

INSTRUCTION MANUAL

FOR

DDDD	EEEE	M	M	OOO	N	N	SSSs				
D	D	E	MM	MM	O	O	NN	N	S		
D	D	EEEE	M	M	M	O	O	N	N	N	SSS
D	D	E	M	M	O	O	N	NN	s	S	
DDDD	EEEE	M	M	OOO	N	N	SSS				

AAA	N	N	DDDD		
A	A	NN	N	D	D
AAAAA	N	N	N	D	D
A	A	N	NN	D	D
A	A	N	N	DDDD	

DDDD	RRRR	AAA	GGG	OOO	N	N	SSSs						
D	D	R	R	A	A	G	O	O	NN	N	S		
D	D	RRRR	AAAAA	G	GGG	O	O	N	N	N	SSS		
D	D	R	R	A	A	G	G	O	O	N	NN	s	S
DDDD	R	R	A	A	GGGG	OOO	N	N	SSS				

FAST ED's SOFTWARE

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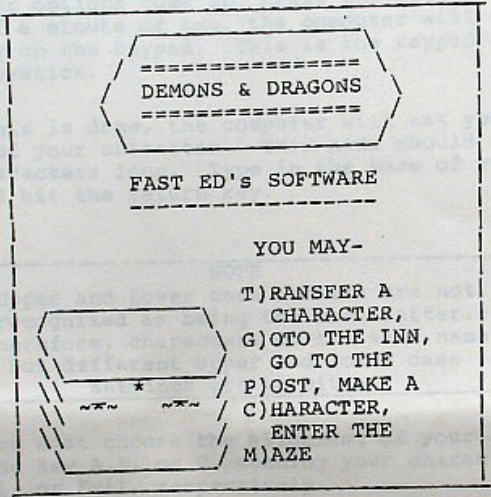
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NOTE

This game requires an extra disk or data pack to be used for storing characters on. It is not possible to use the Master Scenario Disk or data pack.

STARTING THE GAME

To begin playing Demons & Dragons, you must first load SmartBASIC. After doing so, insert the Master Scenario Disk or digital data pack into the drive. Type in RUN D&D then press the return key. The game will then begin running and you will see the title page on the screen.



- At this point you have five options;
- #1 Make a first level character by pressing "C".
 - #2 Go to the trading post by pressing "P".
 - #3 Go to the maze by pressing "M".
 - #4 Go to the adventurers inn by pressing "G".
 - #5 Transfer a character from one disk or data pack to another by pressing "T".

Each option is a different program, each designed to perform a specific function. Each program will be explained on the following pages in the order specified above.

At this point the computer will ask you whether you want to save this character. If so, press the "Y" key. If not press the "N" key. You will then be asked if you wish to create another character. Press the "Y" key to do so, or the "N" key to return to options.

After creating all the characters that you wish, you should go to the trading post to purchase equipment for your party.

MAKING A FIRST LEVEL CHARACTER

The first thing you will want to do is make one or more first level characters. The game will allow up to six to be played at a time but as many as thirty-five can be kept on one disk.

When your options come up, press the letter "C". In the course of a minute or two, the computer will ask you to press any key on the keypad. This is the keypad of the number one joystick.

After this is done, the computer will ask you to type in the name of your character. This name should not be more than four characters long. Type in the name of your character and hit the return key.

NOTE

Upper and Lower case letters are not recognized as being the same letter. Therefore, characters of the same name but different upper and lower case settings are permitted.

Next, you must choose the alignment of your character by hitting the key A,B, or C, meaning your character is Good, Neutral, or Evil, respectively.

You will then be given a set of numbers associated with your attributes, and a choice of classes that your character may choose from. (C=CLERIC, F=FIGHTER, M=MAGIC-USER, T=THEIF). You may rearrange the numbers to suit your characters needs by pressing the "R" key, substitute the numbers with new ones by pressing the "S" key, or choose a class by hitting the letter next to the class you desire.

After choosing a class, you will be given gold pieces, hit points, and any adjustments that your character may receive.

At this point the computer will ask you whether you wish to save this character. If so, press the "Y" key. If not press the "N" key. You will then be asked if you wish to create another character. Press the "Y" key to do so, or the "N" key to return to options.

After createing all the characters that you wish, you should go to the trading Post to purchase equipment for them.

BUYING EQUIPMENT AT THE POST

To go to the trading Post, press "P". After a minute or two the computer will ask you to insert the character disk or data pack and press any key. After doing so, you will be given a list of characters and be asked which character you wish to enter. Type in the name of the character that will enter and press the return key.

