Lad Table Of Contents

Welcome to the Table of Contents for Lad.   Click on a topic for more information.

Read Me First
Getting up and running (or at least trundling).
Includes Installation, Optimization, Playing, Cheating, Shareware, Notes About This Version, and Credits.

Overview
A general description of how to play the game.
Includes How To Win, Moving Around, Physical Combat, Magical Combat

Program Features
On-Line Identification, Menus, Playing Area, and Spells.

Player Character
A description of your character.
Includes Basic Characteristics, Other Characteristics, and Active Powers & Curses.

Hints & Tips
Items, Monsters, and Dungeon Paraphernalia.

Read Me First

Installation

The main program consists of two files: LAD.EXE and LAD.HLP.

Each dungeon consists of a multitude of files.   They all start with LADDATA, followed by a period and a three character suffix.   These must be in the same directory as the program files.

You can save an existing game using any filename, but LAD recommends you use ".LAD" as the suffix (and indeed will supply it if you don't type in your own suffix).

Optimization

LAD uses a fair amount of memory.   Because the graphics are usually stored on the disk, and the graphics are used a lot, SmartDrive is a necessity.   If your player character moves sluggishly, and screen updates are painfully slow, check to make sure that your SmartDrive is working correctly.

If you notice that LAD must update the dungeon display after a requester appears (which is often), then Windows has run out of memory to temporarily store what the requester wipes out.   This can happen easily even with 8 megs of RAM, especially after you have been running other applications.   Restarting Windows fresh and running LAD as the first program should alleviate the problem.   Simply quitting the other programs does not; you must quit and restart Windows.

LAD runs best on a 800x600 or larger display, but will work on one smaller.   If a level of the dungeon does not fit in the window, you must use the scroll bars to see different areas of the dungeon (note that each level of a dungeon can be any size up to 80 x 40 squares, or 960 x 480 pixels, not counting the text area).   LAD does not automatically scroll so that your character is always visible.

Playing

When you start LAD, you are asked if you want to load a previously saved game.   If you select NO, a new dungeon will be created for you.   You will then be asked to enter your name.   This is called "Adventurer's Registration".   This is the name that will be inscribed in the Hall of Honors if you should succeed, and cannot be changed except by starting a new game.   However, it is not (necessarily) the name of the file for the saved game.   Type in any name up to sixteen characters.   You are also asked to check one of three buttons: Easy, Normal and Hard.   This sets the overall game difficulty.   Easy gives you extra weapon and armor ability, and allows you to carry more items.   Hard gives you less luck, makes the monsters more aware of your presence, and allows you to carry fewer items.

Once you have entered your name, the game begins in earnest.

You start the game on level 0.   You are the little guy (select "Where Am I?" from the Help menu or hit function key F9 if you can't find it).   You can move using the mouse or the keyboard.   If you are asked to specify a direction (such as for shooting a lightning bolt), indicate the direction in the same manner.

To use the mouse, simply move the pointer to where you want to go, and click once to move once.   You will move towards the pointer if you are not blocked.   You can hold down the left mouse button to continue moving towards the pointer.   You will automatically stop if you cannot move any more, or if you encounter something interesting (like a monster).   If you want to spend a moment where you are, click on top of your character.

To use the keyboard, first make sure NUM LOCK is on.   The number keys on the numeric keypad move

you in the appropriate direction.   The five makes you spend a moment in the same place.   The keyboard commands are only available when the main window is active (i.e. not if the Items window is active).

This should be sufficient for you to start playing.   More information can be found in the Overview and Hints & Tips.   Remember that you can identify certain individual items during the game by using the "What Is It?" menu item in the "Help" menu.   Of course, the information you get will be general in nature.

Cheating

Little effort has been made to prevent most cheating.   You're the one that has to live with yourself.   Although you are only allowed to save a game in certain areas of the dungeon, there is nothing to stop you from loading a saved game when you die.   In fact, the file requester defaults to the previous file name for your convenience (I have less patience than some people).   However, the number of times you save is kept track of, and subtracts from your standings in the Adventurer's Honor Roll list of high scores.

