

PLAYER'S GUIDE

Based on the game Telengard © 1982 by Avalon Hill

For the Tandy Color Computer

Additional design, programming, production and
marketing **by Paul Shoemaker**

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DUNGEON CRAWL



CAN YOU BECOME A LEGEND?

Welcome to **Dungeon Crawl**, brave adventurer! Many before you have descended into the dark dungeon, never to be heard from again. The few who have returned tell tales of horror and despair – but also of great treasure and magic. Do you have the courage to try?

LOADING INSTRUCTIONS

Dungeon Crawl will run on a Tandy Color Computer 1, 2 or 3 with a minimum of 64K RAM. The game is provided as two DSK images: A Play Disk and a Map Disk.

If you have a CoCoSDC or DriveWire configuration, mount the Play Disk into drive 0 and the Map Disk into drive 1.

With both disks mounted, type:

RUN "RUNME" and press **[ENTER]**.

Dungeon Crawl uses the PMODE 4 hi-res screen but does not utilize the red/blue artifact colors in its artwork. While the game looks just fine on any video monitor or TV, it looks best with no artifacting, such as on a Color Computer 3 using an RGB monitor. If you have a CoCoVGA installed in your CoCo 1 or 2, disable artifact colors by pressing the right-hand CoCoVGA switchboard button five times after the title screen has loaded.



OBJECTIVE

Dungeon Crawl is a real time fantasy role-playing game where you control a character that you create. As you direct your character into the dungeon depths, over time you will grow stronger, gain more powerful spells and find better equipment. If you survive, that is.

After the program is loaded, you will be asked:

**WOULD YOU LIKE TO:
(S)TART A NEW CHARACTER OR
(C)ONTINUE THE CURRENT GAME**

If you wish to start a new character, hit the **S** key and the screen will display a series of six character attributes. A new set of attributes will be displayed periodically. Hit the **[ENTER]** key when you are happy with a set.

After the stats are selected, you will be prompted to enter a name of eight letters or less.

All new characters begin with armor, a sword, a shield, eight Spell Stones which glow when magically activated, and three consumable Scrolls of Return which may be used to quickly teleport to the Inn from anywhere in the dungeon (and back again).

On the other hand, pressing **C** will resume a previous adventure using the current character.



CHARACTER ATTRIBUTES

Each character has six attributes, measured as a number between 3 and 18. The higher the attribute number, the better.

STRENGTH (ST): used for combat.

INTELLIGENCE (IN): important for casting spells.

WISDOM (WI): useful for dealing with Undead creatures.

CONSTITUTION (CO): very important; used to determine the characters original Hit Points. The higher the number, the more damage a character can absorb.

DEXERITY (DE): used to determine whether a character can run away from an encounter and avoiding pitfalls.

CHARISMA (CH): controls certain creatures' reaction to the player. Don't underestimate the benefit of this.

Other important attributes include the following:

HIT POINTS (HP): a measure of your character's health.

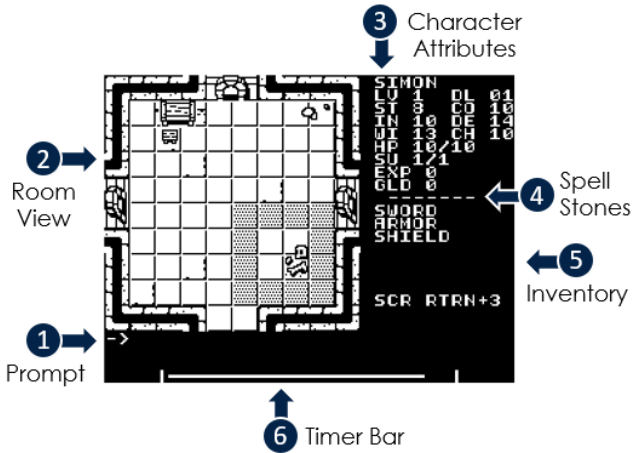
EXPERIENCE LEVEL (LV): All characters start at level 1. Move up in level by killing monsters, turning in treasure at the Inn, or even occasionally drinking from pools or sitting on abandoned (?) thrones found in the dungeon. Measured by **EXPERIENCE POINTS (EXP)**.

SPELL UNITS (SU): a measure of magical spell-energy available to a character. Consumed by casting spells.



PLAYING THE GAME

The **Dungeon Crawl** play screen is divided into 6 sections:



1. Input your commands here and then read what is happening to your character.
2. Top-down view of the current dungeon room. Exits are visible as doors, hallways leading off, or open areas along the edge.
3. Displays all the important character attributes.
4. Active spell stones will light up for their duration.
5. Current inventory of weapons and items.
6. The Timer Bar ticks down between turns...



COMMANDS

There are several commands available to a player throughout each turn.

