

0026ca20-0

COLLABORATORS

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Chapter 1

0026ca20-0

1.1 Dungeon Explorer and Dungeon Editor

9-13-97

Version 1.5

Dungeon Explorer and Dungeon Editor copyrighted 1995-1997 by Curt Esser
Email camge@ix.netcom.com

** THIS GAME REQUIRES A JOYSTICK!! **

Dungeon Explorer and Dungeon Editor are Freeware and the entire drawer may be distributed as you see fit as long as ALL of the files in the drawer are included and unaltered.

I would appreciate an email or letter telling me what you think of the game. Letters w/self-addressed stamped envelope included will be answered, as well as all email.

The included med module "Med.East" is copyrighted by Steven Gane and may NOT be distributed without this game!!!

This program is part of the EMS collection of Emailware programs
Visit our website at <http://www.agima.demon.co.uk/emailsoft/>
for more of the best in no-cost Amiga programs and utilities

~Introduction~~~

So tell me all about it then

~Game~Controls~~

How do I control this?

~Your~Inventory~

What can I carry and why would I want to?

~Playing~Tips~~~

OK, what are we supposed to do again?

~Room~Editor~~~~

I'd rather make my own rooms, thanks

~The~Music~~~~~

What is that Music Selector for, anyway?

1.2 About the Game

The Game was written in Blitz Basic by me, as well as the Editor. The graphics for the game and editor were done with D Paint III. Sounds were taken from PD sources, as I don't own an audio digitizer.

The programs were created on an A1000 with 512k chip ram and 2 meg fast ram and should work on any machine with 1 meg memory or more. Some programs don't release all the memory when they are finished, so if the game acts strange (the sounds don't sound right, the Load Requestor won't open, etc) try re-booting your machine. If that doesn't help, let me know.

If you only have 512k chip and are having problems, try re-booting then drag the game icon out of it's drawer, then close ALL open windows including the one you pulled the game from before clicking on the icon to start the program.

They also have been tested and work on:

A2000/512k chip/2.5M fast/wb 2.04
A2000/1M chip/8m fast/wb 3.1
A2500/1M chip/8m fast/wb 3.1
A1200/2M chip/wb 3.0
A1400T/2M chip/4M fast/wb 3.1

If you have any problems, please let me know. Also tell me what system you are using.

The Game and Editor should run with no problems from your Hard Disk. Just drag the entire drawer to any partition. DO NOT put the game icon or the editor icon into different drawers. They share many of the same files, and neither will run from a different drawer.

Fell free to write or call with any suggestions, bug reports, or comments. All letters with stamped return envelope will be answered. All Email will be answered if you indicate that you want a reply.

If you would like the source code (in Blitz Basic) you will find it on Aminet in dev/basic.

1.3 Game Controls

Your friend is locked up somewhere in a dungeon filled with creatures and your job is to find out where.

On the title screen, use the mouse to select your player. Just click on the picture to select. The players differ only in their special ability (activated with "/") as follows:

The male player can move faster

The female player can "freeze" monsters

Also, the player images and sounds are different.

When the game loads, use the mouse to select:

Play - Play the game

Load - Load a different set of rooms

Help - Shows brief instructions (click the button to exit)

Quit - Frees all memory and returns to workbench

Controls:

Joystick	Moves your player in any of 8 directions
Joystick Button	Swings your sword in a full circle
,	fires blowgun (if you have it and ammo)
.	fires raygun (if you have it and ammo)
/	special ability (if you have enough energy)
Spacebar	drops a bomb (if you have any)
M or m	turns music on/off
P or p	pause/resume the game
Esc	ends the game and goes to options requestor select Play to replay the same game select Load to play a different game
&	test mode on - unlimited lives but no score

>> TEST MODE WORKS ONLY IF THE FIRST WORD IN THE AUTHOR'S NAME IS "TEST" <<

NOTE: The Weapons are magical. They DO NOT have to be aimed and they will penetrate walls, doors, water and fire!

Press "/" to activate your special ability if there is a CREATURE in the room. Be careful, doing this uses a lot of energy! If your energy level is too low, you won't be able to use your ability. The minimum energy level needed to activate your ability is marked on your energy bar. Your ability will last as long as you remain in the room unless you are killed. You CAN NOT use your ability in the final room (the one with the jail cell) or in a room with no enemy in it. (You don't need to)

Abilities:

Male: Makes you able to move twice as fast as normal. All other characteristics remain the same.

Female: The creature will be immobilized. It is still alive, so

be careful! It will still bite if you get too close. All other characteristics are the same.

1.4 Your Inventory

To pick up an item, just walk on it and it will be used or added to your inventory on the right side of the screen. If there isn't enough room in the inventory for the item, it will not be picked up. If you don't need an item, it will not be picked up either. For example, if you have the gold key, blue keys and green keys are ignored. Items left behind in rooms will still be there if you return, but they are not replenished when you leave - if you pick up a bomb, for example, and walk out of that room you will not get a new one by walking back in. (Yes, life is tough, isn't it!)

You can carry:

- 2 Blue Keys (or the Gold key)
- 2 Green Keys
- 6 Bombs
- 1 BlowGun
- 1 RayGun
- 30 shots each for the RayGun and the BlowGun
- 1 Snorkel
- 1 Extinguisher

Items:

- Blowgun fires a dart at the creature
- Darts for blowgun (Green ammo box) 5 per box
- Raygun fires a ray at the creature
- Rays for raygun (Purple ammo box) 5 per box
- Energy restores some energy if you are low
- Potion one extra life (used automatically)
- Blue Key unlocks one blue door
- Green Key unlocks one green door
- Gold Key unlocks all doors and the jail cell
- Compass will show all the rooms in the game
- Shield decreases the damage done by living creatures
- Snorkel allows you to pass unharmed through water
- Extinguisher allows you to pass unharmed through fire
- Transporter takes you to another place

Your score is shown in yellow at the top right of the screen. Just below, your remaining lives are shown in blue. Your energy level is shown as a blue bar at the lower left of the screen. The yellow line is your current maximum energy level. Watch you energy, for if it gets to 0, you lose your life! If you have any extra lives left, you and the creature will go back to your original positions in the room and play will continue. If you are on your last life, your energy bar will turn red. When you have used up all your lives, the game is over.