It is also very easy to view every level of the dungeon.   Each level is specified in a text file, as are the items you may find or buy.   It would take very little effort to interpret these files, but where's the fun in that?   You can also modify the data, which is a lot of fun, but read the section "Notes About This Version" completely before you do, or you'll end up with an unplayable dungeon.

It is relatively simple to view the text strings and images in the executable program itself using a resource editor.   The naming convention is easily decipherable (unlike other programs I've looked at).   This will give away a lot of the possibilities, which again is no fun.   However, once you have gotten bored with the game you can have fun modifying them.   Just keep the string lengths no longer than what I originally used.

However, I have made it difficult to bypass those pesky "About" requesters unless you register.   You may think you have done so, only to find on a lower level that the game exits without warning.   (If it does so anyway, you may have received a version that was tampered with.)   If you enjoy such hacking and succeed, send me the money just for that, and don't spread it around.   (Those who get an ego boost distributing hacked programs need to get a life.)

Shareware

This is shareware.   If you send me $20 (U.S. Dollars only), I will send you the registration information that will eliminate the pesky "about" requester.   This also entitles you to make comments, suggestions and snide remarks.   You will be informed about new versions of the software and new dungeons as soon as they are available.   You will also be able to obtain complete instructions on how to create your own dungeons.

This version may be duplicated and distributed on a not-for-profit basis only.   Registered non-profit organizations (users groups, etc.) may include this program on low-cost disks.   Other distributors of shareware software (including periodicals, publications and clubs) must get permission from Mike Berro, which will most likely be forthcoming in return for a copy of the disk and/or periodical.   This program must not be posted on any for-profit BBS without my permission, except CompuServe (where I can be reached at 73267,3361).

Notes About This Version

It was very tempting to pack the first few levels of this dungeon with every trick and trap that Lad allows, but I felt that enjoyable game play was more important.   You will have to play (and win) this dungeon many times before you saw everything in it, and even then you would not have seen everything the

program is capable of.   It is just as important to test the dungeon as it is to test the program, and I believe you will enjoy both.

I am always interested in hearing about bugs, but remember that this is an adventure game, and weird things can happen.   There are locked doors, and there are keys; but not all keys unlock all doors.   There are a lot of things that may appear to have no purpose.   Rest assured I would not have wasted the time putting them in if they weren't there for a reason (even a silly reason).   Still, I would be surprised if this was bug-free.

Version 1.00
         This game has been well-tested, but it is still preliminary.   The dungeon data is in ASCII, and so it should not be difficult for you to modify this dungeon or create new ones.   However, I recommend you don't invest too much effort doing this as the dungeon data format will no doubt evolve.   Also, if you don't know how LAD constructs the dungeon from the ASCII design, it is easy to create a level that is impossible to leave.
         Eventually I will design a dungeon compiler.   This will not only speed up the dungeon load time (as well as prevent cheating by examining the dungeon in advance), but I will be able to support older data formats.   Maybe someday I'll even do a dungeon construction set.   For those of you future DMs that can't wait, currently each dungeon can have up to 40 levels, each level up to 80x40 squares, with 100 monsters per level.   The monsters are DM-defined, as long as you use existing artwork.   Please note that not all of the features of the game are employed by the included first dungeon.
         Note also that some of the artwork for the monsters and items sucks; I am not an artist.   Feel free to change the artwork using a resource editor.   (You can add additional artwork for additional monsters, but then only your version of the program will use them.)   The bitmaps are clearly labeled; just keep them 12x12.   If you come up with some neat bitmaps please forward them to me and I'll incorporate them into the game, giving you appropriate credit.

Credit Where Credit Is Due

LAD is based on the game "Larn" for the Amiga, written by John Toebes, which in turn was based on "Hack", and so on back through the mists of time.   I'd like to thank Lisa Brown for some great ideas and much of the artwork, and Frank Panaro and Susan Wilson for helping to test it.

