

IMAGE

COMPUTER PRODUCTS



FOR THE ATARI 400 OR 800

Dungeon Campaign 6408

Find the magic sword, kill the dragon, and escape the dangers of the dungeon with all the gold and jewels you can carry.

This interactive computer adventure shows the action in full color graphics as you explore the dungeon and do battle with Pterodactyls, Necromancers, Giant Serpents, poison gas, and even an evil spectre.

From your "birds-eye" view of the dungeon, plan your strategy to avoid or engage in mortal combat as you control the action with joysticks or keyboard.

Both 8K and 16K versions.

THIS CASSETTE PROGRAM REQUIRES THE 410 PROGRAM RECORDER.

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DUNGEON CAMPAIGN 6408

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16K

8K

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NOTES

How to load the cassette program into your computer

1. Turn on the computer and TV

The word READY will appear on your TV screen. If it doesn't or if the picture is not sharp, see your computer instruction manual.

2. Insert cassette

Insert the cassette tape into the recorder with the name of the version you want to play face up.

3. Rewind the tape

Press the REWIND button on the cassette recorder and rewind the tape fully.

4. Press PLAY

Pressing the PLAY button on the cassette recorder does not cause the recorder to start.

5. Type CLOAD on the keyboard

The word CLOAD will be printed on the TV screen.

6. Press RETURN twice

Pressing the RETURN key on the computer activates the computer. Pressing RETURN again starts the tape recorder automatically. After several seconds you will hear a whistle coming from your TV speaker. After several more seconds, the word "READY" will appear.

When the program has finished loading, the tape recorder will stop automatically and the word READY will be printed on the screen.

7. Type RUN and press RETURN

After the computer signals READY, typing RUN and pressing the RETURN key will start the program in the computer. Now turn to the next section for instructions on using the program.

In case of difficulty . . .

Programs from cassettes do not always load correctly the first time. Static or even brief interruptions of power can cause errors. If the computer prints the word ERROR on the screen, try loading the program a second time by rewinding the tape and repeating the directions, beginning with step 4.

There is a good chance that forwarding the tape slightly will help. Before typing CLOAD, rewind the tape, reset the tape counter, and fast forward to 001. If this doesn't work, try beginning at 002, 003, etc. Write the number at which the tape loads correctly on the cassette tape. In the future, always load the tape from this point.

A second copy of the program is recorded on the tape. If the program doesn't load after a few tries, follow this procedure to position the tape for loading the second copy:

- Rewind the tape and reset the tape counter to 000.
- Press PLAY on the recorder. Type POKE 54018,52 and press RETURN. This special instruction starts the tape recorder motor.
- Adjust your volume control to a medium setting. After two or three minutes of silence, you will hear "The program begins at the tone" in the TV speaker.
- The instant you hear the tone, press the SYSTEM RESET button to the right of the keyboard. This stops the recorder with the tape positioned for loading the second copy.
- Write the number showing in the tape counter window here. In the future, use this number for positioning the tape.
- Continue the load sequence with step 5.

How to Play Dungeon Campaign

This fascinating game is a compacted version of the popular Dungeons and Dragons rpg which is currently sweeping the country. You will journey through a dungeon guarded by terrifying creatures, in an exciting quest for gold.

Background

The setting for this game is the subterranean labyrinth underneath the dreaded Totmacher castle. This was once the domain of an evil and powerful warlock. After centuries of ruin, all that remains of the castle is a pile of rubble covered with moss and ivy. Although the castle itself is destroyed, the deep recesses of his underground fortress are still intact. Legend has it that the old warlock hid his vast store of gold, jewels and magical devices in his dungeon, guarded by the fearsome creatures that he summoned with his black magic.

The entrance to the dungeon is known, but the interior has never been charted. In fact, no one that has entered the dungeon has ever returned to tell the story. Will you risk the dangers of the dungeon to search for the treasure?

