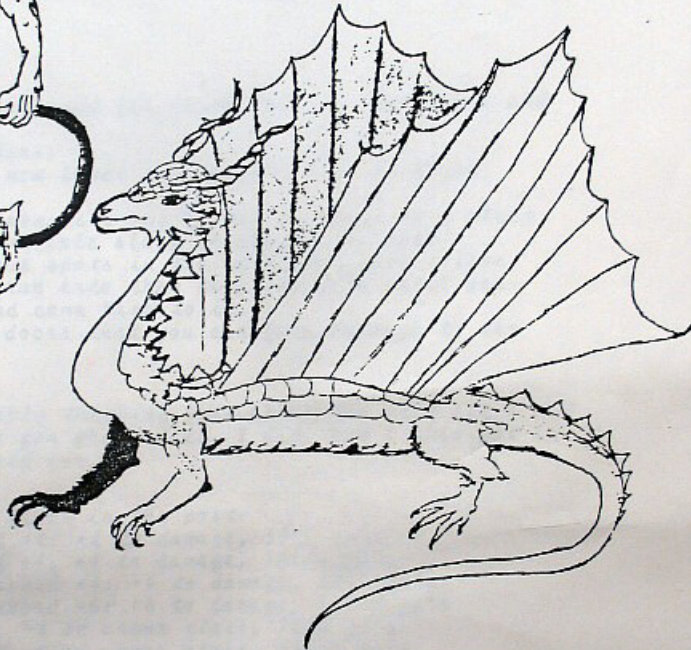




# DEMONS



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# DRAGONS II

Fast Ed's Software

COPY 1987

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Well, its finished. Just what you've all been waiting for. Well it's what some of you have been waiting for. O.K., none of you have been waiting for it, but your getting it anyway, Demons & Dragons II. I'm sure that none of you want to hear me talk, so let's get right down to business.

To run game load SmartBasic and type in RUN D&DII.

Whats new.

1. 26 new levels designed for characters of 10th level and greater.
2. 1,300 new monsters.
3. Defence spells now lower the party's A.C. by three instead of four.
4. A maximum of 5 monsters may be put to sleep by a sleep spell. However, multiple sleep spells may be used.
5. There are various spots in the maze that have poison needles. Once you run into them they are gone until you leave the level and come back to it.
6. There are trap doors that you can fall through to the next level.

You are probably thinking just about now that all I did was make it harder for you. Well, I did, But I also put in a few things to help you.

1. 14 new magical items in the post-
  29. Long sword +2: +2 to damage, 5000 gp's
  30. Long sword +4: +4 to damage, 12000 gp's
  31. 2 handed sword +4: +4 to damage, 6000 gp's
  32. 2 handed sword +6: +6 to damage, 14000 gp's
  33. Sheild +2: -2 on armor class, 7000 gp's
  34. Sheild +4: -4 on armor class, 16000 gp's
  35. Chain mail armor +2: -2 on armor class, 12075 gp's
  36. Chain mail armor +4: -4 on armor class, 30075 gp's
  37. Plate mail armor +2: -2 on armor class, 14400 gp's
  38. Plate mail armor +4: -4 on armor class, 34400 gp's
  39. Potion of Poison Needles: shows location of all poison needles on current level, 30000 gp's
  40. Potion of Food: shows location of all food on current level, 15000 gp's
  41. Potion of Find Armor: shows location of all armor on the current level, 15000 gp's
  42. Potion of Posion Food: show location of all poison food on current level, 20000 gp's

2. Food in the maze. If you find it, all characters hit points will be raised by 20, even if they do not need it. Therefore, a character may have more hit points than his/her maximum. If you leave the maze with more than your maximum hit points, the characters hit pionts will be set back to his/her maximum.



## A STIPPLE OF THE DAY

3. Armor in the maze. If you find it, the partys armor class will be lowered by 2. Once you leave the maze you loose the extra armor.
4. Elevators. Three elevators have been instilled. If you find them they will tell you to which levels they go to.
5. A Casino. A new file that allows characters to win gold by playing poker. The option to go to the casino will be shown in the main menu, and you may enter your character in the usual fashion. The computer will then shuffle the cards, display how much money you have, how much money the dealer has, and how much money is in the pot. Then you will be given an option. To change your option hit any key except return. (I always found the space bar convenient) When you find the option you wish, hit the return key. If you choose the option of STAY, and the dealer does also, you will both get new hands and reante. Hit the return key when LEAVE is given to leave the casino. I think the rest of the options are self explanatory. After you get the money straightened out, then you get to drop cards, hit the return key to drop the card over the arrow, the space bar to move the arrow. When the arrow dissappears off the right edge of the screen you will be asked if you are done. Hit the return key here to signify that you have droped the proper cards. If you want to change the cards that you droped, hit the space bar again and your arrow will reappear. After you signify that you are done, you will be given new cards, the dealer will be given new cards, and you bet agian.

There are a couple more things that I threw in, but I will let you find those out for yourself.

On the next page you will find a riddle to help you find your way down to the 26th level. If you think you are good enough. On the pages that follow you will find a listing of all the mosters in this game listed by level, there are many.

Please note that there is not a character generator or a transfer file in D&DII, this is because I ran out of filespace. If you want to use these functions you may run D&DI. Also note that in going from D&DI to D&DII and vice versa, you must run the D&DI and D&DII files when you switch. Magical Items will work in D&DI as long as you do not equip your character in the post, but the items will not show up in the characters equipment. Also do not try to sell one of the new magical items to the post in D&DI. Note that the post in D&DII automatically equips you when you leave, and if you only have one of a certain type of item, it will assume that is the one you want to equip yourself with.



## A RIDDLE OF THE WAY

If each level were death, a cat would see,  
his life would end, and there you'll be.

Southeast is where, you must go,  
Beware of traps, you do not know.

Onward, Forward, though things seem dim,  
you'll be rewarded and so you'll grin.

Not too greedy, you should beware,  
the last space hurts, you should not dare.

A decade down you must go,  
to find your clue the walls will show.

Three years more, an unlucky number,  
find you where the pattern falter.

Walls which aren't what they should be,  
adventurers will smile in glee.

A year before you get to drive,  
many sections the walls divide.

Section to section, the walls are not thin,  
you must go up, then down again.

The fifth clue tells, where descent stops,  
the way down from there is blocked.

There is a way you cannot see,  
where a wall appears to be.

Once you're through, a word to the wise,  
right for a while, your way lies.

One mistep and pain you'll feel,  
watch your path or you must HEAL.

Up you go, and then once more,  
through places which had no doors.

Watch the floors, your way you'll see,  
take three falls and there you'll be.

Two more floors, is left to go,  
then the alphabet, you will know.

DEMONS & DRAGONS II UTILITIES

This is a disk or data pack with everything you need to create your own levels for D&DII. It also includes a character editor. With these programs you can make your own levels to D&DII, you may make the walls wherever you want, put food, poison needles, poison food, armor, stairs, and elevators wherever you want. A program is also included to edit monsters on each level, This way you can make them as strong or as weak as you wish. These are the same programs that I used to make D&DII. With these programs you can make completely new levels of your own. You could even use a separate disk or data pack to store just levels on, and have 35 levels in the game instead of 26. All you need to do it are these programs. You also get the program that I used to create 1,300 monsters in 12 minutes! Comes with a manual to explain what each program does and how to use them.

This disk or data pack is available from Fast Ed's Software for \$25.00.

Check or money order is accepted, but I prefer a money order, that way I can send your copy of these utilities right away without having to wait for the check to clear.

Make check or money order payable to Fast Ed's Software. (Disk will be sent unless data pack is specified)

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