

OFFICIAL
**Advanced
Dungeons & Dragons**

COMPUTER PRODUCT

**DUNGEON MASTERS
ASSISTANT**

**VOL. II: CHARACTERS
& TREASURES**

Generate Player or
Non-Player Characters.

Includes all of the
character classes.

Quickly create
gems,
jewelry or
intelligent
weapons.

For use as
an aid with
AD&D
game
play only.
This is *not*
a game.

©1989 TSR, Inc.
©1986 Strategic
Simulations, Inc.
All rights reserved



TSR, Inc.



STRATEGIC SIMULATIONS, INC.



TABLE OF CONTENTS

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE UTILITIES DESCRIBED IN THIS MANUAL, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM IS SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

ADVANCED DUNGEONS & DRAGONS, AD&D and the TSR logo are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI, USA.

©1989 by Strategic Simulations, Inc. All Rights Reserved. ©1989 TSR, Inc. All Rights Reserved.

This user manual, any accompanying printed material, and the computer programs, on floppy disks or cassettes, described herein, are copyrighted and include proprietary information belonging to Strategic Simulations, Inc. and TSR, Inc. No one is permitted to give or sell copies of this handbook, any accompanying printed material, and the computer programs, on floppy disks or cassettes, or listings of the programs on floppy disks or cassettes to any person or institution except as provided for by written agreement with Strategic Simulations, Inc. and TSR, Inc. No one may copy, photocopy, reproduce, translate, or reduce to machine readable form this handbook or any other accompanying printed material, in whole or in part, without the prior written consent of Strategic Simulations, Inc. and TSR, Inc.

Any person/persons reproducing any portion of this program for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal legal action at the discretion of the copyright holder(s).

INTRODUCTION	1
GETTING STARTED	2
Avoiding Disaster.....	2
Commodore 64 & 128.....	2
Apple II Series.....	2
Documentation check.....	2
USING THE PROGRAM	3
Making Menu Choices.....	3
Recovering From Mistakes.....	3
Saving Your Data.....	3
Editing Data Files.....	3
The Editor.....	3
Deleting Data Files.....	4
THE MAIN MENU	4
CHARACTER GENERATION	5
Single-Classed Character.....	5
Multi-Classed Character.....	6
TREASURE GENERATION	7
Treasure Generator.....	7
Magic Items.....	7
Gemstones.....	8
Jewelry.....	8
ROLLING DICE	9
MAKING A DATA DISK	9
OTHER OPTIONS	10
Use Unearthed Arcana.....	10
Printer Slot.....	10
Extra Line Feeds.....	10
Number of Drives.....	10
Backup Disk.....	10

APPLE II AND IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on Apple II and IBM compatible computers. Most of our games will work on an Apple II GS in the Apple II emulation mode.

If you own an Apple II GS, Apple compatible or IBM compatible computer we suggest that you consult with our Technical Hotline at (408) 737-6810 any workday between the hours of 9 a.m. and 5 p.m., Pacific Time, to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

DUNGEON MASTERS ASSISTANT, VOL. II: CHARACTERS AND TREASURES, is a set of utilities designed for use by players and Dungeon Masters of TSR'S ADVANCED DUNGEONS & DRAGONS® role playing game. This program isn't a game in itself. You must have the TSR AD&D® game material to take advantage of this program. This program is a utility designed to enhance the enjoyment of the TSR paper products and not to replace them.

DUNGEON MASTERS ASSISTANT, VOL. II (DM Assist II) is designed to speed character creation by both the player and the Dungeon Master (DM). The program creates both Player Characters (PCs) and Non-Player Characters (NPCs). DM ASSIST II is also designed to speed treasure generation by the DM. By automating the creation of both characters and treasure, DM ASSIST II is an invaluable aid for making spur of the moment encounters, for populating areas, and for making detailed NPCs.

DM ASSIST II generates characters with character classes from the AD&D® *PLAYERS HANDBOOK*, including multi-class characters. The program also generates Cavalier and Barbarian class characters from the AD&D® *UNEARTHED ARCANA* book.

DM ASSIST II also generates detailed treasure lists and magic items. The program generates gems and jewelry (including size and type), magic items of all kinds, and treasure lists created from the standard treasure types found with an encounter. The program can also generate magic items from *UNEARTHED ARCANA*.

Once DM ASSIST II has created a character or treasure list, you can customize and record the results. Both characters and treasure lists can be edited, printed out, or saved to disk for later use.

Avoiding Disaster

Before you use this program for anything, you should make a backup copy of your original disk and put the original away in a safe place. This way, should anything happen to your copy of the program, you will be able to make another one.

Apple II and Commodore 64 users should use a commercial copy program to back up their disks.

Commodore 64 & 128

Insert the program disk into the disk drive and type LOAD***,8 and press RETURN. When READY appears, type RUN and press RETURN. C-128 users must run this program in C-64 mode.

Note: You can save your work to any formatted disk. Use the "format a data disk" option on the main menu to prepare a save disk before you begin to seriously use the program.

Apple II Series

Insert the program disk into the disk drive and turn the computer on.

Note: You can only save your work to disks that have been formatted

by DM ASSIST II. Use the "format a data disk" option on the main menu to prepare a save disk before you begin to seriously use the program.

Documentation Check

The disk is not copy protected. You may make backup copies of the disk for your own personal use. However, the program does require documentation checks to use.

When the documentation check appears on screen, locate the indicated word in the manual. Type in the the indicated word and press RETURN/ENTER. The program will not run if you fail the documentation check more than once.

Making Menu Choices

DM Assist II is menu-driven. To choose a menu item, press the letter in the parentheses () at the beginning of the item.

Recovering From Mistakes

DM Assist II is equipped with a powerful undo command. Each time you press ESC (RUN/STOP on the C64) you "back up" to your last option. You may use ESC multiple times to back up all the way to the character menu or treasure menu.

For example, you chose to make a character a cleric, but later decide that you would rather make the character a ranger; you need only press ESC until you get back to the character class menu where you can choose to make the character a ranger.

Saving Your Data

To save your data you must use the "format a data disk" option on the main menu to format a blank floppy disk. As you save your data, keep an eye on how much room you have left on your data disk. Format a new disk when room gets low so that you will not find yourself suddenly without disk space just when you want to save something important!

Editing Data Files

Both the character generation section and the treasure generation section have the option to "delete" and to "edit". The functions in both areas operate the same.

Choose the "EDIT CHARACTER" or "EDIT TREASURE" option to load a previously saved file from your data disk and use the editor. Then, enter the name of the file or press "C" and RETURN/ENTER to display a catalog of the data files on the disk.

The Editor

DM Assist II generates characters and treasures as data files and then displays the data file in the editor. Use the editor to customize these data files. When you have finished customizing your file, quit the editor. Then, save the data file to disk, output the data file to your printer, or just return to the character or treasure generation menu.

The editor is controlled with the cursor keys, the RETURN/ENTER key, the DELETE/BACKSPACE key, and three control keys ("D" to delete, "P" for new paragraph, and "Q" to quit the editor). A list of these keys is displayed at the bottom of the editor screen. The display may change from computer to computer, but resembles the following:

(<,>,<-,>)CURSOR UP, DOWN, LEFT, RIGHT,

(CTRL-D) DELETE, (CTRL-P) NEW PARAGRAPH,

(CTRL-Q) QUIT.

The left and right cursor keys move the cursor left and right. The up and down cursor keys move the cursor up and down. If your computer does not have up and down cursor keys, the shifted "." or "<" key moves the cursor up, while the shifted "." or ">" key moves the cursor down.

To use the editor, cursor to the data to be changed. Delete any unwanted text by pressing DELETE/BACKSPACE (or CONTROL-D) to eliminate the character under the cursor. Type any new information. The editor will automatically insert room for newly typed text.