16K Version—Exploring the Dungeon

You have been approached by a group of ten warriors to lead them in a search for the treasure.

When you enter the dungeon and begin exploring it by torchlight, the walls immediately around you will become visible. As you move, you will generate a map of that level's tunnels, corridors and rooms. You will direct your force with the following simple commands:

Legal Keyboard Entries

Command Key	Effect
W	Move up on the screen
A	Move left
S	Move right
Z	Move down
C	Condition of your force
Y	Yes
N	No
F	Fight
R	Run
O	Offer gold

NOTES:

1. These commands are applicable only in certain situations. You will be prompted.
2. All other keyboard inputs will cause a list of legal commands to be displayed.

Joystick Controllers

If you have a joystick controller, it may also be used to direct movement. During battle, movement of the stick will be interpreted as follows:

Fight	Left
Run	Right
Gold	Up
Condition	Down

What You May Encounter

Stationary Monsters:

You may encounter the lairs of many diabolical creatures throughout the dungeon. When this happens, you must either fight, run or offer gold (they can sometimes be hired). They include:

Harpies — Voracious creatures with the bodies of vultures and the heads and upper torsos of women. They emit sweet sounding calls, then attack, torture and devour their prey.

Lycanthropes — Humans with the ability to assume animal form. They are usually in their alter-shapes during the hours of darkness and will viciously attack all intruders.

Giant Rats — Vile, disease-carrying creatures that enjoy gnawing on human bodies. They can attack on land or in water but are fearful of fire and will flee from it.

Chimerae — Hideous monsters with the foreparts of a lion, hind quarters of a huge goat, dragon wings and three large heads. The dragon's head can breathe fire, the goat's head has two long horns and the lion's head has powerful jaws and sharp teeth.

Roving Monsters:

These dangerous guardians of the maze will pose a much greater threat — they will be in hot pursuit whenever they detect you. They include:

Giant Serpent — A blind but fast moving and voracious snake. It guards the magic sword.

Dragon — a powerful, tenacious creature that never gives up a good chase (he will pursue you throughout the maze). He ruthlessly guards the magic ring and prevents you from finding much of the dungeon's treasures. However, he can be destroyed with the magic sword.

Spectre — An amorphous being that can move through walls. You and your warriors will not be able to explore the dungeon as rapidly when the spectre is present, because its immense powers will slow you down. The spectre cannot be killed.

Poison Gas:

It causes blindness. You must move out of it before your sight will return.

Stairways and Secret Passages:

When these are occasionally discovered, they may be used to penetrate to deeper levels. The doors on the lowest levels lead out of the dungeon. As you explore the dungeon, a secret panel may close behind you and lock you into a room. Maintain constant movement in order to attract a Pteridactyl or Evil Necromancer who will carry you from the room.

Pteridactyls:

These creatures can be found nesting in remote alcoves. When disturbed, they will grab the intruders, fly them away from their nesting area and dump them.

Evil Necromancers:

A few reclusive warlocks live in the dungeon. When annoyed, they will teleport the intruder elsewhere.

Pit Traps:

Although a few traps exist in the dungeon, they are rarely encountered.

Battle

If you encounter stationary monsters and can neither flee nor buy them off, you must engage them in battle. Battle is fast paced, with men and monsters alike being killed. Kills are determined by relative numbers, strength and luck. If you find your own force being destroyed, you can try to run at any time during the battle. You may not succeed.

The warriors that survive the battle will obviously be more experienced and better fighters. This increase in ability is indicated by a higher strength factor per fighter. The abilities and fighting prowess of your force will improve, therefore, with each conflict.

Strategy

The dragon of the dungeon has some of the old warlock's mental powers. He will prevent you from finding much of the dungeon's treasures. He must, therefore, be killed at the first opportunity. Since he can only be killed with the magic sword, obtaining that weapon should be your first goal.

The magic sword is guarded by the snake. You must stay as close to his head as possible until he leaves it unattended momentarily. As time passes, he will become harder to avoid, so you must be quick.

