

alternate
REALITY[®]

The Dungeon

Datasoft[®]

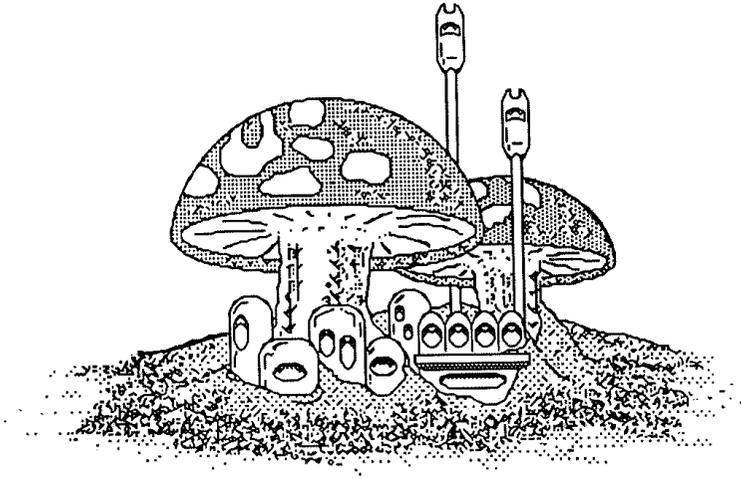


DUNGEON GUIDE

Written by Kathi B. Tremblay & Thomas J. Clement

Illustrated by Thomas J. Clement
Designed by Kathi B. Tremblay

Edited by Robin Michael



Alternate Reality--The Dungeon
Game Designed and Programmed by Ken Jordan & Dan Pinal
Original Concept by Philip Price
Game Graphics by Steve Hofmann & Bonita Reid
Music by Gary Gilbertson

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GREETINGS

Welcome to **The Dungeon**, the sequel to **The City**. Read this Guidebook before entering The Dungeon; it may save your life. The separate Reference Card gives instructions for using your computer to enter **Alternate Reality--The Dungeon**.

A partial Map of The Dungeon (Level One) is included in your package. Use this as a base for exploring and mapping the rest of The Dungeon. Also enclosed is an artist's rendering of major Dungeon sites that may help your mapping efforts.

You'll discover entrances that let you take your Character into future installments of Alternate Reality: *The Arena*, *The Palace*, *The Wilderness*, *Revelation*, and *Destiny*. The *City* (which is referred to many times in this manual) is the first scenario in the Alternate Reality series.

You need a blank disk to use as a Character Disk. Without a Character Disk, you can't save a game.

Please fill out and return the enclosed Datasoft Product Registration Card. This automatically places you on our Alternate Reality Players List, ensuring that you'll receive any Dungeon news, as well as preview information about future AR scenarios and other new Datasoft products.

Look at the Limited Warranty information in your game package. It says you're entitled to a free replacement if, within the first 90 days of purchase, your disks are defective. To receive the replacement, return the original disks to Datasoft (see the address below) along with your name, address, computer type, and proof of purchase.

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Note: British spellings are used throughout this manual.

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PROLOGUE

Information in this manual was gathered entirely from Characters emerging from The Dungeon. Some of these individuals were delirious or deluded; others were sick or wounded; still others were simply "tall-tale tellers." Every Adventurer has his own story; you'll have to sort out truth from rumour for yourself. If your experiences differ, drop us a line.

Fantasy Role-Playing and The Dungeon

Fantasy Role-Playing isn't like any other kind of computer game: you don't control the actions of a Character – you *are* the Character. "Role-Playing" means you actively partake in the adventure. Your individuality, intelligence, and reflexes affect your game Character's chances for survival.

Fantasy games usually use a lot of unusual words and terms, so a good dictionary is useful to have on hand in case there's something you don't quite understand.

In The Dungeon, you enter the game with a set of characteristics (we call them "Stats") that define your physical and mental attributes. As you wander around, getting your bearings and learning what's expected of you, you're also developing a personality. All actions and reactions are noted by the computer and stored as part of your Character.

There's no "set" response for any situation; everything depends on your Character's Stats, personality, and conduct (*and* luck!).

The basic strategy in playing The Dungeon is perseverance. You discover what's good or bad for your Character by trial and error (use common sense).

The Dungeon is a war Zone; the Trolls and Goblins have been battling each other since time immemorial. Learn to use this eternal combat to your advantage.

In The Dungeon, there are many Quests to complete and mysteries to solve. Special, one-of-a-kind items are there for the finding (and there may be more than one way to acquire these).

Goals

Decide, very early, what your goals are.

There are two choices for a long-term goal: return to Earth or stay in Alternate Reality and seek revenge on your captors. Long-term goals apply to the entire Alternate Reality series, but also affect the way you behave in The Dungeon.

Short-term goals change as your Character changes. At first, your main goal is (undoubtedly) staying alive! If you can learn to do this, other choices await: which Quests to follow, what creatures to befriend, etc. Keep in mind that making friends with anyone almost always means someone else will consider you an enemy.



The Oracle of Wisdom

Some folks in The Dungeon provide hints, tips, and bits of information. Some of their rumours are helpful, but many are wrong and useless. The Oracle, however, never lies. This all-seeing eye knows your life's history. . . and your future. It only discloses important facts.

Note to City Veterans: The Oracle of Wisdom is located directly beneath the Floating Gate.

Encounters

Whenever you meet someone (or, ick! *something*) you're having an Encounter. Encounters can be beneficial, mysterious, dangerous, or worse!

Menus

In a Dungeon establishment and during Encounters, Menus at the bottom of the screen let you know what your courses of action are in a situation.

Dialogues

Dialogues are words at the bottom of the screen that tell you what's happening during Encounters or in establishments. The text stays on screen for quite awhile so you have plenty of time to read it. Press the SPACE BAR to make it disappear sooner.

Commands

Here are some important commands that aren't on any Menu (they're also listed on the Reference Card). "Exploring" means walking around in The Dungeon when you're not in an establishment, Encounter, or other sort of interaction.

- C** Cast a Spell (only during Encounters or when exploring).
- D** Drop an item (only during Encounters or when exploring).
- E** Examine Spells or items (look at your Inventory; time "stops" when you do this, so you can check things out without fear of being attacked).
- U** Use an item (only during Encounters or when exploring; you can't light a Torch, use a Timepiece, or eat and drink during an Encounter).
- P** Pause the game (this suspends all time and activity; press any key to continue).
- G** Get an item you've dropped or discovered (you can't pick up anything during an Encounter).
- S** Save a game (only when exploring).
- Q** Quit a game without saving it.

See the Reference Card under "Other Important Information" to see how to cycle through your inventory. Doing this gives you information about items you're carrying, as well as what Curses and Diseases you have, etc.

Death

Death occurs when your Hit Points drop to 0.

There are many ways to expire in the dark Dungeon corridors: Poison, Disease, Curses, hunger, thirst, fatigue, and losing battles, to name a few. Turning off the computer without saving your Character is another way to die.