After taking a couple of seconds to load the character, you will be given a list of the characters current equipment, and amount of gold pieces that your character is carrying.

At this point you will want to purchase some armor, and a weapon of some sort, at the least. To do this, press the letter "P".

You will then be given a page of equipment to choose from. To purchase something, you must type in the number of the item that you want, and hit the return key. If you press the letter "C", and then the return key, you will be given a second page of equipment to choose from. But most of the equipment on the second page will be too expensive for many characters until they accumulate gold pieces.

After purchasing your equipment, you should equip the character by pressing "E". This will allow you to choose which item you wish to use in combat, if you are carrying more than one of a particular type of item. **YOU MUST EQUIP YOUR CHARACTER WHEN YOU BUY NEW EQUIPMENT OR IT WILL NOT DO YOU ANY GOOD.**

There is a description of all equipment on the 6th page of this manual.

After all your characters have bought everything they need and have all equipped themselves, your party will be ready to enter the Maze.

ENTERING THE MAZE

To enter the Maze, press the letter "M". After a couple of minutes the computer will ask you to press a key on the keypad. After this is done, you will be asked how many characters will play (Maximum of six). Place the character disk or data pack in, and the computer will give you a list of all the characters on it, and ask you for the first character that will enter. Type in the name of the character and press the return key. The computer will then ask for the second character entering, and so on. The order in which you type these characters in will be the marching order for the party once inside the maze. Characters in front will be attacked more, and therefore should be the strongest characters of the group.

After all characters are loaded, you will be asked which level you wish to enter, the first level being the easiest. There are ten levels to the maze, but the lowest level of the maze you are allowed to start in is the third (ten being the lowest of all levels). First level characters will want to start in the first level. Put the Master Scenario Disk or data pack in and choose a level.

The computer will load in the level of the maze you choose very quickly, and draw a picture of it on the screen. If you take the stairs up, you will exit the maze. To move, you will use the arrow keys on the keyboard. To examine a character, you may push the home key. When a monster is met, the computer will print "AN ENCOUNTER" on the screen. You will then be told how many monsters there are, list out your characters and some vital information about them, and then ask what the first character will do.

(5) GIANT SPIDER (5)

ED MAY-
F)IGHT U)SE
P)ARRY R)UN

NAME	H.P.	CLASS	A.C.	S.P.
ED	66/66	F	-3	0
DEL	51/51	T	-2	0
SHER	65/65	C-F	-1	45
GARY	26/26	C-F-M	-3	39
ROB	41/41	C-F	-1	36
LAUR	33/33	C	-1	21

You have four options. Clerics and magic-users have five options: Fight, Run, Use, Parry and Spell. Fight is used to attack the monster with whatever weapon the character was equipped with, and is done when the "F" key is pressed. "Run" is done by pressing the "R" key. Run does not always work and can only be tried once. "Use" can be done by pressing the "U" key, and will enable the character to use a potion if he/she is carrying one. "Parry" is used when the character feels his best offence is defense. Parry lowers the armor class of that character by two for one attack, but that character's attack is forfeited. Parry is executed by pressing the "P" key. Spells can be used by clerics and magic-users by pressing the "S" key, providing the character has spell points left. A list of spells, and what they do, are listed on the 7th page of this manual.

After a group of monsters are killed, each character will receive experience points, and a chest will sometimes be found. Gold is usually found in these chests, but watch out for POISON NEEDLES and MOUSE TRAPS! Sometimes even monsters are found inside them!

To exit the Maze, go back up the stairs you came down, at the position that you entered. In some lower levels, the stairs going up are not in the same spot as the stairs going down. After exiting, you will need to put in the character disk so that the characters can be updated.

After the characters are updated, you will be asked if you wish to go back in the Maze. If you choose to do so, your characters will be back at full hit points and spell points upon entering.

After exiting the Maze, you may wish to go back to the Trading Post to buy more or better equipment. Another thing that should be done on occasion is go to the Inn with each character. If the character has accumulated enough experience points to go to the next level, the character will advance at the Inn, and gain hit points and spell points.

GOING TO THE INN

To enter the Inn Press the "G" key. You will then be asked to insert the character disk or data pack, and a list of the characters on that disk will be displayed. Type in the name of the character that will enter, and press the return key. The character will be loaded and moved up a level if that character has enough experience points. If not, the character will be displayed and you will be told how many additional experience points are necessary to make the next level.

TRANSFERRING CHARACTERS

Sometimes it may become necessary to move characters from one disk to another. This can be done by pressing the "T" key.

