DUNGEON

Adventuring Construction System

by David Caruso II

Text by David Caruso II, Fender Tucker, Jeff Jones, Jon Mattson and Ed Nichols*, additions by John Harris*

DUNGEON is a complete system for a DungeonMaster, one who creates worlds for his friends (some say, victims) to solve. The DungeonMaster, or DM, makes a screen-sized maze and populates it with monsters, treasures and traps. The player creates a character (or set of characters) and has him journey through the maze, trying to find the quest item – and live to tell about it. We feel that this is the ultimate D&D program, and are proud to feature it on LOADSTAR.

There are four sections to the documentation, which you can read on screen or send to your printer. They are:

THE GUILD - how a player creates his characters.

THE QUEST - how a player undertakes a journey through a maze.

THE DUNGEON - how a DM creates his mazes.

THE MAKERS - how a DM creates his monsters, traps and treasures.

All you need to add is your imagination. The DUNGEON WELCOME will show you what's possible. First, go to the UTILITIES module and set your drive configuration. Then return to the GUILD to select or create a character. Then choose START and use Side Three (or a copy) as the DATA DISK.

DUNGEON WELCOME is a demo and a maze. Head north for the demo then head south to see if you can get the ruby and escape. This short scenario will give you an idea of the many facets of DUNGEON.

Good luck. Adventure awaits!

Most of this text is presented as it was written in the documentation on the issue of LOADSTAR on which Dungeon was originally presented. To help out current-day players, I (John Harris) offer some notes. These will be colored in blue. I will try to explain things as to a new PC-using student of the ways of Dungeon, one who may never have used a Commodore 64 before.

*Dungeon can be set up to use two floppy drives at once, and that is what I've done. **The copies of Dungeon and VICE I've provided are already set up to use two virtual drives, numbered as 8 (for the main drive) and 9 (for the extra drive)**. Unless you take the disk image file, somehow copy it to a physical 5¼" floppy disk, and put it into the disk drive of a real Commodore 64 computer, there is no real drive 8 or 9. They are fictions provided by VICE in emulating its Commodore 64 system. Each "disk" is actually a file on your PC. **The Dungeon System disk image is named dungeonsystem.D64**. The disk image with the starter dungeon is named dungeon_sampleadventure.D64. All of these disk images will have a .D64 filename extension.*

***Throughout this document, references to the Dungeon Disk mean the virtual disk image in Drive 8!** That is where your characters are stored, so it can't be made read-only. **The Data Disk is the virtual disk image in Drive 9.** That is where the dungeon you're playing or making is stored, and it's also where all the monsters, items and traps you make are saved. If you're just playing a dungeon, then you <u>might</u> be able to make this disk image read-only, but I haven't tested it.*

The command line we use to start Dungeon begins it with the starter dungeon's Data Disk in Drive 9. To play other dungeons, in VICE, go under the File menu > Attach Disk Image > Drive 9. The supplied adventure disks are in the root Dungeon folder. If you want to make your own dungeons, see the option under NEW DISK, down below.

*The Commodore 64 had a notoriously slow disk drive, the VIC-1541! And Dungeon doesn't use the standard Kernal routines to communicate with it, so it has to be run using "True Drive Emulation." It will help spare your patience to use **warp mode** to speed through disk access. Toggle warp mode by pressing **Alt-W**.*

THE GUILD

The Guild is a meeting place of adventuring characters. Here is where you will find the swarthy brutes and noble elves that you have created.

--Options--

Options are selected and executed by using either the joystick or the CRSR keys with the RETURN key.