At any moment, a Disease or Curse received a few days earlier could suddenly "kick in" and end your career. Get rid of negative nuisances like these at the first opportunity.

When you die, your Character isn't removed from the Character Disk; it's still there, waiting to be revived. Reviving a Lost Character always costs you a randomly-selected Stat point ("Stats" are explained shortly).

Experienced AR - The City Adventurers

If you think because you understood The City you'll also understand The Dungeon, you're in for a few shocks. Life and the rules are different Down Below! Read all the material in this manual, *even* the section on Stats.

The purpose of The City was to develop yourself into a Character of awesome proportions and get oriented to the ways of *Alternate Reality*. The Dungeon is far more complex. Here, you'll embark upon Quests to solve some of The City's mind plaguing mysteries.

Before leaving The City for the dank depths of The Dungeon, gather your wealth from all your Bank accounts.

Warning: Once you've entered The Dungeon, there's no turning back!

There are two entrances from The City into The Dungeon. One is at **61N, 51E** (highly recommended!) and the other is at **2N, 60E**. Stand in front of either of these entrances and Save the game. Reboot your computer with The Dungeon disk, select **T** (to transfer a City character) from the Character Decision Menu, and follow the prompts.

If you aren't Saved in front of a Dungeon entrance, you can't enter The Dungeon (unless you create a new Character).

Once you've entered The Dungeon, you need a fresh, blank disk for your Dungeon Character Disk (do NOT use your old City Character Disk to save a Dungeon Character). You can't use a Dungeon Character Disk in The City, but you can take it to other Alternate Reality scenarios (you *can* still use the City Character Disk in The City, though).

Of course, you have to go through Customs where all but sixteen of your Potions are confiscated (sorry). Unlike items in The City, those in The Dungeon have weight. You can bring any number of items into The Dungeon, but you could be immobilized by your load. If this happens, drop a few things until you're able to move. Don't leave behind anything vital; it will undoubtedly be stolen before you can return for it.

There are many familiar life forms in The Dungeon; however, there are plenty of new creatures that The City did not prepare you for. Be cautious. Be friendly. But be ready to flee or fight.

Newcomers to Alternate Reality

The Dungeon is the second scenario in the Alternate Reality series. It's not necessary to buy the first game, The City. However, life in The Dungeon is more difficult at first for a new Character than it is for a well-developed City Character (who said life was fair?). Characters created in The Dungeon can be used in future installments.

This is how you become trapped in Alternate Reality. . . .

You're kidnapped by an alien spaceship and find yourself in a room with only one exit. Looking through the portal into the gloom, you see The Dungeon.

An energy field moves across the opening. Overhead is a panel with constantly changing numbers. As you go through the door, the numbers freeze, as if you had pulled the lever to a cryptic slot machine. This sets your levels of Stamina, Charm, Strength, Intelligence, Wisdom, Skill, Wealth, and Hit points. The higher these beginning Stats, the better your chance of survival.

The first few days find you extremely vulnerable to foul play. Keep a low profile until you're familiar with the surroundings. Keep an eye on your Stats; you can become cold, hot, hungry, thirsty, tired, diseased, poisoned, or cursed (and these are some of the tamer things). Use what little money you have carefully. A Compass, sold at the Damon & Pythias Shoppe (the D & P), is a wise investment.

At first, concentrate solely on surviving and building your Character. Only when you feel prepared should you venture on Quests.

Note: Save games and backup your Character Disk regularly.

STATS

The values (Stats) at the top of the screen give a lot of important info about your Character.

Stats are increased by Magic and by moving up a Character Level. They can be decreased by Magic, Disease, Poison, Curses, hunger, thirst, fatigue, and other fun factors.

Experience is gained through Encounters with life forms (you start the game with Experience points and Character Level at 0). The more Encounters you live through, the more Experience points you rack up.

When Experience points build to somewhere between 250 and 300, you move up a Character Level. This usually increases other Stat points as well. Each Character Level requires about twice as many Experience points as the one before.

Stamina is important if you're to survive. This Stat determines your health, endurance, and resistance to magic.

Charm determines how other life forms react to you. The higher your Charm, the better your chances are for making friends. "Transactions" (see *Encounters*) and bargaining are more likely to go well for a charming Character.

Note to City veterans: There's no battle tactic of "charming" as there is in The City.

Strength is crucial when you're fighting. The stronger you are initially, the better, since you enter The Dungeon armed with nothing but your bare hands (unless you come in with Weapons from The City). Later, when you acquire Weapons, your expertise with them depends on Strength and Skill. Strength also determines the size and number of combat implements you can carry. Prolonged battles in which you're ultimately the victor may improve your Strength.

Intelligence is crucial for casting Spells. Tricking enemies also depends on this Stat, but Tricking is an Evil act (see *Moral Alignment*).

Skill helps you avoid blows from an adversary. It also aids you in wielding battle Weapons.

Wisdom enhances your Intelligence. It's the Stat that determines how many Spells you can learn and how easily you're able to identify Potions.

Hit Points are very important: the more you have, the harder you are to kill (death occurs when Hit Points go to 0)! As you ascend Character Levels, Hit Points increase.

Note: *You are closely monitored! Many things, including your personality, are constantly being taken into account by the computer. But the Stats on the screen don't tell the whole story (there wouldn't be much mystery if they did).*

Physical Speed

Speed controls how swiftly you can escape disagreeable Encounters. It also governs how fast you can walk. Speed is adversely affected by many things, including overeating, carrying large loads, and getting too cold.

Moral Alignment

New Characters enter The Dungeon with Neutral morality (neither Good nor Evil). Characters from The City come in with whatever Moral Alignment they earned there. You're responsible for your own Moral Alignment. Being Evil may be easier in the short run, but Good is probably better overall.

Evil acts include: Attacking Good or Neutral life forms with no provocation, Tricking *any* life form (yes, it's Evil to trick evil life forms!), and Stealing.

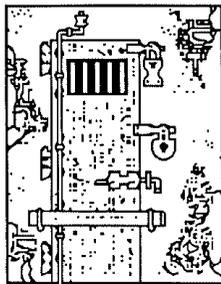
Doors

As you travel through The Dungeon, you'll see many doors. Some doors are ordinary, everyday portals; just walk right in. Others are invisible or require special skills, equipment, or knowledge to enter. Examine Doors that won't let you enter to find out what kind they are; if you don't learn on the first examination, try again until you do.

If you bump into a wall and hear an odd melody, it means you are actually going through a Secret, invisible Door (mark this on your Map).

With the right Spell, you can see Secret Doors; they'll look like regular doors, but the odd melody you hear when you go through them tips you off that they're Secret (again, jot this on your Map).

Other door types include: Locked, Bolted, and Enchanted. Each of these can be opened by only one method: Locked Doors must have Magic Keys (they don't stay unlocked for long). Bolted Doors require Strength (crashing into doors is painful—it can knock off a few Hit Points). Enchanted Doors need Intelligence. Bolted and Enchanted Doors don't always open on the first try. If you can't enter them after repeated efforts, return later and try again.