EXPLORE Phase Commands:

MOVE W-A-S-D Up Arrow Down Arrow	Map permitting, moves the character to another room in the dungeon. W = north, D = east, S = south, A = west Up Arrow = climb up stairs Down Arrow = descend stairs
CAST SPELL C	Cast a non-combat spell.
HELP H	Lists the EXPLORE Phase commands available to the player.
WAIT @	Stay in the same spot, doing nothing, ending the turn. Also occurs automatically when the Timer expires.
STORE [CLEAR]	Updates the character's Soulstone, allowing progress to be restored in the event the character dies.
STRENGTH G	Drink a magical Giant Strength potion, if you have one. It's clobberin' time!
USE HEAL U	Use (drink) a magical healing potion, if you have one.
RETURN R	Read a magical Scroll of Return to instantly teleport back to the Inn.
QUIT Q	Quit the game. Always save first with [CLEAR], or you may be sad later.



AND MORE COMMANDS

There are limited commands available during combat.

COMBAT Phase Commands:

<p>FIGHT F or [ENTER]</p>	<p>The fearless character elects to swing his trusty sword at the monster, hoping to inflict enough Hit Point damage to kill it.</p>
<p>EVADE E</p>	<p>A dexterous character may choose to evade a monster by attempting to flee. Providing the character is not "rooted to the spot," the character will flee in one randomly available direction.</p>
<p>CAST SPELL C</p>	<p>The wise and clever character wishes to cast a spell at the beast. After selecting this option, you will then be prompted with the question SPELL LEVEL followed by SPELL #. Remember that characters at Level 1 or 2 may only cast level 1 spells.</p>

While exploring the dungeon, and occasionally after killing monsters, you may find treasure and even magic items. Press the **[ENTER]** key to pick it up. Act quickly but carefully if you want it, or the words "Leave it" will appear.



SPELLS

Spells can be used for a variety of purposes, including healing the character and thwarting a monster.

SPELL LEVELS: magical spells are divided into six levels of relative power. Although each spell level has the same four spells, their power increases dramatically by level.

The following chart shows the Experience Level required:

SPELL LEVEL	EXPERIENCE LEVEL NEEDED TO USE
1	1
2	3
3	6
4	9
5	12
6	15

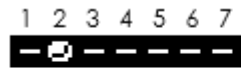
SPELL DESCRIPTIONS:

1. **Fire Bolt:** inflict damage upon an attacking monster. Cannot be avoided.
2. **Freeze:** attempt to turn your foe into an ice cube, so that you may then kill it instantly.
3. **Heal:** quickly heal some ailing wounds.
4. **Turn:** relies upon your Wisdom to banish an undead.



SPELL STONES

Your character is also equipped with eight Spell Stones, seven of which are represented on the main play screen, that glow whenever your character is imbued with certain magic effects. An activated Spell Stone will appear as a round gem on the main play screen.



Example: Spell Stone 2 is glowing, indicating the Detect Traps effect is active. All other effects are inactive.

SPELL STONE DESCRIPTIONS:

1. **Strength:** your character is imbued with a Giant Strength potion.
2. **Detect Traps:** you can detect deadly traps on treasure.
3. **Protection from Evil:** offers a measure of protection, including being impervious to level drain effects.
4. **Levitate:** you float above the dungeon floor & pits.
5. **Invisibility:** like an Elven Cloak on steroids, you can approach monsters undetected should you choose.
6. **Stop Time:** the world around you is frozen, and so you may explore freely without fear of an encounter.
7. **Drunk:** weeee! I feel like Joe Namath!
8. **Soulstone:** stores your character's life essence, allowing you to recover to your last-saved position.



ITEMS & TREASURE

Treasure may be found by wandering around or after killing a monster. Press **[ENTER]** to snarf something you find but be careful: a given item you pick up will replace one you are currently using, even if it is less powerful.

SWORD: inflicts damage. Never leave home without it.

ARMOR: helps protect a character from beastly wounds.

SHIELD: acts like armor. May also mitigate Dragon flame.

Elven Clock (ELVN CLK): can camouflage a character, sometimes allowing him/her to surprise the beast.

Elven Boots (ELVN BTS): adds to dexterity, making the character nimbler in combat.

Ring of Regeneration (RING REG): will replace lost Hit Points per turn equal to its plus factor.

Ring of Protection (RING PRO): absorbs damage equal to its plus factor during each combat round.

Scroll of Return (SCR RTRN): teleports character to the Inn.

Potion of Giant Strength (POT STRG): drink for super-human strength, temporarily.

Potion of Healing (POT HEAL): drink to restore lost health.



SPECIAL FEATURES

The mazes are generously laced with unusual features.

PIT: characters that enter pits, willingly or not, will quickly find themselves on the next lower level of the dungeon. Having good Dexterity is helpful.