Overview

How To Win

To win, you must return the special quest item to your home before your time runs out.   You do not know in advance what the quest item is, or where it is, although there may be hints inside the dungeon.   It can also be hidden or invisible, and is often guarded by special monsters.   If   the quest item is something that can only be used once, and you use it, it is gone forever, and you cannot win.   Note that the winning item may be in a different place each time you play the same dungeon.

Moving Around

Moving around is of course of the utmost importance.   You can move your character using the mouse or the keyboard.   In fact, everything can be done with either the mouse or the keyboard.   In most cases, the mouse is much more convenient, but when moving the keyboard may be a little more precise.

To move your character using the mouse, simply move the pointer to where you want to go, and click once to move once.   You will move towards the pointer if you are not blocked.   You can hold down the left mouse button to continue moving towards the pointer.   You will automatically stop if you cannot move any more, or if you encounter something interesting (like a monster).   If you want to spend a moment where you are, click on top of your character.

To use the keyboard, first make sure NUM LOCK is on.   The number keys on the numeric keypad move you in the appropriate direction.   The five makes you spend a moment in the same place.   The keyboard commands are only available when the main window is active (i.e. not if the "Items" window is active).

A simple move takes one one-hundredth of a unit of time.   Other moves, such as moving through a doorway, take more time.   If you have the power of "Haste", the time taken per move is half.   If you have the curse of "Lethargy" the time taken per move is double.

There are other ways of moving around the dungeon, teleportation being the fastest.   Beware of using teleportation too much, as there is a distinct possibility of materializing in solid rock, which results in instant death.

Close Combat

As you move through the dungeon, monsters may become aware of your presence.   They then (usually) start moving towards you.   When a monster is right next to your character close combat usually occurs.

You attempt to hit the monster with your weapon (or bare hands if you are not equipped with a weapon) by "bumping" into the monster.   Whether you hit or miss the monster depends solely on your characteristics, primarily your "weapon class" (indicated by "WC:"), with the higher number indicating you are more likely to do damage (a combination of accuracy and armor or hide-piercing ability).   It is not at all dependent on how hard you hit the mouse button or keyboard, or whether you hit the exact center of the monster or not.   LAD is a strategy game, not an arcade game.   Also, remember that simply carrying a weapon does no good; you must be equipped with it, which is indicated by an asterisk next to the weapon name in the item list.

When you hit a monster, damage is measured in "hit points", also called "pips" of damage.   When you hit a monster the number of pips of damage is indicated.   If you damage the monster sufficiently, it will die. You may then proceed to search the area to recover any gold, gems or items that it may have been carrying.

A monster will attack you in the same way.   Your ability to avoid getting hit depends primarily on your "armor class".   Your armor class is primarily determined by the type of armor you are wearing, but can be augmented by magic.   Your ability to withstand damage is indicated by your "hits", also called pips.

Every pip of damage you sustain is subtracted from your total.   If the total reaches zero you are dead.

Your hits are restored or healed as time continues (unless you are poisoned).   The number of hits you have when fully healed increases as your experience level increases.   Your experience level is explained below, but simply stated it means you can get much stronger as the game progresses.   You will need to in order to survive the lower levels of the dungeon.

Distant Combat

Distant combat can occur when a monster is not right next to you.   This allows you to damage a monster at a distance, and also allows the monster to damage you at a distance.

When you start a new game you have only one way to perform distant combat, and that is to use a Magic Missile spell.   It has both a limited range and a limited amount of damage.   Eventually you may learn more powerful offensive spells.   Also, you may find weapons that can be shot or thrown at a monster. Learning the proper use of these spells and weapons is extremely important.   Each has certain characteristics that make it useful in some situations and less useful in others.   Such knowledge only comes with experience.

Some monsters have the ability to harm you at a distance.   There are certain techniques, magical and otherwise, that you must learn to survive the lower levels.   All I'll say here about them is; good luck!

Experience Level

The monsters are much nastier as you descend into the dungeon.   To combat them you will need to improve your characteristics.   You do this be increasing your experience level.