Some doors are One-Way Doors; you can pass through only from one side...the other side is a solid wall.

Walls

Different areas of The Dungeon have different Wall types (they *look* different): some are regular stone, some are ice crystals, etc. This can be helpful when Mapping.

One-Way Walls are only visible on one side; you can pass through the invisible side, but trying to go through the *visible* one only proves embarrassing (thud!).

ITEMS & TREASURE

Certain articles are necessary for survival; others you'll need in pursuit of Quests.

Torches, Food Packets and Water Flasks, Clothing, Compasses, Timepieces, and Weapons and Armour can be purchased at the Damon & Pythias Shoppe. Buy Potions at Lucky's Potion Brewery. These things can also be found as Treasure (just lying about or acquired after a successful Encounter).

Keys, Gems and Jewels, Money, Crystals, Wands, Scrolls, Trump Cards, Tomes, Eyes, and Horns, as well as other items more difficult to categorize, are only found as Treasure.

Some Treasure may be Magical or Cursed. Magical items are usually very valuable (see *Magic*); Cursed Treasure brings misery (see *Curses*).

How many things you can haul around depends on Strength, plus the size and weight of the items you're lugging. Check your Inventory (press E) occasionally to see how efficiently you're managing objects. Otherwise, you may be unpleasantly surprised when you become IMMOBILIZED! and items your Stats don't allow for start falling to the ground (you can still move, but *very* slowly).

You can drop objects at any time while you're in a Dungeon corridor (press D). Dropped items can be picked up again (press G), if they haven't been pinched by other creatures or evaporated by Magic.

To use an object, press U and follow the prompts. A Compass, if owned, is always in use.

An asterisk (*) marks Inventory items you're wearing or wielding.

Torches

Unless you can see in the dark, you need Torches (available at the D & P). To light Torches, press U. Carry these firebrands as Secondary Weapons (they make *okay* Primary Weapons against some creatures, especially if you don't have anything else to defend yourself with!).

If your Torch is your Primary Weapon and you want to use something else in that position, switch the Torch to your Secondary Weapon first. If you just "replace" the Torch with the new item, the flame dies.

If you drop a Torch or it's knocked out of your hand during battle, it goes out. Don't bother picking it up (you can't relight a dead Torch). Eventually, all Torches burn out, becoming useless, charred sticks.

Clothing

You enter The Dungeon with a bare minimum of clothing (unless you brought some from The City). Although this is fine for hot areas, you'll be in trouble in ice-cold corridors.

The very best clothes are found in Treasure or after an Encounter. You *can* buy your threads at the The D & P, but all sales are final and there's no guarantee you'll get your money's worth.

Some clothing is magical and some even offers elements of protection. An Elven Cloak lets you blend into your surroundings, making you harder for enemies to see; Elven Boots add 32 points to your Speed; a Crystal Belt adds 20 points to your Stamina. There are other fantastic duds, but these are the only ones we're giving away.

Aside from the Magical and protective advantages, clothes also have a "dapper" value. Some life forms are influenced by the style, fabric, or colour of what you wear (and some are outraged by what you *don't* wear—refrain from traipsing about in the all-together!).

Just carrying clothes around is pointless; you have to wear them to get any benefits. To don attire, press **U** and follow the prompts.

Food Packets and Water Flasks

When you step through the portal into The Dungeon, you're supplied with three Food Packets, three Water Flasks, and three Torches. These are imperative staples!

Eat and drink in moderation; you don't want to overdo and become bloated. If you overindulge, you'll be too stuffed to even drink water (bad news if you're dying of thirst). Potions will be out, too. A gluttonous Adventurer is slow-moving and klutzy in combat.

Use a Food Packet or Water Flask by pressing **U**, then following the prompts. Replenish your stock at the D & P.

Compass

This is one of the most important items for a Character to own. Before you leave the Well-Lighted Area to explore the rest of The Dungeon, go to the D & P and buy one (unless, of course, you're able to *find* one)!

Once purchased, your Compass is displayed at the left of the screen. There are no letters (N, E, W, S) on the Compass, but the arrow always points in the direction you're heading (naturally, North is at the top of the Compass).

Timepiece

There will be occasions when you could use a good Watch. Buy a Timepiece at the D & P or find it as Treasure after an Encounter.

To use your Timepiece, press **U** and follow the prompts.

Note: A Timepiece doesn't tell the date (get that info at The Retreat), just the hour.

Keys

Magic Keys can be found as Treasure after Encounters. Any Key opens any Locked Door. Once a Magic Key is used, it disappears.

Gems and Jewels

Exchange these valuable items for Money at the D & P (keep in mind that some Dungeon residents appreciate receiving these baubles as gifts or in trade).

Money

Currency is in Gold, Silver, and Coppers. One Gold piece is worth 10 Silvers; one Silver is worth 10 Coppers.

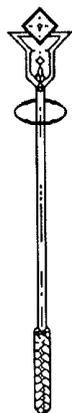
Some Dungeon establishments insist on payment in items other than cash (Gems, Jewels, Crystals, etc.).

Crystals

These beautiful stones store magical energy that's used to fuel Wands.

Wands

These magical rods use Crystals for power. Each use of a Wand requires a new Crystal.



Cold Wand

Does "Cold Damage" to all monsters (especially valuable against Flame Demons).

Fire Wand

Does "Fire Damage" to all monsters.

Paralysis Wand

Paralyzes all monsters; they can't fight back until the paralysis wears off.

Fear Wand

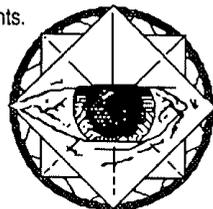
Makes most monsters retreat in terror. However, there are a few beasts so vile that the Fear Wand only makes them vicious with rage, causing them to attack.

Light Wand

Gives you approximately 6 hours of light (use it if you have no Torch or other means of illumination).

Healing Wand

Restores up to 50 lost Hit Points.



Eyes

These can be used a limited number of times, then they disappear. So use them only when absolutely necessary.

Ruby Eye

Does "Fire Damage" to all monsters.

Emerald Eye

Does "Water Damage" to all monsters (especially valuable against Flame Demons).

Sapphire Eye

Does "Air Damage" to all monsters.

Amber Eye

Does "Earth Damage" to all monsters.

Wizard's Eye

Lets you see Secret Doors and gives you light (for a limited time).

Hypnotic Eye

Bewilders all monsters. This keeps them from hitting you unless you hit them first.

Horns

Blow these magic Horns to get special benefits. When their music is exhausted, the Horns dematerialize.

Bronze

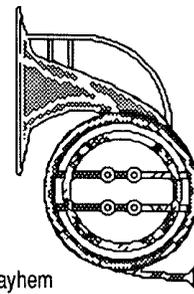
This Cornucopia adds 5 Food Packets and 5 Water Flasks to your Inventory.

Silver

This instrument does melodic mayhem to Evil monsters.

Gold

This healing Horn restores your Hit Points to their highest possible level.



