Dungeon Raid

One Joystick Required

You are given your own "Clone" of yourself. Each time you lose your "Clone" you lose your life.

Dungeon Raid

Each time you enter a room within a limited time but avoid battling or leaving.

An exciting venture into the depths of the unknown.

DRAGON 32

1 Joystick Required

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MICRODEAL

LOADING INSTRUCTIONS

See Cassette

SCREEN COLOR

CONTROL

LEVEL OF PLAY:

You must first be asked to select your screen color. Press 1 for Black, 2 for Buff, and 3 for Green Backgrounds.

You will now select the level of difficulty. Either 1, 2, or 3 is the easiest, and 3 is the hardest.

Use the Right Hand Joystick to move left or right to control your forward speed, using the button to fire.
METHOD OF PLAY
Press the Fire Button to start play. You must travel through the dungeon’s corridors, being careful not to touch the walls (stone, brick or crystal) or the creatures that lurk there (oafs, snakes, snappers etc.). Your man has a limited number of time units to make his way to the set of doors which mark the end of each section. Blasting through these doors earns more time to use in getting to the next section. Time units are displayed in the upper right portion of the screen.

You must blast the ‘ghost’ that lurks at the end of each main dungeon level, in order to progress to the next level, or series of sections. Points are scored for destroying the dungeon’s inhabitants, with these exceptions: shooting the ‘white hand’ earns you an additional 10 time units; shooting a clone (they look just like your man) results in your losing one reserve man, if any are available.

A bonus man is given every 10,000 points. (Note that the ‘spinning orbs’ are the highest scoring targets in the game).

At higher levels of game play, more and more creatures move at double speed.

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