You start as a level 1 character.   Every monster you kill adds to your total experience (called "Exp:" in your charactersitics).   When your experience exceeds a certain amount you may enter the Training Grounds, where your level will increase.   When your level increases several things happen.   Your number of hits you can sustain before dying increases.   The number of spell points increases.   One of your seven main characteristics, Strength ("Str:"), Intelligence ("Int:"), Constitution ("Con:"), Charisma ("Cha"), Dexterity ("Dex"), Agility ("Agi:") and Luck ("Luc:"), increases.   See Player Character for more information about your player characteristics.

Program Features

Item List

The item list is a small window that shows all items in your inventory.   Since you will be manipulating items constantly, it is recommended that this window be displayed whenever possible.   It can be moved around so that it can be kept out of the way of the action.   The position of this window is saved when you save a game.

Items preceded by an asterisk are in use by you.   There is also a bunch of buttons that allow you to do something with each item (the button labels change depending on which item is highlighted).   To do something, click once on the item to highlight it, then click once on the button to do something.   Double-clicking on an item in the list is the same as selecting the left-most button.

Spells List

The spells list is a small window that shows all of the spells you know.   Since the spell list is easily accessed using the right mouse button, or using the Spells menu, it is recommended that this window not be displayed unless your display is large enough to keep it out of the way.

Double-click on a spell to actually cast the spell (although this isn't the only way, or even the easiest way to cast a spell, as you will see).

Powers List

The powers list is a small window that shows all of the powers and curses that are in effect. Since the window is small it is recommended that this window should always be displayed.   It is for display only; you cannot do anything with the powers.

On-Line Identification

To identify almost any visible object on the map, use the "What Is It" menu selection, as described below.

Menus

File - New: Starts a new game, and asks you to enter a new player name.

File - Load: Loads a saved game.

File - Save: Saves the current game using the current file name (not necessarily the same as the player name).   You can save only from certain "safe" areas of the dungeon (although always at the top level).   What those areas are remains for you to discover.   If there is no current file name it is the same as selecting Save As.

File - Save As: Saves the current game in a file name of your choice.   Every save counts against you in the Adventurer's Hall of Fame.

Show - Item List: Toggles the window that displays all of your items on and off.   You can use the F5 function key as an alternate to this menu selection, or you can click on the button labelled "Items".

Show - Spell List: Toggles the window that displays the list of all your available spells, with the cost in spell points in parentheses.   You can use the F6 function key as an alternate to this menu selection, or you can click on the button labelled "Spells".

Show - Powers and Curses: Toggles the window that displays a list of all the powers and curses currently active.   Select this menu item again to make the list go away (next time it will re-appear where you left it).   You can use the F7 function key as an alternate to this menu selection, or you can click on the button labelled "Powers".

Show - Remembrance: This menu item displays the window that shows you what items you have identified.   These are the items you will recognize the next time you pick them up.   Try not to lose your memory!   You can use the F8 function key as an alternate to this menu selection, or you can click on the button labelled "History".

Options - UnEquip at Top: Unequips all non-cursed items when you reach the top level of the dungeon.   Since items age when equipped, this is useful to save items, as long as you don't forget to equip again when you return to the lower levels!

Options - Never Close Doors: This eliminates the requester that normally appears when you go through an open door, asking you if you want to close the door.   Without the requester, though, you cannot close any doors.

Options - Bad News Beep: When this selection is checked, bad news is accompanied by a beep.   This is useful if you don't want to always pay attention to the text messages.

Options - Right Mouse Button: This sub menu determines what (if anything) happens when you press the right mouse button.   If "Spells" is checked, a popup-menu of spells appears; selecting one casts that spell (click anywhere else to abort).   If "Items" is checked, the item list appears.   If "Where Am I" is checked, then pressing the right mouse button makes the cursor move to your character, and also makes the character wave to you.   If none of the three are checked, nothing happens.

Options - Boss: Runs Notepad, and quickly.

Help - What Is It?:   This puts the program into identify mode, as indicated by the question mark cursor.   You can also hold down the shift key and press function key F1 to get into this mode.   Move the question mark cursor over a visible object in the dungeon and click the left mouse button to identify that object.   The help you get is general in nature; nothing you wouldn't find out by exploring anyway.   To exit this mode hit the ESC key, click the right mouse button, or select this menu item again.

