



by Simon Mansfield
ZX SPECTRUM 48K

Two challenging adventure games - to seek or escape. Graphics show your position - status reports - different layout with each new game. 4 players can search different levels and race for success or survival. 400 rooms, 600 corridors to explore!

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DUNGEONS OF DOOM**

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CARE OF TAPES

Transformers, magnetics and circuitry can damage tapes, keep away from anything that can produce magnetics fields. Tape recorder heads must be kept clean as the slightest deposit will interfere with loading.

LOADING INSTRUCTIONS

There is a copy of this program on both sides of the tape to assist in cassette recorder compatibility.

Place the tape into your cassette recorder and type LOAD "" and RETURN (Key "J" followed by 2 symbol shifted 'P's). The cassette will now LOAD and AUTO RUN. Should the cassette fail to load then REWIND the tape and try again at a different volume.

DUNGEONS OF DOOM

Your brief: To travel through the labyrinths, descending to the lowest dungeons where the treasures are hidden or, play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting your way up the endless levels.

Objective: To score highest points and stay alive by killing monsters or collecting treasure.

Data: Dungeons of Doom is an adventure type game for up to 4 players. Each game has a different layout, as the levels are randomly generated, hence each game is different.

The game is played in a cube of 10x 10x 10 locations (i.e. 1000 locations).

Each location can be one of the following types:

ROOM (6 types)

CORRIDORS (12 types)

On average there are 400 rooms and 600 corridors to explore. Each room contains either a treasure or a monster. When the treasure has been taken or when a monster has been killed the room will remain empty.

The continuity of graphics pinpoints your exact position. Status reports on command.

Combat is carried out by the reacting to the prompt

C - COMBAT

S - SPELL

R - RETREAT

Your reactions must be fast, otherwise you will be attacked. The deeper you go the faster your reactions must be.

FIGHT or RETREAT from the evil protectors - PRESERVE your Hit Points or PERISH in the DUNGEONS OF DOOM.

DESIGN & ARTWORK
PETERS & ZABRANSKY

Made in England

PLAYING INSTRUCTIONS

Each player's move is in two parts.

1. MOVEMENT

The screen shows your location in the dungeon. This is the central square on the display. To your right is the location to the right, the left is to the left, the location in front of you is above the central square on the display and the location behind is below the central square. The square at the top left of the screen is the location directly above you. The bottom right square displays the location directly below you.

All completely black squares on the screen show unexplored locations.

The grey squares show the boundary of the dungeons.

The keys that can be used are listed as follows:-

- 5, 6, 7 & 8 Will move you 1 location left, back, forwards and right as shown by the arrows on the keys.
- S This key when pressed will show your status
NOTE: pressing this key does not count as your turn.
- E This is the exit key, its effect is to kill you. This may be necessary if you become trapped in a tunnel or cave. This key can also be pressed by all players if it has been decided to finish the game.
- U and D These keys will take you 1 level up or down but will only work when the words "UP=UP" "D=DOWN" appear at the bottom left of the screen. The stairs are shown as " ". On going up or down stairs you will normally come out into the new location through a secret door which will slam shut behind you. This means that you will be unable to use the stairs from the new location.
NOTE: on going up from level 1 you will be on ground level and your game will be finished.

2. RESULT

The display will show you the location that you are moving to. This will be described in words as well.

If any treasure is in the location you will automatically pick this up as you move into the cave.

If monsters are present a choice of three keys must be pressed quickly or the monster will attack. The three keys are:-

- R This is the retreat key and will take you back to your previous location and in most instances will prevent the monster attacking you.
- S This key can be used to throw a death spell at the monster. Not all spells work. Keep your eye on your allocation of spells (found in your STATUS).
- C Combat key which is generally used to kill monsters, but beware of the monster injuring you even if you have killed him (Hit point can be found in your STATUS)

EVERY NEW GAME COMMENCES WITH A NEW LAYOUT

Each player is issued with 100 Hit Points and 10 Spells at the start of the game.