the screen is your collection of scrolls which is initially completely empty. Should you happen upon a scroll, it can be placed in your collection by dropping it onto the examine icon (the open eye) in the inventory window. Your characters will then be able to form that spell any number of times (If they are inexperienced they may be unsuccessful at first). The scroll collection displayed has only room for three scrolls to be shown at any one time. Should you manage to find more than three scrolls it is possible to look up and down your scroll list by clicking on the white arrows at the top and bottom of the scroll collection window. You do not need to have a particular spell in view in this window in order to cast it, but you must have the relevant scroll from which you wish to cast the spell somewhere in your collection.

EATING, DRINKING AND SLEEPING

Your characters must eat and drink regularly in order to maintain their stamina. The 'food' and 'water' bars in the inventory window give an indication of your current leader's hunger and thirst. To see how other members of the party are faring, change leader as described above. To consume an item, such as a chunk of cheese or a bottle of ale, simply use the mouse to drop that item on to the mouth icon which is to the right of your leader's portrait in the inventory window.

To go to sleep click on the closed eye icon (which is the bottom left icon in the group of six icons in the leader's inventory window). To wake up, press a mouse button. If you suffer any damage from attack you will be woken up immediately.

NOTES:

