Synergistic Software

CAMPAIGN TRILOGY

Campaign Trilogy

Campaign Trilogy is a single floppy disk which contains three great adventure games written by Robert Clardy. These games; Dungeon Campaign, Wilderness Campaign, and Sorcerer's Challenge, are fun time after time because each one is different every time you play. Dungeon Campaign and Wilderness Campaign are single player adventure games while Sorcerer's Challenge is a two player strategic game. We suggest you start with Dungeon Campaign, then play Wilderness Campaign, then Sorcerer's Challenge. This is the order in which they were created and each one is more challenging than the last.

Getting Started

Campaign Trilogy requires an Apple II or Apple II Plus with 48K and one disk drive. Game paddles are required for Sorcerer's Challenge. A color video screen is highly recommended for full enjoyment of these games.

Insert your diskette in the disk drive, turn on your computer, and boot the disk. A screen will appear listing the game options. Pick number one, two, or three depending on which game you wish to play.

Dungeon Campaign Scenario

Dungeon Campaign is an adventure in which a group of intrepid warriors undertake to explore the dreaded Totmacher (Death Maker in German) Castle dungeons in search of treasure. The ancient and evil subterranean labyrinth is said to be full of gold, jewels, and priceless magical devices. The dungeons also contain a deadly variety of hazards, pit traps, malignant sorcerers, and vicious monsters, all with a single minded determination to destroy any intruders. The explorers must penetrate this dangerous multi-level maze and survive its dangers while capturing as much of its treasures as possible.

For each game a new, totally random maze of rooms, cells, corridors, and tunnels is created. The dungeon has four levels interconnected by pits and stairways. All hazards and treasures are randomly placed throughout the maze although value of the treasures and dangers of the hazards increases as lower depths are reached. The only exit from the dungeons is from the lowest (most dangerous) level.

To Search The Dungeon

To explore a dungeon use these keyboard commands.

R — To move to the right
L — To move to the left
U — To move up
D — To move down
J — To jump over a known hazard (such as a pit)
E — To exit from the maze. Only works when actually at exit on level 4
S — To search for treasure
X — To display current status of the exploration group
C — To display the color codes on this level

At certain times, legal commands may also include:

F — To fly the magic carpet
I — To take the invisibility potion

When an inappropriate command is given, a chart of proper commands will appear on the screen. As your party moves through the dungeon, the walls around you will become visible, gradually forming a map of each level as it is explored. When you return from a level to a previously visited level, the map of that level is restored.

The exploratory party that you command is made up of thirteen people, one elf, and one dwarf. The dwarf, with his familiarity with caves and mines is your map maker. If he dies in battle, your map will no longer be added to. The elf has the ability to

sense certain of the dungeon's hazards and give you warnings. If he dies, these warnings cease. The rest of your party's members are warriors.

Dungeon Contents

As you search the dungeon you are primarily interested in finding treasure. Treasures can be found in two types of locations. First, many of the rooms in the dungeon are treasure vaults. These must be searched to find any treasure that may be present (use 'S' command). Secondly, treasure is sometimes found in the vicinity of some of the stationary monsters of the dungeon (see below). Again, the area around them must be searched. Not all rooms or monsters have treasure. If treasure is found, it will consist of a quantity of gold and jewels with some value in quadroons (twice as valuable as doubloons). Treasures may also include maps (to treasure, to stairs, etc.) or magical devices such as flying carpet, magical sword, or invisibility potion. Some of the magical devices are activated automatically when discovered. Others can be held and used when needed. To use the magic carpet, type 'F' for fly to start it and 'F' again to stop. With the invisibility potion, type 'I' to use it, and either leave the level or type 'I' again to return to normal. Each magical device may be used only once.

In searching for these treasures, you may encounter the following:

Stationary Monsters — Goblins, orcs, trolls, werewolves, balrogs, centaurs, vampires, etc., etc., etc. These beings lurk in the hidden recesses of the dungeon waiting to ambush hapless wanderers. If you encounter them you may occasionally escape by running but will usually have to do battle with them. Battle outcome is dependent on your relative strengths and the roll of dice.