--Creating Characters--

Select the CREATE option. The computer will prompt you with the 'Create Character' screen and ask for the race you wish this character to be. The race can be one of the following:
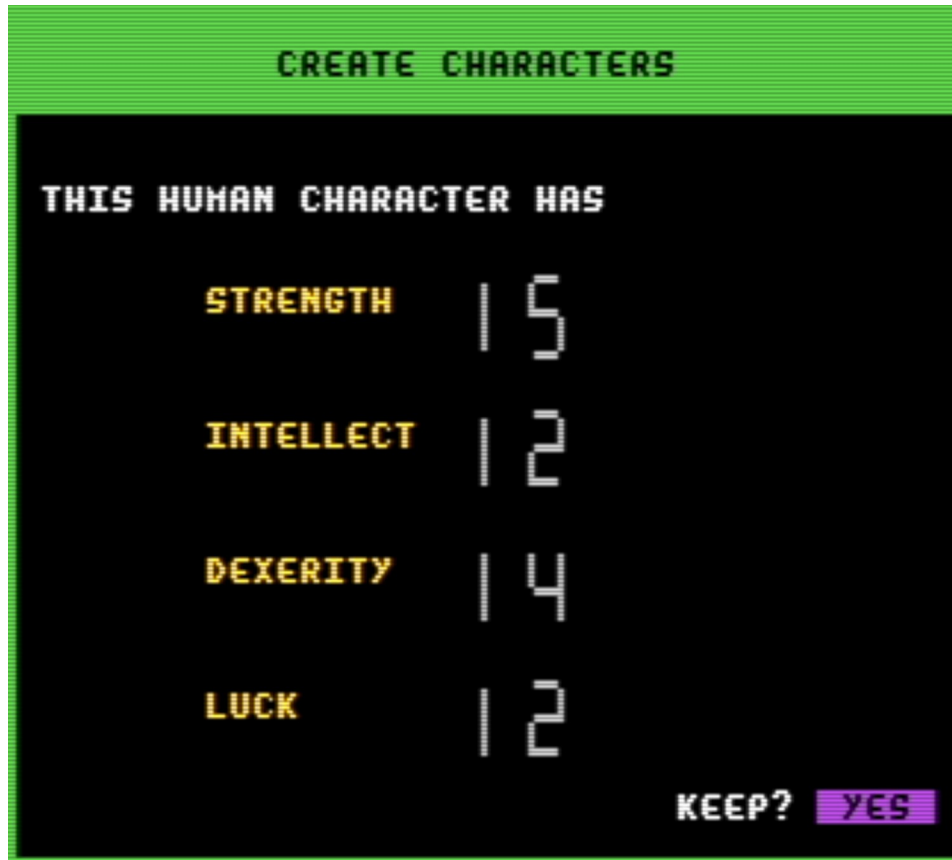
Human - Slightly above average in all stats as compared to other races. Humans can vary in their skills, but are not too weak or overly strong in any one area.

Elven - This race tends to be the most intelligent. Although agile, elves tend to lack strength more than others.

Dwarves - Stout, strong, and strong- willed, the dwarves are mighty in the body but average in brains.

Ogres - The ogres are a fighting race. Their impressive strength and endurance make up for what they lack in mind and coordination.

Sprite - Sprites are small and very graceful. Although usually lowest in unit points, sprites are always very lucky.

```
            CREATE CHARACTERS

   THIS HUMAN CHARACTER HAS

           STRENGTH      15

           INTELLECT     12

           DEXERITY      14

           LUCK          12

                          KEEP?  YES
```
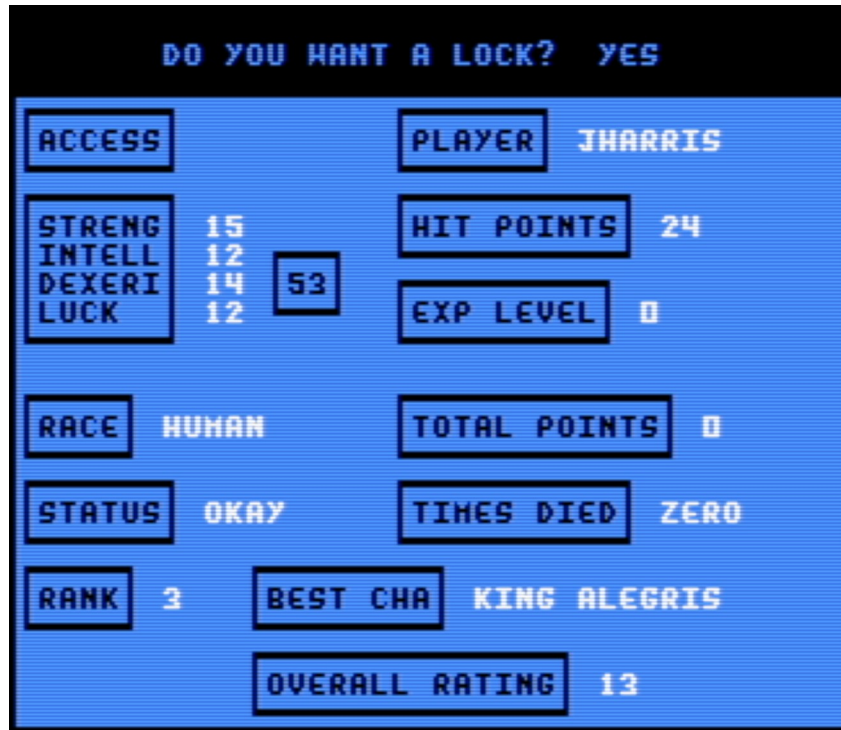
After race is selected, the character's ability scores will be generated. 25 is always the maximum score for any character. Be prepared to earn this score; it isn't easy, but if attained, a special ability will be attributed to the elite character. The abilities are:

Strength - Helps determine character's ability to hit and damage a monster. The higher the strength the more likely a character can hit and the most damage he will do as a result.

Intellect - A high score in this area will help to spot traps and disarm them, as well as have some effect on some spells you cast.

Dexterity - Helps when attacking a monster to better the hit. Also helps in disarming traps, as well as a few other areas where a high agility may mean survival.

Luck - Luck has a little bit to do with most everything the character does, from fighting to casting spells.