ALTAR: a mysterious relic of the occult. Worship and be tithed... perhaps the gods will smile upon thee, or even return you to the Inn! But penny pinchers and unwashed heathens beware...



THRONE: a valuable, gem-encrusted relic from a long-gone kingdom that may, in fact, still be in use. Upon encountering a throne, the adventurer has several choices. Choose carefully.



POOL: a basin filled with mysterious liquids that can have a wide variety of effects. Drink and enjoy!



STAIRS UP: these are stairs which go up a level...



STAIRS DOWN: ... and these ones go down a level. Lesson concluded.



EXPERIENCE

At certain Experience Points totals, new levels are awarded to the character. When characters advance a level, they will gain additional Hit Points and Spell Units.

EXPERIENCE LEVEL	EXPERIENCE POINTS NEEDED TO ATTAIN
1	0
2	2000
3	4000
4	8000
5	16000
6	32000
7	64000
8	128000
9	256000
10	512000

(x2 for each additional level)

Note, however, that characters may only advance one Level at a time, regardless of the amount of Experience Points they may have accumulated. So, don't wait too long to visit the Inn.

Which brings us to the....



WORLD-FAMOUS AVALON HILL INN

When your character either uses a Scroll of Return or exits south at the topmost level of the dungeon (where you start your adventure), they will find the Inn. Characters entering the Inn will spend the night and regain all lost Hit Points and used Spell Units. In addition, characters automatically deposit all Gold and may advance to a higher Experience Level.



MONSTERS

The monsters in the dungeon are many and varied. All monsters have Experience Levels just like your character. The higher the level, the more powerful it is.

GNOLL: Lowlife of the dungeon. Not too tough but nasty nonetheless.



KOBLD: a sawed-off relative of the Gnoll. A nuisance but worth your caution.



SKELETON: your basic rampaging bag of bones. Undead.



PROWLER: this sneak would sooner make off with a nice magical item than fight you. You will grow to hate them.



ZOMBIE: a risen corpse, slightly cannier than a skeleton because it still has skin.



ORC: sly, foul-smelling and not terribly nice. Enjoys pounding on adventurers.



MORE MONSTERS

BRUSIER: a competent mercenary out to make his fortune. By killing you and taking your stuff.



GHOST: an unfriendly apparition who may in fact scare you to death. Undead.



TEMPLAR: a holy warrior just killing time until the next good Crusade. Occasionally might take a liking to you...



GHOUL: a creature with a rather tainted reputation for feasting on corpses. Beware, its touch can paralyze! Undead.



DWARF: a brawny, tunnel-dwelling creature that feels right at home in our dungeon. Doesn't like to be tossed.



TROLL: what the...? Is this guy lost? Am I lost? Are we in Daggorath? My heart is suddenly beating like a jackhammer.



WRAITH: the undead spirit of a dead warrior out for revenge. Has been known to drain a level.



AND MORE MONSTERS

CAVEBEAR: who let all these hungry bears into this dungeon? Big and grizzly, you'd better be ready for a fight.



GRIFFIN: a freaky combination of a lion with a human face. It's breath alone can kill you. It will most likely eat your face off.



GIANT: a grotesquely overgrown humanoid. Fond of smacking others with small trees. No pushover.



SPECTRE: blob-like spirit of an ancient warrior king long dead. Will very likely drain a character's level if not quickly dispatched or turned.



WIZARD: wandering magic user who is out looking for trouble. And he found you. Be careful, some don't fight fair.



DEMON: a foul beast summoned from the pits of hell. Demons are armed with a deadly whip and a flaming sword. Fly, you fool.



DRAGON: king of the nasties. Dragons prefer their adventurers well done, with maybe a just hint of pink in the middle. A good beginner tip is "never fight a Dragon."



TECHNICAL NOTES

Dungeon Crawl was written for the Tandy Color Computer in Extended Color BASIC with three Assembly Language subroutines:

1. **T1.BIN:** Displays text on the PMODE 4 screen. Text strings are passed to the subroutine using the VARPTR and USR commands where the first two characters represent the X and Y coordinates on the screen.
2. **T2.BIN:** A tile display subroutine to quickly draw the room view. Like the hi-res text subroutine, each row of the room view is passed to the subroutine using VARPTR and USR commands.
3. **M1.BIN:** A monster artwork display subroutine which parses a passed string containing characters whose hex values each represent one byte of graphics. It then animates the monster rising from the ground because it looks cooler that way.

For those familiar with Telengard (or even Heathkit DND, the version I played first on my Dad's H89), you may notice some features are missing from **Dungeon Crawl**. Unfortunately, I literally ran out of memory.

Thank you for purchasing the game. I hope you enjoy it.

Paul Shoemaker