If you defeat the monsters, your strength increases. Monster strength is greater at lower levels, so you should increase your strength before venturing down.

Wandering Monsters — The labyrinth is also populated with a number of mobile monsters of various types. Dragons (on the upper levels) will pursue you through the maze. They are slow moving but can only be killed by magical weapons. If they catch you, they will eat their fill from your party before wandering off again. Giant serpents (lower levels) are mindless but fast moving creatures. Finally, spectres are immaterial wraiths who inhabit the lowest level. These giant serpents and spectres cannot be destroyed. All wandering monsters may appear at random times and places.

Pits and Poison Gas — Pits may drop you unexpectedly to lower levels. The pits on the lowest level are bottomless, but small enough that your whole party cannot fall in. The poison gas can be survived for about 9 seconds, after which your warriors will begin to die.

Evil Necromancers/Pteridactyls — If either of these hazards is stumbled upon, they will teleport/carry your party to some other part of the dungeon at random.

Stairways — The dungeon has a number of stairways between levels.

All of the above hazards and rewards are scattered at random throughout the dungeon. Your party will always enter the dungeon on the highest level (level 1) and must exit from the lowest (level 4). The rewards are great if you can survive long enough to find them. Good luck in your search!

Wilderness Campaign Scenario

The Kingdom of Draconia is a land of myth, a realm of mighty sorceries and fearsome beasts. Once a land of mighty and prosperous cities, Draconia has been reduced to a land of poor villages and decaying remnants of its former empire because of the evil influence of the Great Necromancer. The Necromancer seized power ten years ago and has since tyrannized and devastated the kingdom. Secure within his virtually impregnable fortress, surrounded by a magical barrier, he is hated and feared by all. The ruins of Draconia's greatness and the more desolate parts of the countryside are now populated by fearsome creatures that prey on any hapless wanderers who pass by.

You have been chosen to lead a small band of men to organize the overthrow of the Great Necromancer. To accomplish this, you will need a magical weapon powerful enough to destroy the barrier around his fortress and enough men, armor, and weapons to defeat his army. A suitably powerful magic weapon can only be obtained from the Sanctuary of the White Mage, an elderly but once great magician. You may stumble on the sanctuary in your wanderings, or the oracle (an agent of the White Mage) may find and direct you. You will only see the oracle once. He will indicate on your map where the White Mage's sanctuary is, then he will vanish. Remember the location and make your way there to try to find the sanctuary. Good luck in your quest and the battle to follow.

The Quest

Your initial goal is to search for and acquire enough treasure to hire and outfit an army. Much of the treasure of Draconia is now guarded by monstrous creatures. These must be fought and defeated (see BATTLES). Once the treasure is obtained you can use it in the various villages to buy goods and hire men.

Your second goal in the early stages of the game is to find the Sanctuary of the White Mage and receive from him the powerful device you will need to destroy the Necromancer. To defeat the Necromancer, you will need at least 50 - 75 well-equipped fighters and a powerful magic weapon.

The initial setup will include the map of Draconia with all villages*, castles*, ruins*, temples*, tombs*, geographical features and the Necromancer's fortress displayed. Your party will have a number of men with specified strength*, speed*, dexterity*, charisma*, and experience*. You will also have some treasure to begin with.

*Random placement or amount.

Commands

Table 1, below, lists the commands that can be used during your quest. The L command displays the legend for your map. The X command displays the status factors for your party: number of fighters, total number in party (you may have some bearers), experience level, dexterity, etc. All of these factors may change during the game in ways described below. The B command lets you see what goods you currently have in your baggage. It may become necessary to dump some of your baggage if you find treasure whose weight is such that you can't carry both it and all your baggage. Next time, to avoid this problem, hire more bearers or buy a mule. The M command lets you check your baggage for magic items that you wish to use. Finally, Q allows you to quit the game and save the current setup to disk.

The N, S, E, and W commands are self-explanatory. Movement is fastest in the plains, slower in the more rugged terrain areas. The more rugged areas (swamps, jungles, mountains, or deserts) are also much more hazardous. You may encounter such obstacles as gorges, crevasses, or cliffs. With the proper equipment you can get by. Otherwise, you must turn back and try elsewhere. You may also get caught in avalanches, sandstorms, or quicksand. Dexterity and luck (roll a saving throw with the dice) will determine whether or not there are casualties.

Table 1	
Legal Commands	
N = Move North	L = Display Legend
S = Move South	X = Display Status
E = Move East	M = Use Magic Item
W = Move West	B = Check Baggage Inventory
Q = Quit	

Points of Interest

Villages — Once you have gold to spend, enter the nearest village. You can hire bearers or fighters or visit the village bazaar. A constantly varying selection is available for your consideration. Prices vary, and the merchants will dicker.

Castles — Some of the castles of Draconia are still inhabited by members of the old nobility. Depending on your charisma, they will donate varying amounts of men and gold to help in your campaign. Other castles are abandoned death traps.

Abandoned Structures — Temples, tombs, ruins, and abandoned castles are dangerous but potentially rewarding. Treasure of the former inhabitants may be available for the taking. Traps, hazards, and hostile creatures, however, are common and must be overcome.

Battle

Whenever monsters or hostile inhabitants are encountered, you have the option of fighting (and perhaps winning treasure) or leaving the vicinity. They may or may not pursue you. If they do and they are faster, you will have to fight anyway.

Battle outcome depends on many factors such as the relative strength, speed and experience of the combatants, their weapon and armor classes (see Table 2), bonus points for various factors, and luck. Speed, strength, and experience may vary during the game. (Experience increases with battles won. Several magical devices can improve speed, strength, dexterity, etc.) Armor and weapon classes depend on the number and types of armor and weapons purchased. The higher the class, the more successful you will be in battle. Bonus points are available if you have weapons/armor particularly appropriate for your opponents (see Table 3), if your field position is better than your opponents' or if you have a Spell of Defense or Attack. On any given turn during battle you may elect to try for a better field position instead of attacking. You may also run if you like. The last factor which decides the outcome of battle is luck as determined by rolling the dice.

A battle includes a succession of conflicts consisting of an attack and a defense phase for each of the combatants. The individual conflicts continue until one force is totally destroyed. If you win the battle, you can take your foes' treasure, if they possessed any.

To initiate the final battle against the Necromancer merely approach his fortress and follow the program's promptings.

Table 2

Armor Class		Weapon Class	
1	No Armor	1	Short Sword
2	Leather Armor	2	Battle Axe
3	Shield	3	Broadsword
4	Chain Mail	4	Spear
5	Plate Armor	5	Bow or Crossbow

Table 3

Monster Type	Examples	Special Weapons*
Flying	Stingwing, Roc, Harpy	Bow/Crossbow/Spear
Undead	Vampire, Mummy, Werewolf	Cross/Holy Water/ Silver
Giant	Cyclops, Ogre, Dragon	Spear/Battle Axe
Normal	Orc, Minotaur, Gorgon	None

*Gives extra advantage (bonus points) in battle.

Miscellaneous

During your quest, you may occasionally find various sorcerous devices, spells, or artifacts. Crystal balls, flying carpets, magic lamps, etc. may be acquired and used throughout the game. The formidable Staff of Power and the Lightning Rod can only be obtained from the White Mage.

Remember that when you hire men, they expect to be paid. Payday occurs every ten days. The pay rate for all men is the highest hiring rate previously offered. Men that aren't paid will desert.

Also remember to keep your food supplies up. Food packets can be purchased at every village. Each packet feeds ten men for one day. If you run out, your men will starve.

The more common of the kingdom's unpleasant inhabitants are described in Table 4.

Table 4

Name	Class	Found In	Description
ORCS	N	Mountains	Cave dwelling, fearless night fighters
SAND SERPENTS	N	Desert	30 foot long snakes, sand colored, kill by crushing
GORGONS	N	Jungle	Snake-haired, Victim turns to stone
MINOTAURS	N	Temples	Half bull, half man
GOBLINS	N	Tombs	Large orcs, hate daylight
TROLLS	G	Tombs	Thin and rubbery, can regenerate if not totally killed
CYCLOPS	G	Mountains	One eyed, one horned giant
DRAGONS	G	Jungle	Non-flying variety
ALLOSAURS	G	Swamp	Meat eating reptile
FIRE DEMONS	G	Temples	Large reptile, touch causes burning
GIANT OGRES	G	Ruins	10 to 12 foot tall giant man-eaters
ROCS	F	Mountains	Giant two-headed bird
STINGWINGS	F	Desert	Venemous stingers along wings
PTERIDACTYLS	F	Swamp	Flying reptile
HARPIES	F	Tombs	Woman faced, venemous bite
GARGOYLES	F	Ruins	Reptile with horns, talons, fangs, and bat like wings
GHOULS	U	Desert	Their touch paralyzes, drains life energy
WEREWOLVES	U	Jungle	Can turn from man to wolf
LYCANTHROPES	U	Swamp	Can turn into boar, tiger, or bear
VAMPIRES	U	Ruins	Blood drinkers
MUMMIES	U	Temples	Bandaged wrapped living corpse

N = NORMAL, G = GIANT, F = FLYING, U = UNDEAD

Application Notes

1. A partially completed game can be saved to disk at any time to be continued later. The Q (Quit) command lets you stop the game and save it. Initial game setup includes the question "New or old game (N or O)?" for continuing an old game that was saved.

2. To re-enter program, type GOTO 510 and press return.

Sorcerer's Challenge Scenario

The master magician of the kingdom of Thessalona has reigned unchallenged for many years. An acknowledged master of the arcane arts, the old wizard has never been bested in any test of magical skills.

In recent weeks, rumors of a new (supposedly stronger) power have spread through the kingdom. A strange sorcerer from the east has arrived and proclaimed himself supreme warlock in the kingdom and has demanded tribute from all its subjects. Though younger than the master wizard of Thessalona, his powers are awesome. The initial confrontation between the two magicians totally devastated the village in which they met and rendered it uninhabitable for years.

At the request of the king of Thessalona, the two sorcerers have agreed to settle their dispute on a deserted island to avoid destroying the kingdom in the process. Alone, but armed with their mightiest spells, the two set sail (each in his own boat) to the island.

Their initial confrontation has revealed that neither can be attacked directly (their defenses are too strong) but instead must be defeated indirectly. Whichever magician can first succeed in trapping his opponent by surrounding him completely by uninhabitable terrain will be the winner. To this end, each of the sorcerers will direct his spells at parts of the island not defended by his opponent. The spells will render that section of the island uninhabitable for a period of time. The spells have varying duration and some will fade away during the confrontation. Careful planning and proper selection of spell duration should allow the greatest sorcerer to eventually trap his opponent, surrounding him completely by uninhabitable terrain.

Initial Conditions

At the start of the duel, the two sorcerers will select the names by which they will be known during the battle. They will also indicate their skill level (0-15, where 0 is more skillful). Skill level will determine the relative number of permanent spells (versus temporary spells) that each magician will carry. A more skillful sorcerer will need fewer permanent spells to trap his opponent. Each magician has 5 permanent spells plus one additional for each successive skill level specified (i.e. level 1 has 6 permanent spells while level 15 has 20).

In addition to his bag of permanent spells, each magician will have a variety of temporary spells with the durations indicated in Table 1.

Table 1
Spell Duration

Number of spells	Duration (time units)*
6	3
5	4
4	5
3	6
2	7

*A time unit is the amount of time required for both magicians to move to a safe location and initiate one spell each.