Help - Where Am I?:   Sometimes it is hard to find your character, especially on an LCD screen. This function moves the mouse cursor to your character, and also makes the character dance.   You can also implement this command by pressing function key F9.

Spells - This menu lists all of your available spells, with the cost in spell points in parentheses. Selecting a spell from this menu automatically casts it (as if you selected and cast it from the Spell List dialog box).   Note that this menu is also available as a "popup" menu by clicking the right mouse button once, if so desired (see Option menu above).   To abort casting a spell once the menu has appeared, click anywhere outside of the menu.

Playing Area

Each level of the dungeon can have a different size and shape, but certain elements are common to all levels.   Each level at least consists of walls and stairs.   There can also be various kinds of doors, traps, statues and other paraphernalia integral to the construction of each level.   None of these are impervious to a stronger force, however.

There are also certain "buildings" that are built in to the dungeon.   The most important of these are the Training Grounds, the Hospital and of course your Home.   In addition, there are many other useful buildings that may be visited.   Usually the buildings can be found on the highest level (level 0), but that isn't always the case.

In addition to all these "built-in" features, there may also be gold, gems, items (magic and otherwise), and of course, monsters.

Spells

There are about forty different spells.   Some are only available by using potions and scrolls, others can be learned by reading books.   Potions and scrolls are usable only once.   Spells you learn cost spell points to cast.   Spell points are awarded as you ascend skill levels.

To cast a spell, double-click on the spell in the spell list window, select the spell from the "Spells" menu, or (if the right mouse button is set to "spells"), click the right mouse button to display the popup spell list, then select the spell from the popup list (the latter is the most convenient, as you don't need to move the cursor away from the action).

If the spell requires no more input, it will take effect immediately.   If it is a directional spell, you will be prompted to specify a direction.   To specify a direction, position the cursor away from your character and click the left mouse button, or use the numerical keypad (with NUM LOCK on).

Sometimes a spell will fail.   The chance of failure decreases as your intelligence increases.   If a spell fails it still uses up the same number of spell points.

Hints & Tips

Items

Items that you equip with have finite life spans.   Don't wield or wear something if you don't need it, such as on the top level.   Once an item breaks it can be sold at the pawn shop, or sometimes magically repaired.

The number of items you can carry increases as your level and dexterity increases.   Since the number of items you can carry is limited, leave gems and other items where they are until you are on your way up to the bank or pawnshop.   When you are on your way up, leave your powerful items behind so that you can pick them up on your next time down.   Because there is a limit to the number of items you can carry, it is sometimes a good idea to use the potions and scrolls you find right away, rather than saving them from later.   Manage your inventory wisely.

Monsters

Not all monsters are evil.   To determine if a monster is good or bad, note what color the message is when you are hit or missed.   Red is a bad message, so if the monster missing you is indicated in red, then it must be a good thing to get hit.

The monsters get increasingly more powerful as you descend into the dungeon.   Many monsters can harm you in more ways than to simply increase your hit damage.

Dungeon Paraphernalia

You may find a lot of seemingly useless things inside the dungeon, things like <u>statues</u>, large <u>stones</u>and <u>mirrors</u>.   Nothing is useless, but finding out how to reap the benefit may take some experimentation (in other words, not everything is explained in this help file!)

Strategy

The lower levels of the dungeon are particularly nasty.   There, the monsters are so strong that one mistake can kill you.   Often two or three magical powers, in the form of spells, scrolls or potions, are required to survive a particular level.   Once you learn what these powers are it gets easier to win.   Also, certain combinations of powers can make you pretty much invincible, when used properly, but only while they last.   If you happen to obtain these powers, and know how to use them, you may want to barrel on down to get the winning object, throwing caution to the wind.

Gold is an important commodity.   The question of whether to save for something powerful later, or   buy stuff immediately is not an easy one.   Both styles have their advantages.   You will have to determine for yourself what works best for you.