EQUIPMENT AT THE POST

1. Short sword : 1-6 points damage, 8 gp's
2. 2 handed sword : 1-10 points damage, 30 gp's
3. Long sword : 1-8 points damage, 15 gp's
4. Dagger : 1-4 points damage, 2 gp's
5. Mace : 1-6 points damage, 4 gp's
6. Shield : -1 on armor class, 10 gp's
7. Leather armor : -2 on armor class, 5 gp's
8. Ring mail armor : -3 on armor class, 30 gp's
9. Chain mail armor : -5 on armor class, 75 gp's
10. Plate mail armor(F) : -7 on armor class, 400gp's
11. Potion of healing : heals 1-6 hit points, 400 gp's
12. Potion of Xhealing : heals 3-18 hit points, 800 gp's
13. Potion of invisibility : armor class of -10, 500 gp's
14. Potion of defence : -2 on armor class, 200 gp's
15. Potion of Armor : -5 on armor class, 400 gp's
16. Potion of speed : 5 attacks, 525 gp's
17. Potion of accuracy : +2 to hit, 250 gp's
18. Potion of precision : +5 to hit, 500 gp's
19. Gloves of accuracy : +2 to hit, 9550 gp's
20. Gloves of precision : +5 to hit, 30000 gp's
21. Gloves of speed : 1 extra attack, 30000 gp's
22. Gloves of defence : -3 on armor class, 12050 gp's
23. Ring of wizardry(M) : 2 times spell points, 40100 gp's
24. Ring of holyness(C) : 2 times spell points, 40050 gp's
25. Ring of havoc(F) : +3 on damage, 40000 gp's
26. Ring of protection : -2 on armor class, 11000 gp's
27. Helm of defence : -3 on armor class, 13000 gp's
28. Helm of Killing : +3 to hit, 14000 gp's

() - Useable by this class character only.

Potion of invisibility, defence, armor, accuracy and precision are at full strength for one encounter. Then gradually wear off.

DESCRIPTION OF MAGIC-USER SPELLS

1. MAGIC MISSILE - Causes one missile for each level of experience of the caster to be shot at one creature. Each missile causes 2-6 points damage.
2. PROTECTION - Lowers armor class of caster by four for the length of the encounter.
3. BURNING HANDS - Flames shoot from the casters fingers causing one point of damage for each level of experience of the caster.
4. INVISIBILITY - Enables caster to become virtually invisible to opponents for the length of the encounter (A.C. of -10).
5. SLEEP - Causes all opponents to sleep for an unspecified amount of time.
6. FEAR - Causes one half of opponents to run from fear (no experience points gained from these monsters).
7. FIREBALL - Causes a ball of fire to be thrown from casters hand to one target causing 3-6 points of dam for each level of experience of the caster.
8. HASTE - Enables all members of the party to attack three times for one round.
9. DEFENCE - Causes armor class of entire party to drop by four.
10. ICE STORM - Causes ice stones to fall on opponents while taking 30-40 points damage each.
11. MIGHTY SWORD - Automaticall hits opponent for eighty points of damage.
12. KILLING - Causes all weapons damage of the party to be tripled for one encounter.
13. DEATH - Causes one half of all monsters to die.
14. POWER WORD KILL - Causes one monster to die.
15. TELEPORT - Transports entire party out of the maze.

DESCRIPTION OF CLERICAL SPELLS

1. HEAL - Heals 1-6 points of damage to any member of the party.
2. HARM - Causes 1-6 points of damage to opponent.
3. FLAME STRIKE - Flames shoot from the casters fingers causing one point of damage for each level of experience of the caster.
4. MOVEMENT - Lowers armor class of caster by four.
5. SANCTUARY - Enables caster to become virtually invisible to opponents for the length of the encounter (A.C. of -10).
6. CURE WOUNDS - Cures 10-18 points of damage to anyone in the party.
7. DEFENCE - Lowers armor class of entire party by four.
8. PRECISION - Adds 3 to hit for every member of the party.
9. CURE SERIOUS WOUNDS - Cures 20-40 points of damage of anyone in the party.
10. UNHOLY WORD - Causes 1 monster to run from fear (no experience points gained).
11. CURE CRITICAL WOUNDS - Cures 50-70 points of damage of anyone in the party.
12. MASSIVE WOUNDS - Causes 15-30 points of damage to each opponent.
13. RESTORE - Restores all hit points to anyone in the party.
14. POWER WORD KILL - Causes one monster to die.
15. VANISH - Causes all opponents to disappear (no experience points).