Press RETURN/ENTER to start a new line. Press RETURN/ENTER twice or CONTROL-P to double space and create a new paragraph.

Press CONTROL-Q to quit the editor.

Deleting Data Files

To delete a data file, choose the "DELETE CHARACTER" or "DELETE TREASURE" option, type the name of the data file to delete, and press RETURN/ENTER. Press "C" and RETURN/ENTER to get a catalog of data files on the data disk.

The main purpose of DM Assist II is to generate characters and treasures. These functions are controlled from the main menu.

After you boot the program and pass the documentation check, the main menu is displayed. Some menu choices may not appear on all versions of DM Assist II. Choose a function from the main menu by pressing the letter in parentheses ().

MAIN MENU

- (C)HARACTER GENERATION
- (T)REASURE GENERATION
- (R)OLL DICE
- (U)SE UNEARTHED ARCANA: N
- (F)ORMAT DATA DISK
- (S) PRINTER SLOT: 1
- (X) EXTRA LINE FEED: N
- (D) NUMBER OF DRIVES: 1 2
- (B)ACKUP DISK

Choosing "character generation" creates a detailed AD&D® Player Character (PC), or Non-Player Character (NPC). The character comes equipped with standard equipment appropriate to his class, including weapons and detailed spell books.

Character generation is controlled from the character generation menu. The menu includes the following options:

CHARACTER GENERATION MENU

- (S)INGLE-CLASSED CHARACTER
- (M)ULTI-CLASSED CHARACTER
- (D)ELETE A CHARACTER
- (E)DIT A CHARACTER
- (Q)UIT

Single-Classed Character

This option creates single-classed characters based on the character classes listed in the AD&D® *PLAYERS HANDBOOK*. If the *UNEARTHED ARCANA* switch on the main menu is set to "Y", Cavalier and Barbarian class characters can also be created.

Not all options are available to all characters. As a character is created, the AD&D® rules place restrictions on the character's choice of race, sub-class and/or alignment. For example, a character who is a Monk can only be human, so no character race menu is displayed. Likewise, a Monk character can only be of lawful alignment, so only lawful alignments will be displayed on the character alignment menu.

To create a character, choose the character's class from the character class menu. Next, pick the character's race from the character race menu. If necessary, choose the character's sub-race. Then, choose the character's sex.

After choosing the character's class, race, and sex, place his ability scores. DM Assist II generates 6 ability score rolls and displays them at the top of the screen. You may re-roll by pressing ESC and choosing the character's sex again. Don't worry

if there is a slight delay in generating the rolls. Some classes are difficult to qualify for and the program will keep rolling until it gets ability scores that meet the minimum requirements.

There are three (3) different ways to enter the character's ability scores:

1. Press "A" and the values generated by the computer are entered from right to left as shown on screen.
2. Enter the values that were generated in any order you wish.
3. Press "M" and manually enter any values you wish into the six abilities scores.

All character classes require minimum prerequisite ability scores. The first method always generates a valid character. The second and third methods may generate an invalid character. You will be prompted to re-enter the values until a valid character is created.

There may be a difference between the rolls you enter and the character's final ability scores. These differences reflect racial adjustments.

Enter the character's level. Level can be between one and the highest value for that character's combination of race, class, and

ability scores. Non-human characters with less than maximum ability scores can not reach the highest levels in many classes.

Next, choose the character's alignment from the character alignment menu. Finally, enter the character's name. The name can be up to 24 characters long.

After you enter the character's name, a character data file is created and loaded into the editor. From the editor you can customize and revise the character data file, save it to disk, print it out, or abandon it. See the section on Editing Data Files for details on how to use the editor.

Multi-Classed Character

This option creates multi-classed, non-human characters with the same mechanics used in creating single-class characters. The character class menu only includes multi-class combinations, and you must enter a separate level for each of the character's different classes.