Weapons & Armour

There are many types of Weapons and Armour. Any item's "battle value" is determined by: the type of creature fighting you; your Moral Alignment; your Strength and Skill levels; and whether your battle accoutrements are Magical.

Some Weapons and Armour, even Magical ones, can wear out or break (you'll usually be warned so you can get them repaired). Broken implements simply disappear.

There are four ways to get Weapons and Armour:

1. Find them after an Encounter;
2. Find them after uncovering a Treasure;
3. Buy them at the D & P;
4. Buy them from The Dwarven Smithy.

Press **U** to use a Weapon or piece of Armour. You'll be asked whether you want to use a Weapon as a Primary or Secondary Weapon. Your Primary Weapon is the one that's ready to use immediately; the Secondary is ready at a moment's notice. There's an option during Encounters to Switch from Primary to Secondary Weapon (see *Encounters*).

There's no "ideal" Weapon that works against all life forms, so a wise Adventurer will carry more than one kind of Weapon.

Some Weapons are best handled with both hands (staves, for example); if you're using a Secondary Weapon at the same time, you won't wield the two-handed Weapon too effectively.

Bigger weapons are nastier than smaller ones (surprise), but are harder to handle. If you're puny or clumsy (or both), don't even think about using Great Swords or Triple Irons.

NOTE: If your Stats don't allow you to use a certain Weapon, try using it two-handed; select it as your Primary Weapon and don't use a Secondary one.

Armour comes in pieces for protecting specific body parts: head (helmets, caps), torso (breastplates, mail coats), legs (greaves, leggings), and arms (gauntlets). Any Mail offers more protection than Quilted or Leather Armour and Plate Armour is more effective than Mail (Crystal Plate is even stronger than Plate).

Cursed Weapons & Armour

If you pick up a Cursed Weapon or Armour, you become Cursed. Even if you drop the Cursed object, you're still Cursed (find a Guild that's willing to help you out of this predicament).

When you find Weapons or Armour, check your Stats after picking up each piece. This way you can know which ones (if any) are Cursed.

Enchanted Weapons & Armour

Several Spells can temporarily enchant Weapons and Armour. You can even add *extra* zap to Magical armaments by enchanting them (a "double whammy").

If you need to "un-enchant" a Weapon in a hurry, press **U** and select the Weapon. Simply Switching Weapons during combat won't remove the enchantment.

Alignment

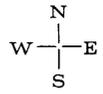
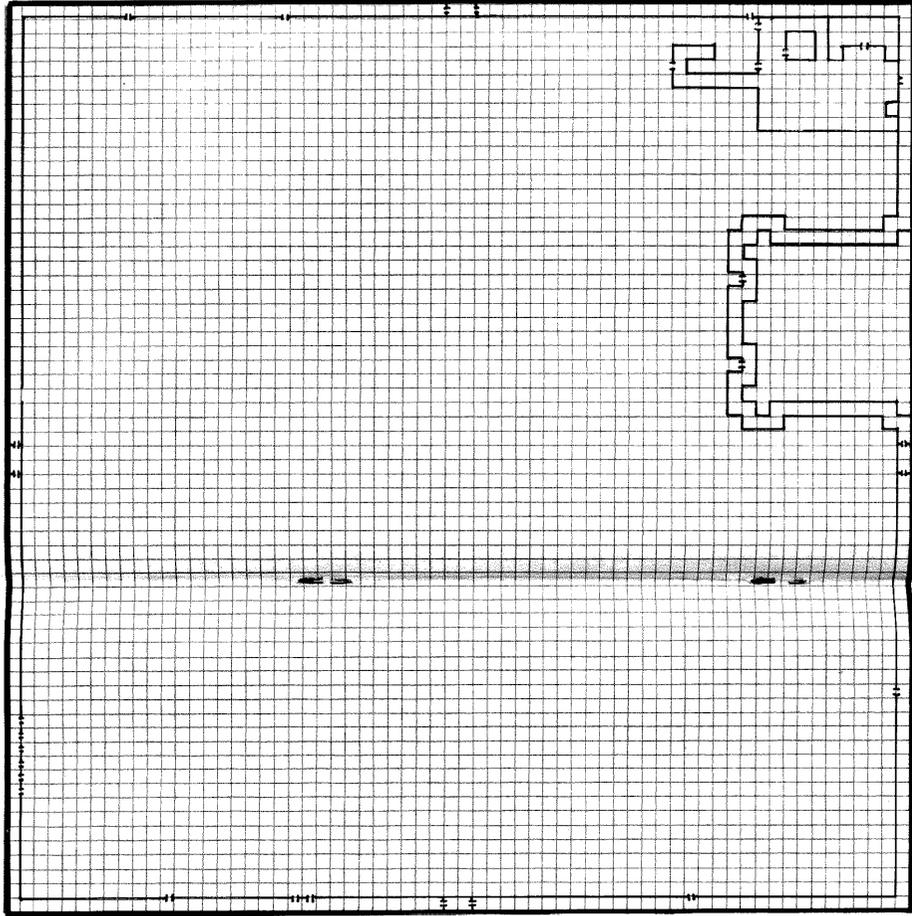
Some Weapons are sensitive to Good and Evil (and even to *degrees* of Good and Evil). Evil Characters that use Good Magical Weapons and Good Characters that use Evil Magical Weapons will suffer. If you do something strange (morality-wise), your Weapons may let you know about it.

Example: You're a Good Character, carrying a Good sword. You try to stab a harmless Pauper (obviously not the action of a Good Guy). The sword screams in fury and drains your Hit Points! Will the Weapon ever calm down? Not likely. Lose it immediately. Any other Good Weapons could turn riotous, too.

Some items don't wait for you to make mistakes; they have minds of their own. For no apparent reason they'll become obstinate, drain your Hit Points, burst into flames. . . whatever is most inconvenient at the time.

Ammunition

A few Weapons require ammunition. For example, you obviously can't use a crossbow without quarrels.



The Dungeon

Level 1

You can only load ammunition into your Primary Weapon (if the one you want to load is Secondary, switch). When you load a Weapon, any ammo left from a previous loading is discarded (so don't reload until absolutely necessary). An ammo-metre (a number in [] after the ammo's name) lets you know how many shots are left.

Unusual Weapons

Everyone has a pretty good idea of what Swords, Battle Hammers, and Flails are. However, some Dungeon Weapons are a little more exotic. The following list defines these:

BASELARD	Short Sword/Dagger
CINQUEDEA	Wide-bladed Dagger
CLAYMORE	Heavy Broadsword that requires Two-handed use
CROSSBOW	Firing Device made by Dwarves; uses a clip of Quarrels
DAITO	Curved Samurai Sword that needs Two-Handed use
FALCHION	Curved Sword; wider at the tip
GLADIUS	Roman-style Short Sword
GLAIVE	Hooked War Scythe
KATANA	Curved Samurai Sword
KATAR	Triangular-bladed Punching Dagger
KRIS	Wavy-bladed Knife
KUKRI	Curved-bladed Longknife with the edge on the inner arc
KUSARIKAMA	Hand Scythe with a long chain attached to the handle

NUNCHAKU	Flail formed by two metal rods linked by a short chain
SKEAN	Short Dagger
STILLETTO	Long, narrow Dagger
TRIPLE IRONS	Three metal rods linked together with a chain

Scrolls

Magical Scrolls have special powers. You can only use them once, then they disappear.