DO YOU WANT A LOCK?   YES

ACCESS		PLAYER	JHARRIS

STRENG 15
INTELL 12
DEXERI 14   53
LUCK 12

HIT POINTS   24

EXP LEVEL   0

RACE   HUMAN   TOTAL POINTS   0

STATUS   OKAY   TIMES DIED   ZERO

RANK   3   BEST CHA   KING ALEGRIS

OVERALL RATING   13

     Once you find a good character, enter his or her name, your name, your initials, the character's personal color, and a lock if you wish. Locks will keep others from using or revising your character in any way. Just don't forget your password!

Most of the menus in Dungeon are of the type where you use the cursor keys or a joystick to select an option, and then press Enter (Return on the Commodore 64) or the fire button to select it. The option to lock your character defaults to YES, but you can change it to NO before moving on.

```
        CHARACTER        POINTS RK STAT LV PLA

    KING ALEGRIS..      65145 01 GONE  9 DAC
    GROGAR THE HAD        370 02 OKAY  0 KC




    VIEW  CREATE TRNSFR SCRTCH REVIEW MORE
    START LOCK/U RENAME LEAVE  SCENES SAVE
```

--The Roster--

   The character roster shows all the characters in the GUILD and some of their highlights. In the red column experience points are displayed across from the character's name. The white column has ranks; '1' refering to the best character, '2' for the second best, and so on.

   The blue column lists the current status of each adventurer. 'Okay' means the character is fine and ready to go in another dungeon, 'dead' means none other than deceased, and 'gone' refers to a character who is stuck in a dungeon and currently finding his way back to the GUILD, without the help of the player! Usually the process may take a little while, so it may be a good idea to start another character if this happens to yours, or wait for him or her to come back!

   The yellow column gives the experience level. This is the number of times your character has succeeded on a quest. Each time a level is gained the next is harder to attain. This will be discussed in more detail later under ' Review'.

   The last column is the green column which simply states who owns that character.

--Other Options--

VIEW - Views a character's stats, history, and the overall rating of that character. The overall rating is a rating from 10 to 100; 25 being fair, 50 being good, and 75+ meaning an excellent character.

CREATE - Takes you to the character- creating screen.

START - After you have chosen a character, this takes you to the menu of dungeons, for you to choose

one to play.

UN/LOCK - Use this to lock, unlock, or change the password on any character.

SCRATCH - Erases character from the roster.

RENAME - Changes names.

TRNSFR - Individually tranfers your character(s) from a previously saved roster to the current one. Each character's letter corresponds to his or her position in the roster; i.e. 'A' is the first character, 'B' the second, and so on.

SAVE - Use this feature to save all characters or back them up onto any data disk. There are two SAVEs on the GUILD menus -- they both do the same thing.

SCENES - Lets you easily view each dungeon's history to help decide which scenario to venture to next.

LEAVE - Always use this command, found here and elsewhere in the game, to update current positions and leave the DUNGEON environment.

REVIEW - Use this to update your character's status after an adventure. See ATTAINING LEVELS below.

MORE - Takes you to the second half of the GUILD menu.

MONSTERS - Takes you to the MONSTER MAKER program.

DUNGEON - Takes you to the DUNGEON MAKER program.

TREASURES - Takes you to the TREASURE MAKER program.

LOST WO - Creates a LOST WORLD dungeon. (Explained later)

NEW DISK - This option must be used to create the data disks for all the DUNGEON scenarios. DATA DISKS, as they are called, are always used to save your creations on. The Master Disk (the DUNGEON DISK) can never be used for this purpose.

*When you make your own dungeons running Dungeon in VICE, remember to first make an empty disk image to save it on! Under the File menu, select **Create and attach an empty disk image**, selecting Unit #9 at the bottom of the following window. Then remember to select NEW DISK to set it up for use in Dungeon.*

When you choose this option, it'll say to insert a disk, and that all data will be erased. The way it's set up, it means the disk in Drive #9.

If you end up accidentally erasing a disk, you can probably get back to the default disk images by downloading the files from itch.io again, or reinstalling it from the itch.io app. You may want to keep a backup copy of the Dungeon System disk image to forestall this, but note that Dungeon writes to this disk during play, to record your characters' stats.

MERGE - Used to merge treasure and traps from one directory onto another for easier management of your DUNGEON creations.