The duel will take place on the island illustrated in Figure 1. The zone of effectiveness of each spell is such that the island is effectively divided into 64 quadrants as shown in Figure 2.
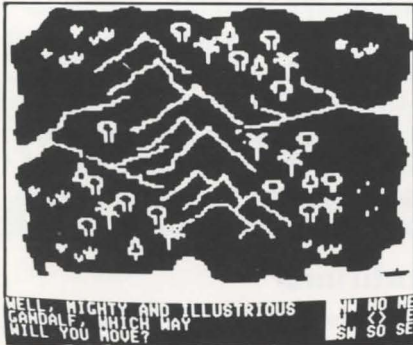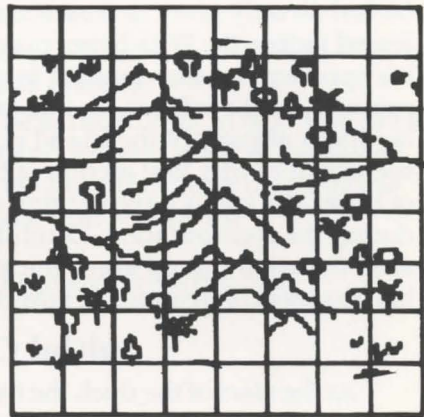

Figure 1
The Island

Figure 2
Spell Effectiveness Zones

The Duel

During the duel, the following protocol will be observed by the combatants. Each sorcerer will take a 'turn' consisting of movement to an adjacent safe zone (see Figure 2) and the use of a spell against some other zone. Movement may be to the north, northeast, east, southeast, south, southwest, west, or northwest, but can only be into areas not already contaminated or destroyed by a spell. If a sorcerer cannot move in any direction (i.e. he is completely surrounded by contaminated/destroyed zones), he loses the duel. Movement is accomplished by typing a one or two character code for the desired direction (NO, NE, E, SE, SO, SW, W, NW). Movement can alternatively be accomplished by pressing the push button on one of the game paddles (one paddle to each sorcerer) causing a set of crosshairs to appear on the map. Turning the paddle will move the crosshairs to the desired adjacent location. Pressing the button again accomplishes the move.

To use a spell, the sorcerer selects the desired duration (see Table 1). He may, at this time, consult his Book of Spells for a particularly apt choice to use against his opponent. (Press RETURN instead of entering spell duration to consult the Book of Spells.) The Book of Spells contains the names of over 400 deadly spells. Once the proper spell has been selected, the game paddles are again utilized to select the zone at which the spell will be used. When the pushbutton is pressed, the spell is applied, and that zone becomes uninhabitable for the duration of the spell.

A spell directed at either of the sorcerers will be countered by a defensive counter spell. The attacker's spell is thus wasted. A spell used against a zone that is already contaminated will produce an uninhabitable region for the duration of the second spell only. Duration of spells in one zone is not cumulative.

The duel will continue until one of the two magicians is completely trapped. It should be noted that because of the nature of the defensive spells, the two sorcerers can never occupy the same zone, thus if wizard 'A' is surrounded in all directions but one by uninhabitable areas and wizard 'B' occupies the one adjacent habitable zone, wizard 'A' loses the challenge. Good luck!

Campaign Trilogy

Includes three great adventure games created by Robert Clardy. Each of these fantasy games take you into worlds of dungeons, sorcerers, dragons, tunnels, treasures, monsters, and magical devices. Test your wits and imagination with:

Dungeon Campaign — Explore an underground labyrinth filled with treasures and hazards. Escape the maze with your life and as much treasure as you can grab, but beware of dark recesses filled with evil beings.

Wilderness Campaign — Gather the men, armor, and weapons necessary to defeat the evil Necromancer and save the empire of Draconia. But first, you must secure the magic weapon from the Sanctuary of the White Mage. A strategic, role-playing adventure game.

Sorcerer's Challenge — Two sorcerers stage a fight to determine who will rule the kingdom of Thessalona. On a deserted island they cast their mighty spells to determine the victor. A two player strategic game demanding clever foresight.

Campaign Trilogy requires an Apple II or Apple II Plus with 48K and one disk drive. Game paddles are required with Sorcerer's Challenge.

SUGGESTED PRICE
$29.95