Fireblade

This Scroll adds Fire Damage (up to 1 hour's worth) to any Weapon being used.

Frostblade

This Scroll adds Cold Damage (up to 1 hour's worth) to any Weapon being used.

Clout

This Scroll adds enhancement (up to 1 hour's worth) to a blunt Weapon.

Renew

This Scroll restores any Weapons or Armour you're currently using to their former glory.

Remove Curse

This Scroll gets rid of all Curses you're saddled with.

Wizard Eye

This Scroll has a short-term effect that lets you see Secret Doors and gives you light.

Trump Cards

These magical cards have special powers. Except for the King of Wands, the High Priestess, and the Fool, the effects of cards aren't time-limited. Cards disappear after use.



The Star adds 20 valuable Crystals to your Inventory.

The Fool temporarily increases your Luck.

The Heirophant summons a Healer.

Death kills practically any monster. Just remember, if you're confronted by a multitude of monsters, this card kills only one of them!

Ace of Cups gives you a new beginning with Guilds you were previously enemies with.

The Chariot increases your Skill by 1 point.

Strength increases your Strength by 1 point.

Ace of Wands relieves fatigue.

Temperance cures Drunkenness.

King of Wands confers invulnerability to Fire (up to 3 hours).

Page of Cups cures hunger and thirst and their effects.

Ace of Pentacles adds 100 Gold pieces to your Inventory.

High Priestess gives you limited protection from all attacks for up to 6 hours.

Tomes



These powerful books deliver special skills. Use them once, then they melt away. Their effects aren't time-limited.

Tome of Knowledge adds 1 point to your Intelligence.

Tome of Understanding adds 1 point to your Wisdom.

Tome of Leadership adds 1 point to your Charm.

Potions

There are many different Potions. Some are advantageous in advancing your Character; others are detrimental. Many Potion effects are temporary or time-limited. To drink a Potion in your inventory, press **U** and follow the prompts.

Wisdom helps you perceive a Potion's contents.

One way to ascertain the contents of an unidentified Potion is to gulp it down. The only *other* way is to go to Lucky's Potion Brewery. For a fee, Lucky analyzes and identifies your Potions. Lucky also sells Potions, so you'd best stock up while you're there.



If you can't make it to Lucky's (or can't afford his services), some Potions, like Strength and Invulnerability, make Potion-chug-a-lugging worth any possible risk.

Potions of Inebriation aren't fatal, but they'll make you wish you were dead! When tipsy, your movements have all the grace of a sick sandcrab; you pick fights you couldn't possibly win; and you generally act like a total nincompoop. Find a Temperance Card or sleep it off (a smashed Adventurer is nobody to be proud of!).

Below is a partial list of Potions; the brew's name gives you a good idea of its effects.

- 🧴 Potions of Fleetness, Strength, Intelligence, Charisma, and Dexterity give you time-limited (up to 8 hours) increases in your Speed, Strength, Intelligence, Charm, and Skill, respectively.
- 🧴 Invulnerability Blunt, Sharp, Earth, Air, Fire, Water, Mental, and Cold give you temporary armour against attacks involving these elements. **Example:** Invulnerability Sharp gives you protection against Swords, Daggers, etc.
- 🧴 Endurance relieves fatigue.
- 🧴 Regeneration is a phenomenal Potion to use during battle: it increases your Hit Points by 2 per minute for up to 1 hour.
- 🧴 Potions of Super Vision temporarily give you the power to observe Secret Doors and to see in the dark.
- 🧴 Infravision lets you see in the dark (for up to 8 hours).
- 🧴 Cleanse, Antidote, and Restoration Potions cure Diseases, clean out Poison, and cure all wounds, respectively.
- 🧴 Healing Potions restore up to 25 lost Hit Points.
- 🧴 Hemlock causes the loss of 2 Hit Points every 20 minutes.

PLACES

There are several major locations in The Dungeon. Here are a few to get you started.

Damon & Pythias Shoppe

The D & P, located next to the main Dungeon entrance, is the only "general store." It accepts normal currency (except coppers) and serves as a money-changer.

There's aisle after aisle of expensive, albeit slightly shoddy merchandise: Compasses, Watches, Torches, and all manner of clothing and armaments.

D & P quality is never confused with that of a Bond Street or Rodeo Drive store, so don't bet your life on the sturdiness of their Swords (lest you absolutely have no choice). The Torches, however, are first rate.

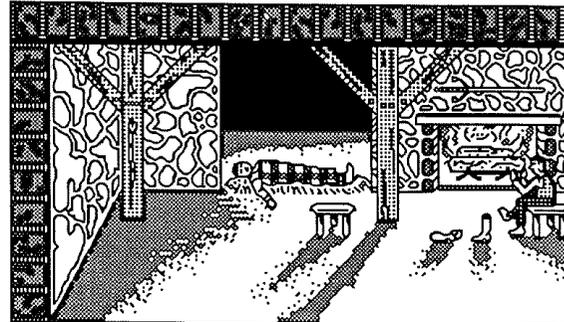
Bargain for low prices, but don't insult the shopkeepers, Honest Omar and his twin brother Jeff. You'll be asked to leave if you "offend" them (this is not a service economy)!

The Retreat

The Dungeon has only one Inn, located in the Well-Lighted Area near the Northeast Dungeon Entrance. It's nothing fancy, the decor is "early rescue mission," but at least you've got a place to sleep (on the floor). A "donation" is required.

While you're sleeping, Dungeon time passes at the sped-up rate of approximately **4 Earth-time seconds to 1 AR hour**. If you sleep until The Retreat management wakes you, you'll snooze anywhere from 8 to 20 hours (depending on how tired you are and where you sleep). Press the SPACE BAR to wake up sooner.

Dozing is crucial to restoring Hit Points, but you use up nourishment. Also, any Curses, Diseases, or Poisons you have may become active while you're asleep. Check your Stats periodically and be careful about snoozing 'round-the-clock; it's humiliating for an adventurer to die in his jammies!



Der Rathskeller Bar & Grille

At this Tavern you can buy food and drink for on-the-spot enjoyment (some purchases also add Food Packets to your inventory—like taking out "doggy bags"). Remember, don't stuff yourself (see *Food Packets and Water Flasks*), but do leave a tip for the service (approximately 15% is appropos).

Alcohol is served; but, as in real life, drink only in moderation. If you're drunk, you'll have trouble walking, fighting, or staying alive (you don't want to wind up a Der Rathskeller statistic, do you?).

If you're feeling friendly toward your fellows, buy a round for the house. But remember, the cost of this generosity depends on how many people are in the establishment. Buying rounds is also an expensive way to avoid getting drunk since you aren't served when you treat your pals.