PRINTER - This handy option allows hard copies of all directories and character rosters. You should use this before you begin designing your own dungeons. You can get a good idea of what is possible by checking out David's monsters, magic items, weapons, armor and traps.
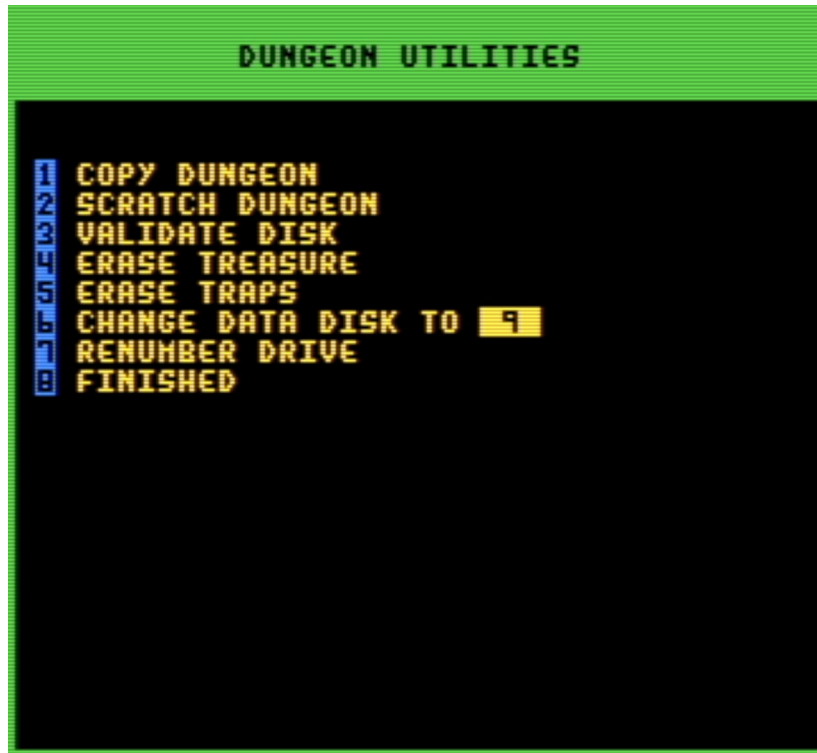
UTIL - Use this to copy and scratch dungeons, validate a disk, and erase traps and treasures. When you first use the DUNGEON program, you need to come here to configure the program for your particular drive setup. The default is for one drive, with the DUNGEON DISK and the DATA DISK being swapped in drive 8. If you are using two drives, set up the DATA DISK for use in drive 9. If your second drive is not hard-wired as drive 9, you can renumber it as drive 9.

I have tried getting the printer function to work with VICE to no avail. You are welcome to try, but I offer no promises at all. The version of Dungeon supplied is already set up to use two disk drives.

OTHER - Takes you back to the first GUILD menu.
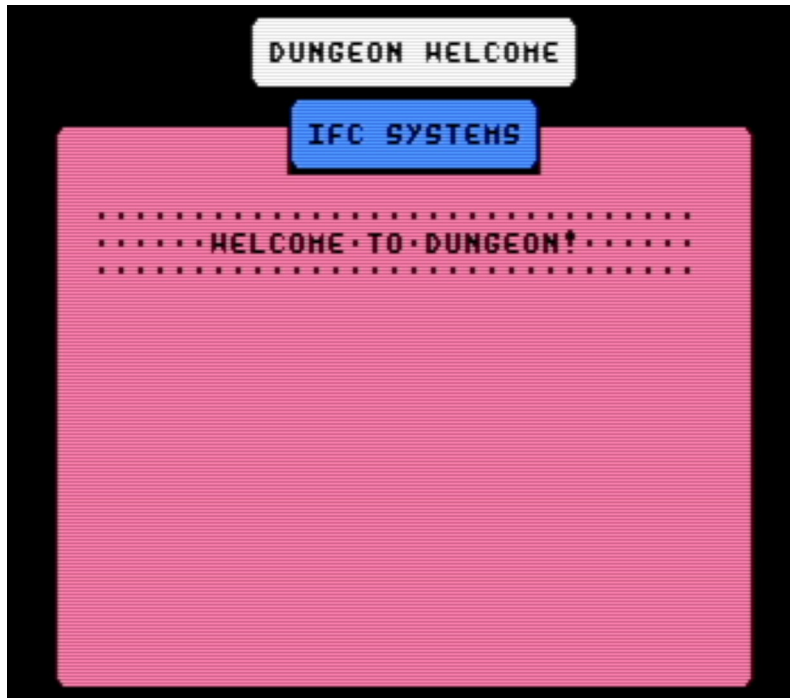
--Starting the Quest--

Choose the 'start' option and select your character from the roster. The computer will respond with 'Leaving The Guild' followed by 'Insert DATA DISK'. At this time insert the data disk that contains the scenario on which you wish to embark and press RETURN.

[There is a dungeon called DUNGEON WELCOME on this side of LOADSTAR. We recommend making a whole disk copy of Side Three and using it as the DUNGEON WELCOME DATA DISK, or using the Copy functions found in the MONSTER MAKER, TREASURE MAKER and DUNGEON MAKER modules to transfer the data from the LOADSTAR disk to your DATA DISK.

If you have a file copier that will copy RELative files, you can copy all of the files, starting with "monster" and ending with "equip". This will probably be faster than using the DUNGEON modules' copiers.]

The note above was from Fender Tucker, managing editor of LOADSTAR for 17 years. RELative files are a special file type that Commodore drives supported, sometimes used for database-style applications. The dungeon_sample disk loaded by default into Drive 9 contains that dungeon. You may want to make your own copy of that file.

