



FOR TDP-100

TRS-80 COLOR COMPUTER

****REQUIRES 32K EXTENDED BASIC****

The most realistic fantasy role-playing game you can get for your home computer. You actually roll up your level one character's ability scores and hit points, and if you have role-played fantasy games you will be amazed at the realism of the combat system. Armor class, initiative, and damage by weapon type are all included, with over 50 different monsters to fight - each with different abilities. You can go up in level, win treasure, find and use magic, and lots more besides. You set the game length by telling how many monsters you want to fight before facing the dungeon Lord. Real excitement all the way, and 1000+ different place description combinations too! 32K - 1 Player

MONSTER: & MAGIC

A new concept! Is this an adventure-like simulation or a simulation-like adventure? Whatever it is, you're going to love it! If you play fantasy games now you will feel right at home as you roll up the ability scores for a 1st level character. Your hit points and money are then determined, and you must carefully purchase your armor and weapons.

There are 52 different monsters wandering around in the evil dungeon, and there are over 1000 different place description combinations! You select the length of the game by choosing how many monsters (from 1 to 50) you want to fight before meeting the dungeon lord in a final battle to the death. The more you fight, the more time you will have to rise in level, become more powerful, and find more magical aid. Beware though, for the dungeon lord also gains strength as time goes on!

You have been sent to break the power of this evil lord, and as an aid you have been given the ability to teleport back to the market from time to time to make additional purchases. At most times you will have the option to search, move on, teleport to the market, etc. When you encounter a monster, however, you will have to fight or flee. Some of the monsters are guarding treasure, but if you slay the beast will you find the gold? Only time will tell. You may even find magical weapons or armor to aid you, but beware the Evil Cleric.

On your shoulders rests the fate of all your people. If you fail they will fall under the thrall of the dungeon lord forever, for you are their last and only hope. Go then, brave one, and may the God of Warriors guide your sword truly.

LOADING: If you have the TAPE, put it in the recorder and press PLAY. Then type CLOADM and hit the ENTER key. The program will load and start by itself. There are two copies of the program on the tape, one after the other. If you have the DISK, type RUN"MAGIC" and hit the ENTER key. Again, the program will load and start automatically.

WARRANTY: The program is guaranteed to load and run for a period of one year. If it fails to do so, return it to us and we will exchange it for another copy of the same title. There is no other warranty, expressed or implied.

HIT POINTS: This is a familiar concept to fantasy gamers. It refers to the amount of damage a character or monster can sustain before dying, and it may be magically increased. It is abbreviated HP.

MAX DAMAGE: This is the most damage that can be inflicted by a particular monster or weapon in one blow. The inflicted damage will be between 1 and this maximum. It is also called Damage/Attack, and is abbreviated D/A.

COMBAT SYSTEM: If you have played fantasy games the combat system will be familiar. A round of combat is the time it takes for you to take your attack on the monster and the monster to take its attack (or attacks - some get as many as 8) on you. The first thing you will do in a combat situation is choose your weapon. Then both you and your adversary will roll a die, and the winner gets to swing first every round. The term ARMOR CLASS is used to denote how well protected a fighter is and thus how hard they are to hit. When rolling to determine a hit, a 20 sided die is used, thus giving a number from 1 to 20. You will be told how high a number you (or the monster) must roll to score a hit. If you roll lower than you have missed. If you roll a hit you will be given a chance to roll for damage. Your damage is subtracted from the Hit Points of your opponent, and if it leaves him with zero or less he is dead.

If all this sounds complicated, don't worry. It will be obvious as you play the game!!!

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