



DARK DUNGEON

OBJECTIVE

In the DARK DUNGEON, one to four players become adventurers who must search for treasure, gain experience points and try to defeat the evil creatures that lurk in the chambers. The object of the game is to become the first player to reach the 4000 Victory point total and exit the dungeon before getting killed.

GETTING STARTED

Make sure your EXTENDED Basic Cartridge is plugged in. Type RUN"CS1" and press ENTER. Follow the screen instructions to load.

THE BEGINNING

Each player starts out with 1000 Constitution and 3 Strength. If any player's Constitution reaches zero, that player "dies" and is out of the game. When the game starts, enter the number of players and the player names (up to seven letters) as instructed, then wait as the computer generates a random dungeon. Each time you play the game the dungeon will be different, so you can enjoy playing Dark Dungeon again and again.

THE SCREEN

Each player starts out in a "hallway". The screen is divided into three fields. The top field displays what, if anything, is in this dungeon room.

The middle field displays your name, location (hallway or chamber), room number and where you've come from (F/east means "from the east"). Following this is the Action List which is a list of possible options: NSEW D U P T M AP. The room numbers are in row, column order.

"HALLWAY 2 5" means that you are in a hallway at row 2, column 5 on the dungeon map.

The bottom field lists the current player's status plus his treasure list and any spells he may have in his possession.

You may now choose your action from the Action list:

ENTER N,S,E or W to move north, south, east or west to another location. Moving takes one turn. After moving you will be shown the new room number and the room's contents (amount of treasure and/or other players), then your turn will end unless you move into a blue or red chamber, which will be discussed later.

ENTER D to drink a potion.

ENTER M to see the map of the dungeon.

ENTER P to pick up treasure.

ENTER U to unlock locked rooms.

ENTER AP to attack another player.

ENTER T to total your current score.

Press ENTER to do nothing. (pass).

TREASURES

When the top field displays TREASURE=1 you can then pick up that treasure and see what it is. All rooms can hold a maximum of four treasures. Picking up takes one turn. There are five treasure types:

POTION	50 Points.
SILVER	100 Points.
GOLD	200 points.
MAGIC SWORD	300 Points.
DIAMONDS	500 Points.

Some treasures may be booby-trapped. There are also two spells which can be picked up. If you pick up one of the five treasures, it's initial will be added to your treasure list in the bottom field and you will gain ten experience points.

SPECIAL TREASURES

A potion is a special treasure. Once you possess it, you may keep it for 50 points or drink it to try and gain strength (more on strength later). If you elect to drink it, it disappears from your treasure list and you no longer get points for it.

The Magic Sword will add one to your attack force (details on attack force will be covered in the ATTACKING section) for as long as you have at least one sword in your possession.

Spells do not count for points. You can only use a spell from a hallway (green room) or a dead monster chamber (blue room). You can accumulate spells until you are ready to use them. Using a spell takes one turn.

LIGHTNING spells are to be used against another player. To use lightning, type LIT and press ENTER. When asked for "Player?", ENTER the player's name you wish to cast the spell on. That player will then drop up to four of his treasures, which will be transported to YOUR room, and you can begin to pick them up. A room can only hold a maximum of four treasures so if your room already contains two treasures when you cast the spell, then your opponent will only drop two of his. Lightning spells are notoriously hard to aim and there's a chance they may backfire and hit YOU instead.

TELEPORT spells transport you immediately to another location. To use a Teleport spell, type TEL and press ENTER. When asked "Teleport to?:", ENTER the row and column of your destination as one number. Do not use punctuation marks or spaces. For example, to teleport to row two, column five you would type 25 and press ENTER. You cannot teleport directly into the Exit chamber, 76.

If an item you pick up is booby-trapped, you will lose one to four turns.

THE MAP

You may look at the map at any time without using a turn. The legend of the map is as follows:

Empty black square	- unexplored area
Solid yellow square	- your location
Solid light blue square	- locations of other players
Solid dark blue square	- dead monster chambers
Solid black square	- explored area
Solid purple square	- locked

Some hallways will be locked (purple rooms) and you will automatically retreat from them. A locked hallway may contain treasure. If you wish you may unlock a room, which takes one turn and 50 Constitution. After ENTERing U, ENTER the room number as you would for teleport spells. The room will then be open for exploration on the following turn.