TREASURE GENERATION

Choosing "TREASURE GENERATION" creates a detailed list of treasure from the AD&D® *DUNGEON MASTERS GUIDE* and/or *UNEARTHED ARCANA*. Treasure from a specific treasure type can be created, or items from any of the standard treasure lists can be called up.

Treasure generation is controlled from the treasure generation menu. The menu includes the following options:

TREASURE GENERATION MENU

- (T)REASURE GENERATOR
- (M)AGIC ITEMS
- (G)EMSTONES
- (J)EWELRY
- (D)ELETE TREASURE
- (E)DIT TREASURE
- (Q)UIT

Treasure Generator

Each monster in the AD&D® *MONSTER MANUAL I* and *MONSTER MANUAL II* has one or more listings under treasure type. Each treasure type is identified by a letter from A-Z, and each is explained in detail in a chart in the back of the *MONSTER MANUAL*. The treasure generator creates treasures according to this table.

Choose "TREASURE GENERATOR." Then, type the letters of the treasure types you want and press RETURN/ENTER. Separate multiple treasure types by a comma. For example, the treasure types for a Shambling Mound are B, T, and X; type "B,T,X" and press RETURN/ENTER to generate the treasure in a Shambling Mound's lair.

After you enter the treasure type(s), a treasure data file is created and loaded into the editor. From the editor you can customize and revise the treasure data file, save it to disk, print it out, or abandon it. See the section on Editing Data Files for details on how to use the editor.

Some treasure types have a low chance to generate treasure. If no treasure comes up, DM Assist II displays "NO TREASURE GENERATED". Press RETURN/ENTER to return to the Treasure Generation Menu.

Magic Items

This option generates specific magic items from the standard *Dungeon Masters Guide* or *Unearthed Arcana* magic item tables.

Magic item generation is controlled from the Magic item menu. The menu includes the following options:

MAGIC ITEM MENU

- (A) POTIONS
- (B) SCROLLS

- (C) RINGS
- (D) RODS/STAVES/WANDS
- (E) MISC. MAGIC
- (F) ARMOR/SHIELDS
- (G) SWORDS
- (H) MISC. WEAPONS

Choose the item to be generated, and then type the number to be generated. DM Assist II will generate up to 100 of most items at a time. The program will only generate up to 25 Scrolls, Swords, or Misc. Weapons; the descriptions for these items tend to be longer than one line, and there is a limit to how large a file the editor can handle.

After you enter the number of magic items to be generated, a treasure data file is created and loaded into the editor. From the editor you can customize and revise the treasure data file, save it to disk, print it out, or abandon it. See the section on Editing Data Files for details on how to use the editor.

Gemstones

This option generates Gemstones according to the table in the *DUNGEON MASTERS GUIDE*, including any increase or decrease in value.

Choose to generate gemstones and then indicate a "detailed" or "brief" description. DM Assist II generates a detailed description of up to 100 individual gemstones, including size, type, and value of each and lists a total value at the bottom. The program also gener-

ates a brief description of up to 1000 gems, but it only lists the total value for all the gems.

After you choose a detailed description, a treasure data file is created and loaded into the editor. From the editor you can customize and revise the treasure data file, save it to disk, print it out, or abandon it. See the section on Editing Data Files for details on how to use the editor.

Jewelry

This option generates jewelry using the same mechanics used to create gemstones. DM Assist II generates a detailed description of up to 100 pieces of jewelry, including material, description, and value of each and lists a total value at the bottom. The program also generates a brief description of up to 1000 pieces of jewelry, but it only lists the total value for all the jewelry.

After you choose a detailed description, a treasure data file is created and loaded into the editor. From the editor you can customize and revise the treasure data file, save it to disk, print it out, or abandon it. See the section on Editing Data Files for details on how to use the editor.

This option is an updated version of the dice roller provided with DM ASSISTANT VOLUME I. It generates random die rolls according to your specifications.