1.5 Using the Room Editor

----- The Editor -----

Uses the same basic screen as the game with control buttons on the right instead of the inventory.

All rooms will be shown on the map section.

Press left mouse button to set the block (the one shown in the yellow box)

Press right button to erase the space the cursor is on

Click on the option buttons on the right to use the option:

>Arrows Select next/previous shape (Current shape is in yellow box)
>Yellow box Click to bring up shape page - click on shape to select
>Load Loads a room file
>Save Saves the room file you are working on
>Quit Exits to workbench

- * You don't have to use all the rooms
 - * Don't put anything in the title bar area in the first room. (The bottom 3 rows). Anything placed here will NOT be seen.
 - * You may put more than one creature in a room, but only one will be used at a time. Creatures are used starting from top left. The first one will be used until it is defeated, then the next, and so on.
 - * The final room (the one with the jail cell) will use a team of the top creatures, no matter what other creatures you put in that room.
 - * Only doors or bombproof blocks can be used on the outside wall areas. The editor will not allow anything else to be placed there.
 - * The editor does NOT check for logical errors such as placing a block in front of a doorway. Make sure you leave enough room for the player and creatures to get through the room!
 - * The editor also does NOT check for playability errors! It is up to you to be sure to provide enough keys and bombs for the player to finish the game.
 - * Transporters and Landing Pads are automatically linked. To save confusion, it is best to place them in sets. The editor displays Transporters and Pads with the link numbers on them. The Transporter (The one with the "T" on it) shows the destination room number and the Pad shows the room number where it's Transporter is located. If a Transporter or Pad is shown with a "?", it is unlinked and will be linked to the next Pad or Transporter that is placed. You can have only ONE Transporter and ONE pad per room. You can have a Transporter and its Pad in the same room if you wish. To move a Transporter or Pad in the same room DO NOT ERASE IT first. Just click with the left button in the new location and the old item will be erased when the new one is placed. If you erase the Pad or Transporter (or place another item in the same block) its corresponding unit will be unlinked.
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- * Games may be saved to and played from any directory, but for ease of use it is suggested they be stored in the rooms subdirectory when you have them ready for play.
- * The program automatically adds the ".rms" suffix to your saved room files. You may change the room file name if you wish, but make sure you leave the ".rms" suffix, or the game and editor will refuse to load the file!
- * To enable the test mode in the game, the first word in the Author's name must be TEST (capital letters required). Once the game has been tested and completed, remove the 'TEST' word to disable the test mode.

Have fun and if you come up with a good set of rooms, send them to me and I will include them in the distribution with your name on them if you wish.

1.6 About the Music

The default module included with the game, "Med.East" is copyrighted by Steven Gane and MAY NOT be distributed separately!

If you would like to use a different module, you may select it before you play, using the excellent Music Selector program, which was written by Alvaro Thompson. The Music Selector program requires at least 2.0 workbench or better. If you are still using 1.3 I have included the old version of the selector in the 1.3 drawer.

The music selector program is very easy to use. Click on play to hear the song, stop to stop, select to pick another song. Click the filter button on or off, whatever sounds best on your system. And press save to save your selection. It will then be played every time you start the game.

The game needs to have a 4 channel Med module, but if you aren't sure, just try to load the song. If it won't work, the program will let you know and it will go back to the last song.

If you have a song that won't work and you have any version of OctaMed you can convert a Soundtracker/Noisetacker song to an OctaMed song just by loading and re-saving it.

If your song sounds funny when the sound effects are played, you may need to re-arrange the 4 channels to make sure the basic rythmn and melody tracks keep playing even when the sounds are played. The program masks off two of the channels when sounds are being played, but this is pretty much un-noticable as long as the rythmn and melody tracks keep playing.

If your machine has only 512k chip ram, you won't be able to use a song much longer than the one provided. If you have 1 meg chip ram or more, of course you can substitute a longer song. If in doubt, try it and see. If it doesn't work, you can always go back to the original song.

1.7 Playing tips

If there is a creature in the room, it's energy level is shown in green just to the right of yours. When it gets to 0, that creature is dead, and will not be back if you re-enter the room. Be careful, however, as you might find another creature when you come back! Creatures can not go through walls, doors, fire or water. They also can't use transporters.

When you swing your sword, there is a delay until you can swing it again. The more experience you gain (by defeating creatures), the stronger your sword becomes, and the less the time you have to wait. Your sword strength is shown as a red bar at the top of the inventory.

The more shields you collect, the less damage the creatures do to you. Shield strength is the purple bar just below the sword strength. Shields DO NOT protect you from the storm or the whirlwind.

Darts and rays are unaffected by your sword strength.

Certain creatures are resistant to some weapons. Experiment to find which weapons are best for which enemies.

The bomb will destroy anything except bombproof walls, Teleporter pads, fire, and water. It will destroy any normal wall blocks as well as creatures, items, and YOU, so get out of the way when you drop one.

When you find the locked cell, you must defeat all of the creatures before you can unlock the cell to win the game. (I'm assuming you brought the gold key with you!) Don't forget: Your special ability WILL NOT work in this room. Also, the creatures in this room move faster, so be on your toes!

Good luck and I hope you enjoy the game!

1.8 Installation