SYNERGISTIC SOFTWARE
presents
DUNGEON CAMPAIGN

INTRODUCTION

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 sorcerors, 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 getting as much of its treasures as possible.

Dungeon Campaign requires an Apple II computer with at least 16K of memory and color display to be played. 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 danger 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, first load the program with your Apple in BASIC mode, type run, and follow the program's directions.

Legal keyboard entries include:

    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

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, of the rooms in the dungeon, many 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 strenth 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!

PROGRAM DOCUMENTATION

This section includes 3 tables which outline most of what the casual user might want to know about the program. Table 1 defines the more useful variables used in the program. Table 2 defines in greater detail how the maze array 'M' works and Table 3 defines the 'C' array which stores the colors of all the objects in the dungeon. The colors as specified by this program may appear differently on your display. If a correction would be desirable, merely change the color numbers of the 'C' array as defined in line numbers 790 and 795. Alternatively, you may wish to modify the color names as output by line numbers 8305-8310 of the color codes display subroutine.

Particularly useful line numbers (which can be used by halting the program with a conrol C and doing a GOTO XXXX) include:

    1500 - Will allow you to sestart program
    4942 - Will restart the program and redraw the map of current level
    4420 - Will display the current level of the maze
    4370 - Will display all stairways on the current level
    4380 - Will display all treasure on the current level
    4390 - Will display all monsters on the current level
    4400 - Will display all other hazards on the current level

TABLE 1
DEFINITION OF SELECTED VARIABLES

Variable	Definition
DW	0 when dwarf is alive, 1 when dead
EL	0 when elf is alive, 1 when dead
IN	15 when invisible, 16 when you have potion
CP	1 when you have flying carpet
NUM	Number surviving in your party
STR	Strength
Q	Level - 1
M(X)	Contains maze definition (see Table 2)
C(X)	Contains color codes (see Table 3)

TABLE 2
THE MAZE ARRAY M(Q1)

Value	Meaning
0	No wall to right or below & no objects
X1	Wall to right of square
X2	Wall below square
X3	Wall to right and below
2X	Pit trap at this location
3X	Necromancers/Pteridactyls
4X	Monster (no treasure)
5X	Stairs
6X	Rock
7X	Treasure
8X	Monster with treasure
9X	Poisonous gas
-XX	Not yet displayed
+XX	Already displayed
X	Don't care what number

TABLE 3
COLOR CODES

Array Position	Value	Color	Object
1	12	L. Green	Level 1 Walls
2	3	Violet	Level 2 Walls
3	9	Orange	Level 3 Walls
4	11	Pink	Level 4 Walls
5	1	Red	You
6	7	L. Blue	Pteridactyls
7	7	L. Blue	Pits
8	4	D. Green	Monsters
9	15	White	Stairs
10	*	*	Rock
11	13	Yellow	Treasure
12	4	D. Green	Monsters with Treasure
13	14	Blue Green	Gas
14	5	Grey	Dragon
16	10	Grey	Spectre

*Same color as the walls of that level.

APPLICATION NOTE

This program was written to run on a 16K system. It has self-deleting features that enable the entire program to fit in 16K RAM, you may wish to remove the self-deleting lines. Type:

```
801    REM
1205   REM
1300   GOTO 1560
```

Dungeon campaign is a game of high adventure wherein the player directs an expeditionary force as it ventures into an underground labyrinth. The catacombs are filled with treasures and hazards, poisonous vapors and evil necromancers, stairways and pitfalls, sorcerous devices and an incredible assortment of monstrous inhabitants.

The dungeon's monsters may pursue or wait in ambush. They have a variety of powers, strengths, and modes of attack, and they become increasingly dangerous in battle as lower levels are reached.

As the secrets of the dungeon are uncovered by your force, a color coded map is generated until you find your way safely out with your treasures.

Requires Apple II with 16K RAM.