Time is of the essence, but you should have plenty of time to complete the quest.   Sometimes you may be so weak that you need to sit in one spot while rejuvenating hit points or spells, or while waiting for a curse to wear off.   Such is life.

Player Character   ◼

Basic Characteristics

An average value is 12, and all players start that way.   Values may increase by going up levels, or by magic means.   Values may also be reduced, either temporarily or permanently.   Usually, temporary reductions are listed in "Powers & Curses".

Strength
>   Affects the damage you inflict when fighting monsters.
>   Affects your ability to open tightly closed doors.

Intelligence
>   Affects your ability to cast spells succesfully.
>   Affects your ability to earn spell points when going up a level.

Agility
>   Affects your resistance to special monster effects (you are better able to avoid being poisoned, etc.).
>   Affects your probability of slipping on the stairs.
>   Affects your ability to avoid all kinds of traps.
>   Affects the probability of your being injured when falling through a trap door.

Dexterity
>   Affects your ability to hit monsters.
>   Affects your ability to avoid being hit by monsters.
>   Affects the number of items you can carry.

Constitution
>   Affects the number of hits until dead you gain when going up a level.

Charisma
>   Affects how much identifying items costs at the Wizard of What.
>   Affects how much you will receive at the Pawn Shop.

Wisdom
>   Affects how well protection spells work.
>   Affects your ability to detect secret doors.

Luck
>   Affects your resistance to special monster effects.
>   Affects your ability to cast spells.
>   Affects your ability to hit monsters.
>   Affects your ability to avoid being hit by monsters.
>   Affects the probability of you slipping on the stairs.
>   Affects your ability to avoid falling in traps.

Other Characteristics

Level
>   Affects the range of your magic spells (e.g. Fireball).
>   Affects the number of items you can carry.

Hits
>   When this number reaches zero, you die.   Hits regenerate as time passes, or by magical means, until the maximum number of hits you are entitled to is reached.   The maximum number is increased every time you go up a level, and can also be increased by magical means.

Spell Points
>   Spell casting costs spell points.   Spell points regenerate as time passes, or by magical means, until the maximum number of hits you are entitled to is reached.   The maximum number is increased every time you go up a level, and can also be increased by magical means.

Active Powers and Curses

Active powers and curses are listed in a small window when you click on the "Powers" button, or select "Powers" from the Show menu.   These can also affect your characteristics.   Most powers and curses are temporary.

<u>Gold!</u>

Piles of gold are randomly located throughout the dungeons, no doubt left by adventurers who did not survive.   Often when you kill a monster it leaves behind a pile of gold.

Gem!

Gems can be very valuable, but believe it or not, they can also be very dangerous.   You can sell your gems at any bank.   The value of gems can be increased using magic.

Monster!

There are many types of monsters in the dungeons.   Some have very distinctive powers.   Some monsters are actually nice to you, if you don't kill them first.

Sometimes the same type of monsters can be found on different dungeon levels.   Generally, the monsters are tougher the further you go into the dungeon.

Monsters can have different powers, including the power to hurt you from a distance.   They also have different characteristics; some are usually laden with treasure, others with magic items, and some carry nothing at all.

Dungeon Wall ■

Dungeon walls are impervious to everything except a few magic spells.   Some walls conceal secret doors.   Secret doors can be discovered by magic, or by persistent testing of the wall that is hiding it.

Dungeon Doors

There are all kinds of dungeon doors.   Some can be opened easily, some not.   Your strength affects your ability to open tightly closed doors.   Some close quietly, others don't.   There can also be secret doors hidden in the dungeon walls.   These may be discovered by magic, or by perseverance.   Doors may shut or slam automatically.   If a door slams the nearby monsters may become very interested in you.   Doors may be locked, and thus require a key to open.   There may be different keys for different locks, however.

Your strength helps you open recalcitrant doors.   Your wisdom helps you detect secret doors.

Dungeon Stairs

Stairs take you from level to level.   Some stairs are slippery.   Slipping on the stairs may cause monsters to become interested in you.

Trap Door

Trap doors may be well hidden.   Monsters can also fall into them.   Your agility helps you avoid them.

