

Press **V** to turn Verify OFF or ON (the program runs faster with Verify OFF). Press **F** to turn Format OFF or ON (use Format if you're copying onto an unformatted disk). Press **S** to select which drive you're using for your original disk; press **D** to designate the drive your backup disk is in. To start copying, press **RETURN** and follow the prompts.

Character Decision

The Character Decision menu offers four options:

- Hit **N** to become a new person
- Hit **E** to resume an existing one
- Hit **T** to transfer a City character
- Hit **U** for character utilities

Press N to create a Character. You get a prompt that says "NOTE: IF YOU WISH TO KEEP THIS CHARACTER, YOU MUST HAVE A DUNGEON CHARACTER DISK READY WITH FEWER THAN 4 CHARACTERS ON IT."

If you don't have a Dungeon Character Disk prepared, or if your only Character Disk already has four Characters saved on it, press **ESC**. This takes you back to the Character Decision menu. Press **U** to create a blank Character Disk (explained below).

If you have a Character Disk ready, type a name when you see the prompt "ENTER NAME:". The name must begin with a letter, not a number!

Press E if you already have a Character from a previous venture into The Dungeon. Follow the prompts.

Press T if you have a City Character you want to bring into The Dungeon. Make sure your City Character was saved in front of one of the two Dungeon entrances before you try to bring it into The Dungeon (see the *Dungeon Guide* for information on Dungeon entrances). You can't enter The Dungeon if you're Diseased or Poisoned.

Press U to get a selection of Character Utilities:

- (1) **Create a blank Character Disk** formats a disk you can use as a Character Disk.
- (2) **Remove a Character** gets rid of any undesirable Character.

Make your selection and follow the prompts.

Corrections

If you make an error in any selections (in Character Decision or anytime during the game), press the **ESC** key to halt the process and go back to your current Menu.

To Enter the Portal

After you've created a new Character, you're taken to The Dungeon Portal. To enter, press the **SPACE BAR** (this sets your Stats) and follow the prompts.

To Save a Character

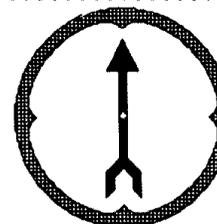
Save your Character when you're ready to stop playing or when you've built it up to a level you want to keep. Press **S** and follow the prompts. **Note:** You can only save a Character while walking around The Dungeon (not during Encounters, while in buildings, etc.).

To Resurrect a Lost Character

When a Character that you've saved and reloaded into the game dies, it's not really dead (The Dungeon is nice that way). Instead, it's only "Lost." To restore your Lost Character, select **E** and load it the same way you'd load any other Character. You'll be transported to the NE Dungeon entrance. Of course, the Character is now minus a Stat point (the price of resurrection).

Compass

It's a lot easier to find your way around The Dungeon if you have a Compass (available at the D & P or, if you're lucky, in Treasure). When you own a Compass, it's visible on the left of your screen. **North** is always at the top of the Compass; the arrow points in the direction you're heading.



Joystick Control

The Joystick controls physical movement. Make sure it's in Port 1. Move forward by pushing Up on the Joystick, backward by pulling Down. Turn left or right by pushing the Joystick Left or Right. One of the four red arrows at the right of the screen lights up, showing you which direction you're heading.

Time Indicator

A symbol, located just under the word "Stats:" at the top left of your screen, is in constant motion when time is passing.

Hit Points

Hit Points are displayed as "Hit Points =" or "Hit Points :". When you see the "=", your Hit Points are at their maximum level. The ":" means you've lost Hit Points and need rest or healing.