After finding the magic sword, you need to find and kill the dragon. Note that the sword is only useful against the dragon. The other inhabitants of the dungeon must be avoided as before. Once the dragon has been killed, you will obtain several rewards.

First, the magic ring that he carries on a golden chain around his neck will increase your strength. Secondly, the chain itself is valuable. The last benefit is that you will now be able to find treasure more easily. Grab all you can find and get to the exit on the third level down before all of your force is killed.

Scoring

Upon escaping from the dungeon (or dying in battle), the computer will print out the number of survivors, the strength points earned, the amount of treasure acquired and the rank you earned as a Dungeon Campaigner. From low to high, the various ranks that can be achieved are novice, seasoned, master, superior and hero.

Re-activating the Game

Press Y or N (for yes or no) to signal whether you want to re-enter the dungeon or take a break to recover from wounds and re-group your warriors.

8K Version—Exploring the Dungeon

This compacted version of the dungeon has only one level. As you begin exploring it by torchlight, the walls immediately around you will become visible. You will need to use the following simple commands:

Legal Keyboard Entries

Command Key Effect

W	Move up on the screen
A	Move left
S	Move right
Z	Move down
T	Amount of treasure you've found
Y	Yes
N	No

NOTE: All other keyboard inputs will cause a list of legal commands to be displayed.

What You May Encounter

As you explore the dungeon, be on your guard for the giant serpent - a blind but fast moving and voracious snake who guards the magic sword.

The most powerful and diabolical guardian of the treasure is the hideous dragon. He has some of the old warlock's mental powers and will relentlessly pursue you throughout the maze.

However, he can be destroyed with the magic sword. Occasionally, when you enter a room, a secret door may lock - trapping you inside! Walking into a trap means certain death, for there is no escape!

Strategy

Although you may be able to escape the dragon temporarily, you will eventually have to do battle with him. The only way to survive such a battle is with the aid of the magic sword. Thus, your first objective should be to try and steal the weapon from the giant serpent.

You must stay as close to the serpent as possible (without becoming his dinner) in hopes of his leaving the sword temporarily unattended. As time passes, he will become harder to avoid, so you must be quick.

After finding the magic sword, you must gather up as much gold as you can carry, then find and kill the dragon. You'll be able to grab the dragon's personal hoard of gold after slaying him. The game will automatically end when the dragon has been destroyed.

Scoring

Upon escaping from the dungeon, the computer will print out the amount of treasure acquired and the rank you earned as a Dungeon Campaigner. From low to high, the various ranks that can be achieved are novice, seasoned and master.

Re-activating the Game

Press Y or N (for yes or no) to signal whether you want to re-enter the dungeon or take a break to rest and recover from wounds.

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What the Day Demands

As you study the subject, be careful not to let the work
become a dull, mechanical task. It should be a living, growing
thing.

The most powerful and fruitful way of studying is to
relate the subject to your own life. This is the only way
to make it really yours.

Remember that the purpose of education is to
develop the mind, not to fill it with facts. Facts are
useless unless they are used.

Reading

Although you may be able to read the paper and
understand the news, it is not the same. The only way
to get the most out of reading is to read with
purpose. You should read to learn, not to pass the time.

Do not read anything that is not worth your
time. Do not read anything that is not
worth your attention. Do not read anything that
is not worth your effort.

After reading, try to summarize what you
have read. This will help you to remember
what you have read. It will also help you
to understand what you have read.

Writing

Writing is a very important part of education.
It is the only way to express your thoughts
and feelings. It is the only way to
communicate with others.

Remembering the Facts

It is not enough to know the facts. You must
also know how to use them. You must know
how to apply them to your own life.

CARE AND HANDLING

Keep the enclosed magnetic recording away from magnetic fields, transformers, power supplies, motors, etc. so that the program will not be erased. Always protect magnetic cassettes from temperature and humidity extremes.

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