Trap Dart

Trap darts can cause minor or major injury, and may be well hidden.   Your agility helps you avoid them.

Monsters can also be hit by them.   If a monster is killed by one you get the experience.

Teleport

Teleports may be well hidden.   Some teleports have specific destinations, most will send you to a random location.   Monsters can be affected by teleports.   Your agility helps you avoid them.

<u>Hospitals</u> ■

Hospitals allow you to heal pips of damage.   Healing costs big bucks.   Poison cure is at no extra charge.

Wizard's Rest

Wizard's Rest allows you to restore your spell points.   Like everything else, this costs big bucks.

Training Grounds

Training grounds are where you may advance in level.   Experience is the only requirement.

When you advance a level, one of your basic characteristics is increased.   The number of hits you can withstand increases, with the amount affected by your constitution.   Your maximum spell points is increased, with the amount influenced by your intelligence.

Wizard of What

The Wizard of What has the ability to identify most items.   He bases his price on what he thinks you can afford, as well as how much he likes you.   He does not offer refunds if he fails to identify anything.

Pawn Shop ■

Here you can sell your unwanted items.   A higher charisma will get you a better deal.   Some of the better items that you sell here can be purchased again later at the Dungeon Store.   Broken items will be repaired before being offered again for sale (at a much higher price, of course).

Dungeon Store

Here you can buy selected items.   Selected items you sell at the pawn shop can be purchased here at a somewhat marked-up price.   Items purchased here will generally last much longer than those found in the dungeon.

Dungeon Bank

You can deposit and withdraw your gold here.   The interest rate is quite high, and your deposits are insured.   You can also sell gems here.

Dungeon College

Courses offered here can improve your basic characteristics.   You must take the classes in the order they are offered.   The courses are time-consuming, but a safe dormitory is provided.

Your Home 🏠

When you get the quest item, return here to win the game.

Statue Of Limitations

Rather a good likeness, don't you agree?   Statues can be very beneficial.

Altar

You may not be a believer, but a little insurance is sometimes wise.   Proper devotions at the altar can greatly aid a campaign.   The gods are definitely greedy, however.

Fountain

The water is refreshing, but the side-effects can be interesting.

Large Pool ■

Remember that your armor is not waterproof!   Anything can happen.

<u>Large Mirror</u>

Make sure you look presentable.

Treasure Chest

The hard part is getting it open!

Large Stone

Do you remember the legend of King Arthur?

An Unidentified Part of the Dungeon

It's up to you to figure out what it is, and what it does!

Walking Stick

Walking sticks are useful for bopping monsters over the head.

Knife

Knives are quite handy at close range.

Mace

Maces are useful weapons.

<u>Battle Axe</u>

Battle axes do a lot of damage, but are not very accurate.

Short Sword

A short sword is a very nice weapon.

Long Sword

A long sword is a great weapon.

Bow

A bow is very useful for shooting arrows.

Arrow

An arrow is very useful, when one has a bow.   It can be used only once.

Throwing Star

A throwing star can do a lot of damage.   It can be used only once.

Leather Armor

Offers some protection at a reasonable cost.

__Ring Mail__

Offers a good deal of   protection at a reasonable cost.

Plate Armor

Offers excellent protection at a reasonable cost.

Shield

Offers additional protection at a reasonable cost.

Helm

Offers additional protection at a reasonable cost.

Book 📖

Books are always good to read, and are much better than TV.

Scroll

A scroll contains one spell.   Once the scroll is read, the spell is cast, and the scroll disintegrates.

Scrolls are unique, but not labeled.   Once a scroll is identified, or read, you will in future be able to recognize a scroll of the same type.

Potion

A potion is usable only once.   You must drink the entire potion for it to have any effect.

Potions are unique, but not labeled.   Once a potion is identified, or quaffed, you will in future be able to recognize a potion of the same type.

Key

A key is useful for getting through locked <u>doors</u>.   Not all keys fit all locked doors, though.

Ring

Rings are among the most powerful magic items in the dungeon.   Most are beneficial, but a few are cursed.