Der Rathskeller is The Dungeon's "social centre," so you'll undoubtedly meet a few strangers. They'll chat with you, but take everything they say with a grain of salt. Before you buy anyone a drink or a meal, be sure you have enough funds (it's *their* choice of which drink or meal and some refreshments are expensive).

Fountains

There are three thirst-quenching Fountains hidden in The Dungeon's depths. In addition to relieving thirst, each Fountain has its own special magic: one Fountain heals wounds, one cleanses Diseases, and one removes fatigue. Drink deeply!



Bank Vaults

There are two subterranean Vaults: one under The City's Gram's Gold Exchange; the other beneath First City Bank. You may want to visit these since they house piles of money (mostly in Coppers). You'll be given a choice of: Grabbing some cash; Searching for more goods; or leaving.

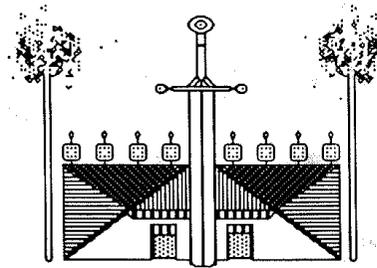
Obviously, you'll be making an illegal withdrawal (Evil Act) for which there may be substantial penalties. The banks are constantly beefing up security so the longer you Search before heisting the loot, the more Guards you'll have to contend with.

Lucky's Potion Brewery

Lucky is an alchemist who brews Potions to sell to those fortunate enough to find his establishment. New Potions are concocted every day.

River Station

For a small fee, the ferryman at the River Stonz will take you across to the Realm of the Undead (everyone's favourite holiday spot!). You can only cross the Stonz at midnight; the ferryman will take you downriver at any other time.



Weapon Enchantress

This serene sorceress examines, enchants, or repairs your Weapons (for a price). She can also reveal something about their powers, and even lend a touch of enchantment to Mundane Weapons (expensive!).

Chapel

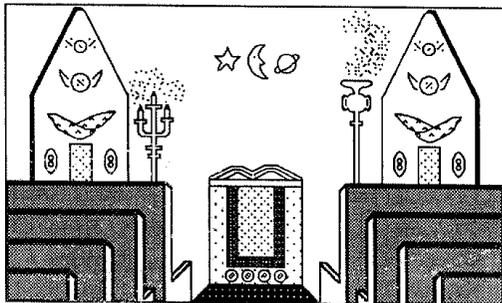
The Chapel initially offers three options: Pray, Consult with a Priest, or Hear a Sermon.

Praying may or may not be beneficial; you have to try it to see what happens.

Consulting with a Priest is practically the only way you can tell what your Moral Alignment is. If your soul is very dark, you might be offered the chance to Repent.

Hearing a Sermon is useful for learning what types of behaviour are "good" in The Dungeon. This activity can also be beneficial to your Moral Alignment.

The Chapel has been known to provide sanctuary for wonderfully moral Characters.



Dwarven Smithy

Here's the one place where you can purchase quality Weapons & Armour. These are made from the pure, precious metal known as True-Silver. True-Silver has naturally inherent qualities and only the Dwarves know how to use them.

The Smith sometimes buys your old Weapons and Armour (for scrap, of course).

GUILDS

There are only six Guilds that have corresponding City locations; three are Evil (Wizards of Chaos, Thieves' Guild, Dark Wizards' Guild) and three are Good (Guild of Order, Wizards of Law, Light Wizards' Guild). The Paladins (nice guys) and Mercenaries (rotten guys) are Guilds not found in The City.

Any Guild you're a member of will remove your Curses. And, if you're really down-and-out, your fellow Guildsmen may lend you a hand.

Each Guild has Character Level and Moral requirements for membership. You may join one Primary Guild and become an "associate" member at others. A Guild won't admit you if you're a member of its "arch-rival" Guild.

Your Primary Guild is the first Guild that accepts you. At your Primary Guild you're allowed a locker to store provisions (Keys, Money, Gems and Jewels, Crystals, Food Packets and Water Flasks, unlit Torches, etc.; sorry, no Weapons).

Once you're a Guild member, avoid killing members of your own Guild. If you do this, or commit other acts that significantly change your Moral Alignment, the Guild warns you. If you continue on the path away from your Guild's values, you will be banned from that Guild forever.

Your Primary Guild gives you a nifty Ring that marks you as a Guild member and bestows enough power to cast Spells. If the Ring runs out of steam before a Spell is cast, the Spell automatically taps into your energy supply (you'll tire quickly). A metre on the Ring shows how much power is left [0-99]. The Ring is rechargeable (for a high price) at the Guild where you received it.

SPELLS

Guild membership includes the chance to learn Spells. Guilds also offer classes (you guessed it, there's a fee) on honing your Spell-casting talents.

Guilds have a limited number of Spells they can teach. The Spells offered depend on which Spells the Guild has and what your Character Level is. Your Wisdom limits the number of Spells you can acquire (the maximum is 12).

Every Good Spell has an equivalent Evil Spell. Some Evil Spells are slightly less powerful than Good Spells. Whether a Spell is Good or Evil depends on the alignment of the Guild you learned it from.

When you Cast a Spell, there's no guarantee it will work! Spells you've learned are listed in your Inventory, along with your likelihood of successfully casting them (0%–95%). The more you successfully cast a Spell, your *ability* to use it increases (just as Strength improves with fighting). Also, the better you know a Spell, the more likely it is to be effective.

Different Spells need different amounts of energy. Once you've used up your Ring's power, casting Spells makes you tired. If you're already exhausted, your Hit Points are drained.



The following is an alphabetical list of Spells, their effects, and the Guilds that teach them. An "*" indicates time-limited Spells; time limits are in parentheses and are in AR time.

<u>SPELL</u>	<u>GUILD</u>	<u>EFFECT</u>
Bewilder	Order; Thieves; Chaos; Mercenaries	Causes opponents to forget they're fighting until you hit them.
Blinding	Light	Temporarily blinds opponent; lets you strike without being hit.
Charisma *	Thieves; Dark; Chaos; Mercenaries	Increases Charm (up to 8 hours).
Cold Blast	Law; Order; Dark	Does Cold Damage to a group of monsters.
Conjure Food	Order; Mercenaries	Lets you "conjure up" 1 Food Packet.
Conjure Key	Law; Thieves; Mercenaries	Lets you "conjure up" 1 Key.
Defeat Evil	Order; Law	Damages a group of Evil monsters.
Defeat Good	Chaos; Dark	Damages a group of Good monsters.
Dexterity *	Law; Thieves	Increases Skill (up to 8 hours).
Fear	Light; Order; Dark; Chaos	Has same effect as <i>Fear Wand</i> .
Fireballs	Light; Chaos	Does Fire Damage to a group of monsters.
Fireblade *	Paladins; Chaos	Adds Fire Damage to Weapons (up to 1 hr).
Fury *	Paladin	Greatly increases Luck (up to 15 min).
Healing	All but Mercenaries	Heals up to 10 lost Hit Points.
Light *	Light; Paladins; Order; Law	Lets you see in the dark (up to 8 hrs).
Lightning Bolts	Light; Dark	Does Power Damage to group of monsters.
Location	All Guilds, except Paladins & Thieves	Shows co-ordinates for current location (see <i>Mapping</i>).