After you choose the dungeon, you'll get an 'Insert DUNGEON Disk'. Insert the DUNGEON Disk and press RETURN. Your character is on his way!

```
REVIEW FOR        RODNEY

DUNGEON           "DUNGEON WELCOME"
SCENARIO          IFC SYSTEMS
PLAYER            JHARRIS

POINTS EARNED     1315
POSSESS ITEM      YES
STATUS            OKAY
TIMES DIED        ZERO

TOTAL POINTS      1315

  · RODNEY NEEDS 1685 POINTS.
```

--Attaining Levels: REVIEW--

After coming back from a dungeon, select the REVIEW option as a follow up. The screen will show various information pertaining to your adventure, and decide if you earn a level or not.

If you collect the quest item and have enough points, your character is promoted to the next level. Your hit points will be increased, your rating will improve, and two abilities of your choice will rise one point, up to a maximum of 25.

If your character was slain in combat or by some other means, his life will be automatically restored; up to three times. After the third life, however, the character's time is up and cannot be used again.

This is pretty hardcore by current (2024) standards, and comes as an attempt by Dungeon to emulate both tabletop Dungeons & Dragons*, classic CRPGs like* Wizardry*, and perhaps even older games like the ones on PLATO systems.*

Your characters are stored on the main Dungeon system disk image, the one in Drive 8, and so you can cheat death by making backups of that file if you choose. We encourage you to play Dungeon however you like, but the game was designed around the idea that characters would eventually die.

If you exit a Dungeon adventure without returning to the Guild screen, the character will be listed as GONE in the Guild menu. They will eventually make it back to the Guild on their own. Time is measured by loads of the Guild. If you load Dungeon and exit out of it with saving several times, a GONE character

will return over time. If you close Dungeon before the death can be saved to disk, your character might be recorded as GONE, or it could even corrupt the disk image if you close it at just the wrong time. Yet, this is another possible way to cheat death.

Remember: each character gets three lives, not one.

--LOST WORLDS--

A Lost World is a dungeon generated solely by the computer for use by anyone. It takes all the monsters, treasures and traps from a DATA DISK and places them randomly throughout a dungeon. The Lost Worlds always have three locked rooms, one of which contains a guarded pyramid that must be obtained to successfully complete the quest and advance a level. Try one!

Lost Worlds make for a way to play Dungeon after you've exhausted the adventures supplied with this program, without you (or a friend) having to make more. They are pretty simple though, and indiscriminate in how the create adventures. They can only make dungeons out of elements that have already been made, so don't expect any AI-powered nonsense.

--BACK ARROW KEY--

You can use the back arrow key to escape almost any situation back to the roster. If already at the roster, use this key to conjure up a new set of characters from a new disk.

*The Back Arrow key in VICE is **not** Backspace on a PC keyboard! For whatever reason, it defaults to **Shift-End**. If you need to back out of a menu, don't forget this.*

**** End of THE GUILD ****

THE QUEST

--Adventuring In a Dungeon—

     The action starts at the entrance. As your character moves about the dungeon, he can return here at any time (as long as he can get there!) and exit back to the GUILD.

     Before anything else, it is always a good idea to review the options, view and equip your character with the items given to him at the very start. To do this, use the joystick or the cursor keys to select an option from the list at the bottom of your screen and press FIRE or RETURN to execute it. Page through the various information to find what you are looking for.

Frequently while moving through a dungeon, the game will stop responding for several seconds. If this happens, look at the drive lights at the bottom of the window. What is most likely happening is that Dungeon is loading the next encounter off of the Commodore 64's hideously slow disk drive. You can

either wait for it to finish, or press Alt-W to enter warp mode. You shouldn't just leave it in warp mode, as it'll make moving through the dungeon (and menus) a bit fussy.

--Equipping--

Select the 'equip' option. The computer will give you your current inventory, and ask you to select the item by moving up or down till it appears, then press FIRE to equip or D to drop it. Dropping an item will become necessary when you wish to collect treasure after the maximum number of items you can carry is attained.

--Hit and Armor Rating--

This shows your strength to hit a monster and your ability to defend against it. The average rating for hit is 85, and the average rating for armor is 45.

--Casting Spells--

To cast a spell you must first have that spell listed in the parentheses next to the magic item that posesses it. After being cast, the spell is removed from the item list. Press RETURN if you do not wish to cast. After an item is out of spells, it becomes useless and should be dropped to accommodate other items found later.

--Movement--

There are many different ways to travel about a dungeon, and also many ways to get trapped! The most simple, of course, is to walk when the path allows. The computer will prompt you with a 'You can't go that way' if you try to move into spot that not accessible by normal route. Teleporters may surprise you and put you clear to the other side of a dungeon. When darkness occurs, the character

cannot map his position as in usual circumstances, making it easy to get lost. There are a few tricks though; secret doors are always hidden and sometimes you may need a key to go further.