A few rooms in the dungeon have hidden tunnels in them. Entering a TUNNEL! room will slide you to a random room in the dungeon.

MONSTERS AND CHAMBERS

If you move into a chamber (red room) your turn will continue. Each chamber in the dungeon has one monster and treasure(s) in it. When you move into a chamber you are shown a new choice of Actions:

ENTER AM to attack a monster.

ENTER AP to attack a player.

ENTER D to drink a potion.

ENTER R to retreat.

ENTER M to see the map.

Press ENTER to pass.

You cannot move through a chamber unless the monster in the chamber is dead. You can retreat if you decide not to attack. Retreating will always take you back to the room you came from except:

- Retreating directly after teleporting will take you to a random room;
- Retreating from the Entrance room will take you to a random room and;
- Retreating directly after a TUNNEL! will take you to a random room.

Each monster has its own characteristics. A Faery is easier to kill than a dragon, however if you kill a Dragon you will gain much more experience points. Also, monsters in the northern part of the dungeon are easier to kill than those that are more south, but the ones more south are usually guarding more treasures.

When you move into a red chamber, the middle field of the screen will display the chamber name, type of monster present and the kill total of that monster.

ATTACKING: Strength, Potions, Experience and Constitution

Certain factors influence the force of attack against your opponents. Your strength is directly related to this force. If you drink a potion and it is a strength potion, your strength will increase by two and your Constitution by sixty. If it is a poison potion, your strength will drop by one and your Constitution will drop by twenty-five. All potions eventually wear off and after a certain number of turns (depending on the potion's power) your strength will start to return toward its original value of three. Potions are cumulative; drinking two strength potions in a row will increase strength by four.

Your attack force is also increased by one if you have a Magic Sword in your possession.

ATTACKING MONSTERS

To attack a monster, ENTER AM. If your attack force is equal to or greater than the monster's kill total, you will defeat the monster and get whatever experience points the monster is worth. If you lose the battle, you will lose one strength temporarily and take hits on your Constitution. The meaner the monster, the more hits you will take. Your shield will deflect some of these hits. Shield power increases with experience. If your strength should drop below one, you will be too weak to pick up any treasures. You cannot use spells in a red chamber.

You may try to steal a treasure from a monster, drink a potion or attack another player in a red chamber but there is a chance that you (or anyone else in the room) will be attacked by the monster. If this happens, the attacked player loses the battle since he was caught off guard, and he will take the appropriate hits. If you get killed (Constitution=0) you will drop all your treasures and they will be scattered randomly throughout the dungeon.

Once you kill a monster, the chamber becomes a BLUE chamber, denoting a dead monster. Blue chambers are special rooms. If you move into a blue chamber, you get an extra turn and may choose another action.

ATTACKING PLAYERS

If another player is in the same room as you, you may attack that player by ENTERing AP, and the player's name. You must beat another player's force total by more than one to win the battle. If you tie or beat him by one, the result is a stalemate. If you win, the losing player drops two treasures and retreats while you get another turn. The losing player takes hits equal to 30 percent of your experience points (minus his shield value). If you initiate an attack and lose, you drop one treasure, retreat and take hits in the same manner, then your turn will end. This is the only case where your turn will end even if you retreat into a blue chamber. If the room where the attack occurs already contains four treasures, none will be dropped.

WINNING THE GAME

If you ENTER T from a blue or green room, your current score will be computed for you. This does not take a turn. Your score is equal to your treasure points plus experience. If your score is 4000 or more, you may exit the dungeon.

THE EXIT CHAMBER

The Exit chamber is located at row 7, column 6 on the map. You cannot exit unless the monster in there is dead. To exit, ENTER X. The computer will total your score and if it is 4000 or more, you will win the game. The other player's scores will then be totalled and all scores will be displayed. Pressing any key starts a new game.

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