To roll dice, type the number of dice, a "D", the number of sides on the die, and press RETURN/ENTER. For example, in order to roll and total three six-sided dice, you would type "3D6" and press RETURN/ENTER.

To roll dice and add a modifier, type the number of dice, a "D", the number of sides on the die, a "+", the modifier, and press RETURN/ENTER. For example, in order to roll and total three six-sided dice plus four, you would type "3D6+4" and press RETURN/ENTER.

To roll dice multiple times and record the individual result and the total, type the number of times to roll, a "*", the number of dice, a "D", the number of sides on the die, and press RETURN/ENTER. For example, in order to roll and total three six-sided dice ten times, you would type "10*3D6" and press RETURN/ENTER.

The dice roller will only handle numbers up to 255 for any of the values. In other words, 255*255D255+255 is as big as it gets.

This option creates a data disk for use with DM ASSIST II. You need a data disk in order to save any of the character or treasure data files the program creates.

To make a data disk, put a blank, non-write-protected disk into the drive displayed on screen and press RETURN/ENTER. All data on the disk will be erased forever. Make sure that there is nothing important on the disk before you format it.

Use UNEARTHED ARCANA

This option tells DM ASSIST II to use data from *UNEARTHED ARCANA* when you generate characters or treasure. Choose this option to change the letter at the end of the option from a "Y" to an "N" or back. This stands for "(Y)es you want to use *UNEARTHED ARCANA* rules" or "(N)o you don't". If "use unearthed arcana" is set to "N", only material from the *PLAYERS HANDBOOK* and *DUNGEON MASTERS GUIDE* is used in character and treasure generation.

Using *UNEARTHED ARCANA* in character generation allows the use of the Cavalier and Barbarian character classes, changes starting hit points, and includes *UNEARTHED ARCANA* spells in characters' spell lists. Using *UNEARTHED ARCANA* in treasure generation uses the expanded magic item and spell charts from *UNEARTHED ARCANA*.

Printer Slot

(Not available on some versions)

This option changes which slot on an Apple II the program looks for the printer interface. To change the slot, choose the option and type the slot (1-7) that holds your computer's printer interface.

Extra Line Feeds

This option toggles extra line feeds on and off at the end of each printed line. If your text is all printing on the same line, then set extra line feed to "Y". If your text is all double spaced, then set Extra Line Feed to "N".

Number of Drives

(Not available on some versions)

This option toggles Apple II computers between using 1 disk drive and 2 disk drives. If you set the program to use 2 disk drives it will look for the data disk in drive 2. If you are using 1 drive then the program will prompt you when to swap disks.

Backup Disk

(Not available on some versions)

This option creates a backup of the DM ASSIST II program disk. Before you use this program for anything, you should make a backup copy of your original disk and put the original away in a safe place. This way, should anything happen to your copy of the program, you will be able to make another one.

To make a backup copy requires a blank, non-write-protected disk. Follow the on screen prompts. When the backup is completed, put the original disk away and use the backup copy.

CREDITS

Design:

Al Escudero and James Ward

Original Programming:

David Wong

Development:

Graeme Bayless and Robert V. Daly

Documentation:

Al Escudero and George MacDonald

Customized Disk Operating System:

Roland Gustafsson

Playtesters:

**Cyrus Harris, Cliff Mann, Don McClure,
and Rick White.**

Art and Graphic Design:

Louis Saekow Design

Desktop Publishing:

Louis Saekow Design

Printing:

A&a Printers and Lithographers

CONTENTS

Section 1
At Lincoln and James Hill
Regional Engineering
Local Work
Development
Technical Support and Robert V. Jany
Documentation
At Lincoln and George McLaughlin
Contract for Operating System
Local Questions
Appendix
Cross Reference Between Documents
Appendix
At the Conclusion
Local Work in Progress



STRATEGIC SIMULATIONS, INC.