--Messages--

You may find various messages that describe the atmosphere, the room you are in, the action taking place, or maybe a hint from the creator. To scroll through a message use FIRE or RETURN key. Watch out! Some messages may only appear once, so make sure you get the message!

--Combat--

Fighting monsters will take all your skill and experience to achieve a victory. The more monsters you fight and defeat, the more points you will accumulate toward advancement and the betterment of your character.

Equip the best weapon you have to fight with and your best armor for protection. If you attempt to equip an item during the actual combat, your turn will be lost and the monster will gain a free attack. Swinging is the most general attack, it employs your currently equipped weapon to battle with against your foe. Select the 'continue' option to start or resume combat. The computer will continue battle until interrupted (by holding down FIRE or RETURN). Throughout combat, either side may get the first attack during each combat round.

Casting spells is a quick and exciting way to overcome any vicious creature. Make use of all the various spells to defend against or offend a monster in any way possible. The spells and their spell effects are discussed in detail in the Treasure section under magic items.

If there's no other alternative, fleeing may be a good idea. The base chance for a successful flight is 10%, but is increased as battle rages on and the monster becomes tired or wounded. If you flee, however, the monster does not leave his post, and the next time you encounter it, it will be better prepared!

If you defeat the monster, you will be awarded points according to the difficulty of the monster. All spells and spell effects are restored to normal and game play resumes.

Hint: it is a good idea to periodically check your hit points during combat, and if getting too low, heal or get out of there! Even if you attempt a heal spell, the monster may get the first attack during the next round, and defeat you before you have a chance to cast it!

--Traps--

When stumbling upon a trap, one of a few things can occur. First of all, if you don't spot it, it will spring and victimize you. If you do spot the trap, the computer will ask whether you wish to disarm it or not. If yes, an attempt to disarm the trap will either lead to its destruction or yours! Should you decide not to disarm it, the trap will be there to surprise you the next time around!

--Treasure--

It will be to your advantage to find treasure along the way. Usually, all you have to do is pick it up, but sometimes be prepared to fight for it or solve a riddle through an interactive encounter.

--Interactive Encounters--

When an interactive enounter occurs, you can attempt to answer its question or push SPACE to walk away with no aftereffects. To answer, simply push the controls in any direction and a prompt will

appear. After entering your response a new encounter will emerge, according to your answer. For example, the question asks, "Which would you rather have, a weapon or a shield?" If 'weapon' is entered then you might get a weapon, or a shield might appear as the result of a different response.

--The Quest Item--

The way to advancement is by collecting a quest item. Usually, the dungeon centers around this one quest, whether it be for a princess or a magic weapon of some sort. Once you find and earn the quest item, 500 points will be awarded to you. Then, simply find the entrance or the exit, and head back to the guild. The exit will only be open if the quest item is found, and if you leave through it, will receive 250 bonus points.

As an added bonus, 40 points will be awarded for every item you pick up during the adventure in that dungeon.

--Notes on using the Disk Drive--

- When using two disk drives, the main or 'DUNGEON' disk is always drive 8, and DATA DISK(s) are always drive 9.

- Occasionally when venturing in a dungeon, the disk drive may become stuck while retrieving something. This is easy to remedy. Simply turn off the drive, wait for about 10 seconds, then turn it on again. If it doesn't work the first time, try it again.

- It is important to always use the 'change disk' option if you wish to change DATA DISKs.

This copy of Dungeon and VICE have already been set up to use two drives, as the system is inconvenient to run if you keep having to exchange disk images. Just think: if this feature hadn't been programmed in by David Caruso, you'd have to put up with a lot more hassle to play now, 33 years later.

On Commodore 64s, and in VICE, drive 1 is usually Drive #8, and drive 2 is Drive #9. If you try to change this you will probably run into trouble unless you know what you're doing.