Luck *	Thieves; Mercenaries	Increases Luck (up to 6 hours).
Magic Darts	Light; Dark	Does Sharp Damage to monsters (your Character Level influences how well you use this Spell).
Night Vision *	Dark; Thieves; Chaos; Mercenaries	Lets you see in the dark (up to 8 hrs).
Paralysis	Law; Chaos; Mercenaries	Temporarily stuns opponent; lets you strike without being hit.
Prism	Light	Has the same effect as "Paralysis."
Protect from Evil *	Light; Law; Order	Protects against Evil Weapons (8 hrs).
Protect from Good *	Dark; Chaos	Protects against Good Weapons (8 hrs).
Protection *	Light; Paladins; Thieves; Dark	Protects against all Weapons (8 hrs).
Razoredge *	Paladins; Mercenaries	Makes sharp Weapons sharper (up to 1 hr).
Repair	Paladins; Thieves; Mercenaries	Repairs damaged Weapons and Armour currently in use.
Shadowmeld *	Thieves; Dark	Makes it harder for enemy to hit you.
Shield	All Guilds	Protects against Blunt & Sharp Weapons.
Slay Evil	Order	Damages an Evil monster.
Slay Good	Chaos	Damages a Good monster.
Speed *	Light; Thieves	Increases Speed (up to 8 hours).
Strength *	Paladins; Law; Chaos	Increases Strength (up to 8 hours).
Super Vision	Law; Order; Thieves; Chaos; Mercenaries	Lets you see Secret Doors.
Vigor	Paladins; Law; Chaos	Reduces fatigue (only useful if you're wearing a Guild Ring).

MAGIC

Magic consists of the four traditional Elements: Earth, Air, Fire, and Water. Other factors come into play in making Magic work, but these are the basics.

Experiment with magical Weapons and Armour to see which work best when dealing with different creatures. When using Magic that isn't battle related, pay close attention to everything that happens to you and keep an eye on all your Stats; this is the best way to figure out what benefits you're receiving from the Magic.

CURSES

Curses cause you to lose Stats or Hit Points (and, sometimes, to die), depending on what you've been Cursed with. **Example:** A Curse of Clumsiness causes you to lose Skill points.

There are two ways of being Cursed: picking up a Cursed item or being Cursed by a dying enemy.

If you see the message CURSED! on the screen, but don't "act" cursed, don't get cocky. Some Curses don't show effects up front. Get rid of Curses before sleeping at The Retreat, since some Curse effects catch you napping.

Any Guild you belong to removes Curses. Or you can use a Remove Curse Scroll or hope to meet a Sage from your Guild who will agree to remove the Curse.

Once a Curse is eliminated, you stop losing Stats or Hit Points. Some cures even give you back all the points you lost (whew!).

POLSON

Poison affects your Stats permanently or temporarily, depending on which noxious substance you're unlucky enough to absorb. If you find a Potion that cures Poison, drink it! Otherwise, find a Wandering Healer right away.

There are two ways of being poisoned: swallowing poisonous Potions or being mauled by poisonous creatures.

DISEASE

Contracting a Disease results in Hit Point and Stat loss in line with the severity of the infection (some Diseases have an incubation period of several days). Diseases can be fatal, although many simply run their course (occasionally resulting in *permanent* damage).

There are two usual ways to contract Disease: being showered by Mold spores or being clawed or bitten by a Diseased creature.

If you get a Disease, drink a Potion that Cleanses, seek out a Wandering Healer, or find the Fountain of Healing. If you're clawed or bitten in an Encounter, find a Healer. He can prevent you from being infected.

There's a special case of Disease that only happens in the Crystal Caverns. The walls there are sharp and jagged and one scratch can leave you afflicted with the dreadful Crystal Doom. Its effects are gradual, beginning with increased Strength and Stamina, but *decreased* Hit Points and Skill, until you finally turn to solid Crystal!

ENCOUNTERS

It's common to Encounter other life forms. Some areas of The Dungeon have a higher probability of Encounters than others. Also, certain areas abound in particular types of Encounters (e.g., Rats abound in The City Sewer).

Anytime you go through a Door, you have a high chance of Encountering something (slamming Doors alert Dungeon denizens to your presence!).

Three categories of Encounters are listed below, in the order most favourable to you:

1. You surprise a life form;
2. You and a life form notice each other at the same time;
3. You are surprised by a life form.



Surprise

If an Encounter begins with you being surprised by an opponent, he gets to make the first move. You have no options.

If *you* do the surprising, you get four choices (the first two are Evil acts):

- 1) **Waylay the creature** This means you conk the opponent on the head and try to make off with his belongings.
- 2) **Snatch something** Here, you try to grab the creature's treasure without getting involved in a battle.
- 3) **None of these** This selection takes you straight to the regular *Encounter Menu*. (you still get to make the first move).
- 0) **Leave** This is your best chance to escape from an undesired Encounter.

Encounter Menu

In an Encounter, you're given several options (do nothing at all and you may be attacked). During battles, you have 4 (real-time) seconds to choose an action. Switching Weapons uses up part of this time, so quick reflexes are a must!

Your options in an Encounter are:

- 1) **Attack** You move offensively, while maintaining a decent defence.
- 2) **Charge** This reckless move increases your chances of hurting the enemy, but also increases your likelihood of getting bashed. Be sure the Weapon you use is appropriate to the action (charging with a Bow is pointless).
- 3) **Aimed Attack** This means you don't strike until the right, devastating instant. This move gives you a chance of inflicting a lot of damage while keeping your up guard.
- 4) **Transact** Talk with a life form. The outcome depends on your Charm level, Moral Alignment, and how you've dealt with others in the past. This option opens up a plethora of possibilities for interaction with creatures.
 - 1) **Offer** an item to a life form (gear the gift to the being you've Encountered, but *don't* feed the Ghouls). If the creature accepts your offer, it may give you a Clue or Rumour.
 - 2) **Bluff** to talk your way out of a fight. This is neither a Good nor Evil act.
 - 3) **Trick** an opponent (if you're Intelligent enough). This Evil act is a battle tactic to distract the creature's attention long enough for you to get in the first blow.
 - 4) **Hail** the creature to start a conversation or find out who it is. This is another way to be "nice" and, perhaps, receive a Rumour or Clue. This is also the proper beginning to any interchange with Wandering Healers. If a life form attacks you when you Hail it, retaliation is not an Evil act.
- 0) **Leave** the Encounter. This isn't running away; it shows you're just "not interested."

5) **Switch Weapon** This choice exchanges Primary and Secondary Weapons.

0) **Turn and Run** Sometimes, cowardice is the only solution. You actually turn around and go a different direction from the one you were facing during the Encounter. **Note** that you may become disoriented and end up in a different square than the one you had the Encounter in. Use your Compass or a Map Spell to get your bearings.