**** End of THE QUEST ****

DUNGEON MAKER
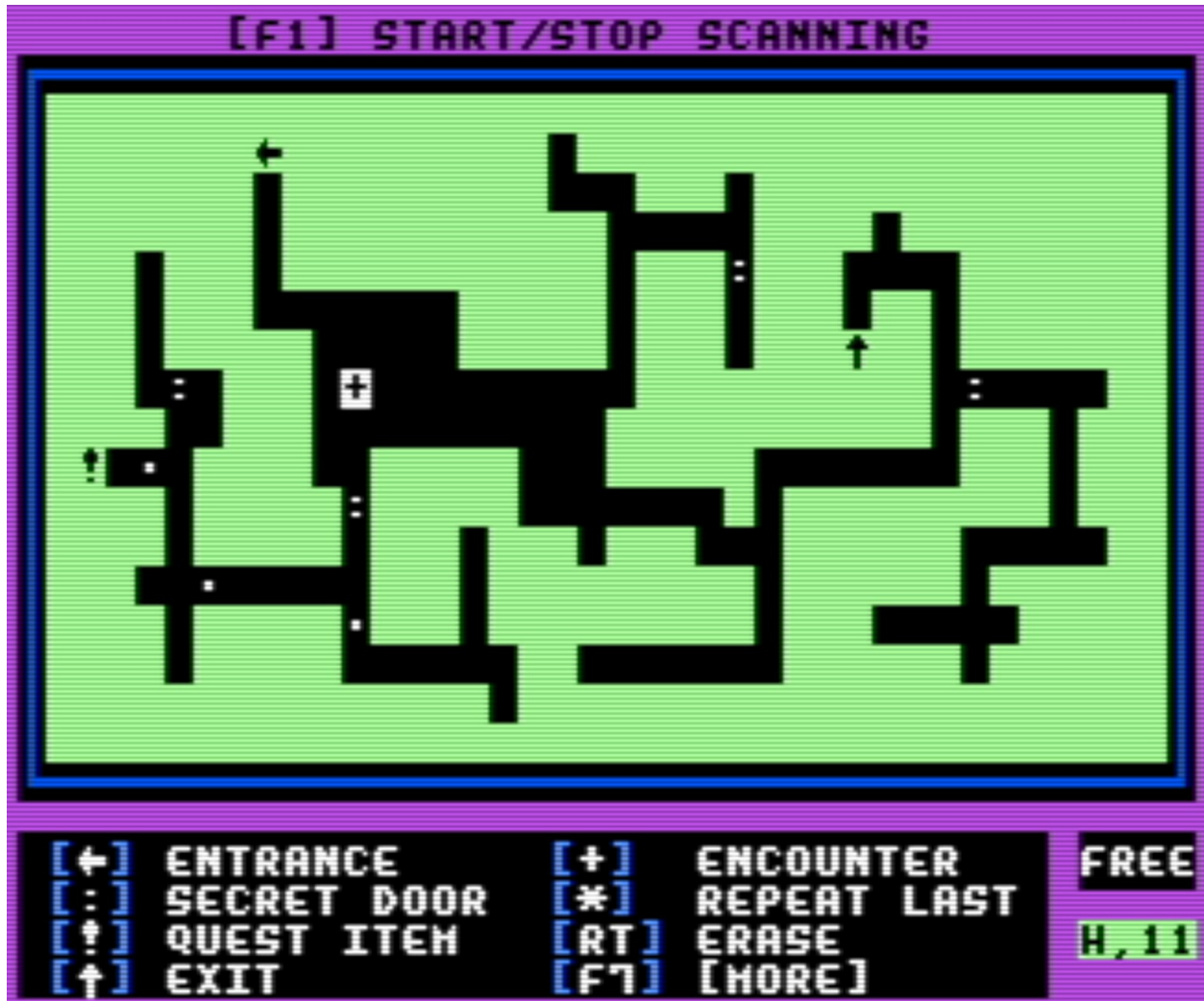
--Creating a Dungeon--

Each dungeon in the DUNGEON game consists of 678 individual squares on a map. There is always an entrance, an exit and the item of the quest; if you forget to put them in, the program will remind you to do so. The basic goal of the player is to enter through the entrance, get the item of the quest (or whatever the quest happens to be), and leave through the exit. The best part is going through all the encounters and puzzles on your way throughout the dungeon.

This is the most complex module in the Dungeon system. Read and heed these instructions well!

The Dungeon Maker module uses monsters created in the Monster Maker module, and items constructed in the Item Maker module, which are explained in the next section. A good plan of attack is to go into those first, make a number of monsters and items that you think might be interesting, and then go into the Dungeon Maker to put them into your dungeon, or else use the Lost World option from the Guild menu to have Dungeon create a randomized dungeon for you.

The location of each square on a map can be found by its coordinates. The current location of the icon is always displayed in the lower right- hand corner of the screen. The space in the upper-left corner of the map is 'A' being the first row, and '1' being the first column. The second row is 'B', then 'C', all the way to Q38, at the bottom right-hand corner.

Right above the current location window is the encounter status window. This keeps you up to date on what's occupying that square. It will say 'free' for no encounter and 'encr' if there is an encounter there. It will also show the item, the entrance and exit, and, while you're creating the map (explained later), secret door, one-way door, darkness, and walls. Use RETURN to erase an encounter, resetting that square.

The following keys may be pressed on any square.

BACK ARROW [←] - places the entrance. *To remind you, to produce this key in VICE, you must press* **Shift-End***.*

COLON [:] - places a secret door. The player will see a wall, but it will actually be a door.

EXCLAMATION POINT [!] - places the quest item. There must be one and only one of these. You may have an encounter on the same square, which will have to be taken care of by the player before he gets the item.

UP ARROW [^] - places the exit. There can be one and only one of these. If the player finds the exit but hasn't obtained the quest item, the exit will be closed. *Entering a caret (Shift-6) suffices for this keypress.*

ASTERISK [*] - repeats the last option chosen.

RETURN - erases whatever is on the space.

LETTER KEYS - causes the player to move from one place to another. These are one way moves and the letters are paired (A and B, C and D, E and F, etc.) If a player lands on A he will be moved to B. If he lands on C he moves to D.