During Encounters, you may also:

- C Cast a Spell (if you know any);
- D Drop an item;
- E Examine Spells or items (check your Inventory);
- U Use an item (you can't light a Torch or eat and drink during an Encounter);
- P Pause the game (this suspends all time and activity—press any key to continue);
- Q Quit the game without saving it.

Tailor your Encounter strategy to fit your own physical and mental condition and the kind of life form confronting you. Don't expect to bluff or trick mindless life forms; you'd look pretty silly trying to bluff Mold!

LIFE FORMS

Many of the life forms found in The City also inhabit The Dungeon. The Dungeon, however, is the home of other fantastic creatures that never see daylight. As in The City, denizens of The Dungeon may be either Good or Evil; the way you interact with them affects your alignment, so use Wisdom.

The music accompanying the appearance of a life form gives you a clue to its alignment: heavy, foreboding music indicates an evil being; lighter, more cheerful sounds may mean the Encounter is of a friendlier nature. Experience is the best way to learn if a creature is hostile.

Some monsters (such as Werewolves and Wraiths) can only be hurt by Magic or Magic Weapons; although, sometimes a lit Torch can be effective in driving them away (beware of creatures that are immune to fire!).

Below is a list of some of the beings you may Encounter in The Dungeon.

Paupers have no ambition or have met with some catastrophe that has put them in dire straits. Pathetic creatures, they can benefit from your generosity.

Guards police The Dungeon. Don't cross them! If you're being attacked by Guards, it probably means you've become Evil or are a Thief.

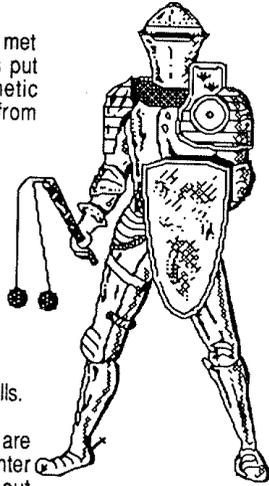
Gladiators, Knights, and other fighters hang out in The Dungeon, looking for ways to hone their fighting skills.

Noblemen live in the Palace and are fond of Arena games. They enter The Dungeon only to check out activities that may affect their wealth and position back in The City.

Thieves, Cutthroats, Brigands, and Master Thieves skulk around The Dungeon, making their larcenous plans under cover of darkness.

Assassins strike swiftly, without warning. Try to avoid making enemies, since anyone who doesn't like you might send an Assassin your way!

Healers from The City often visit The Dungeon on errands of mercy or to do medical research. Meeting them is purely by chance, unless you find a Heirophant Card that lets you summon medical aid.



Mages, Wizards, and other magical types are associates of the Guilds. *Acolytes, Novices,* and *Apprentices* belong to this category.

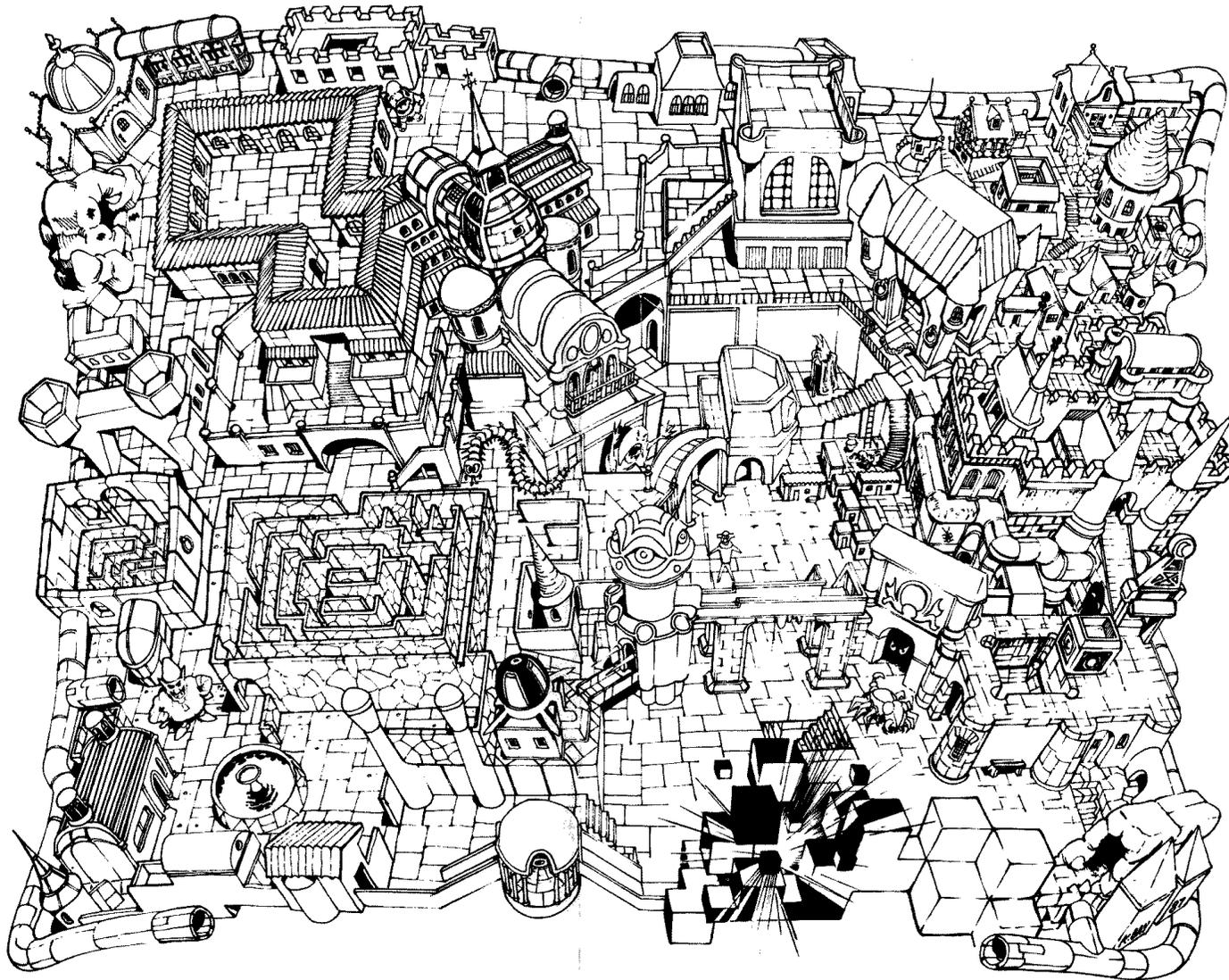
Valkyries, the warrior maidens, are good life forms, but hostile to humans.

Dwarves love the gloom of The Dungeon and have a natural dislike of humans. They delve for precious metals and Gems and craft marvellous Weapons and Jewelry.



Serpentmen prowl the dank Dungeon corridors. These reptilian humanoids are Evil, so be on guard!

Trolls and Goblins are at war. Use caution in dealing with them; making friends with one group means automatic hostility from the other.



The Dungeon