NUMBER KEYS - causes a two-way move between similar numbers. Always have numbers occur in pairs. A 1 will transport the player to the other 1. 2 takes him to the other 2, etc.

HASHMARK [#] - causes the square to be in the dark. Normally, the player lights up any square he moves onto, but a darkened square stays unlit. If a whole area is dark, it makes it tougher for a player.

F5 - hides the screen in case someone is looking over your shoulder. Press it again and the screen comes back. *VICE uses the standard PC function keys in place of the eight Commodore 64 function keys* **F1**-**F8***. Some computers have these default to other purposes, so you might have to press something like Fn-F5.*

PI [π]- creates a wall. This is the same as a reversed square. The dungeon screen is filled with walls (reversed spaces) when you first go to the DUNGEON MAKER menu. *In the supplied version of VICE, the Pi key is entered with* **Shift-Page Down***. You wouldn't believe how long it took me to discover this fact.*

SHIFT Q, W, E and R - creates one-way doors. These graphic symbols all have a long line with a short line attached to its middle. The short line points in the direction the player can travel through this space. No other direction is allowed.

F7 - toggles between the two main menus.

PLUS SIGN [+] - allows numerous types of encounters to be created. A separate menu will show when you press this key. Various prompts will guide you, and you can erase or redo an encounter by pressing its number again after having already entered it.

There is no limit to how many encounters you can put in one square; however, certain encounters contradict each other and cannot share the same space (i.e. door and key). While entering encounters, be sure to check how much room you have and the location of your encounter by viewing the statistics shown above the map. There is a maximum of 255 encounters possible per dungeon.

The following encounters are possible (not in numerical order).

1 Messages

Messages are used to describe the various parts of the scenario and inform the player of the action going on. They can also be used for riddles, hints or whatever else you think of. They can be any length, and can be made to appear once in a dungeon, or permanently, appearing whenever the character walks onto that space. You can add damage as part of an action by pressing the [English pound] key and entering the amount. For example, a character walks into a room where a battle is going on, and is struck by a fireball. For this you would press [1] for message, [£] for damage, then type in " You are hit by a fireball!"

*VICE, by default, maps the Commodore 64's English Pound key to **Backslash**, the key that's probably under the Backspace key on your keyboard.*

2 Find Key

The adventurer will find a key on this square. There are nine different colors of keys and nine corresponding colored doors. A red key opens a red door. You can have several doors of the same color, only one of which leads to the item of the quest. Or you can have several keys of a particular color and one door. This will make the quest a little easier.

4 Locked Door

The player will find a colored door. If he has the key, it will be open, otherwise, it will be locked.

6 Battle

Enter in the number of the monster you want to be in that space. The character that walks on that space will consequently be attacked by the monster you specified.

8 Treasure

This is a weapon, armor or magic item the character finds and uses in a scenario. Enter in the number of treasure you wish to put on that space, one per space. The number of the treasure will relate to the type, which is as follows:

Weapons - 1 to 299

Magic Items - 200 to 699

Armor - 700 to 999

0 Move Character

During the course of the game, you may wish to move the character to a place of your choice. If so, press [0] and enter the location of the destination square. This feature is very useful because it gives the creator the power to control the character's path, or allow the character free access by choice. For example, the character falls in a hole and through a tube which carries him to a different part of the dungeon. To do this, select a space for the encounter and enter the message, "You fall into a dark hole and slide down a tube!" Then enter the location where the character ends up. At the destination square you might put a message, "You fall into the middle of a room..." The possibilities are infinite!

7 Trap

No dungeon would be complete without traps. Pits, darts, poisonous gas, moving walls, are all a part of the DUNGEON scene. There is no limit to the variety of deadly and frustrating traps you can add. In DUNGEON, three main types occur (besides those created through messages): damage, blocked exit, and teleport traps.

(1) Damage is the most obvious, inflicting wounds to the character, determined by hit points.

(2) Blocked exit is when a character is forced into the next space and the one he was in becomes impassable, such as an avalanche of rubble or walls that almost squeeze him to death.

(3) Teleport traps simply transport the character back to where he started, the entrance. Whether a character avoids a trap or not is mainly determined by his intelligence, and a little luck.

5 Darkness

This is the same as the darkness you create with the HASHMARK (explained above). Only if the appropriate spells are cast or the character walks away from the darkness area will the normal mapping process resume.

9 Heal

This space will heal the character of all his hit points immediately. This becomes useful to keep the difficulty of the dungeon down to a desired level without having to issue an item with a heal spell built in. After the healing is performed once, it disappears and will not serve again on that same space.

3 Interactive

The Interactive Encounter is designed to give more specific requests in a dungeon to a player, such as the answer to a riddle, a password, or whatever the creator comes up with.

When creating an interactive encounter, the computer will prompt 'opening statement/options'. Here you can give the riddle or options for the player. For example, 'There is chest here. Will you: [a] open it or [b] walk away?'

After you enter this introduction, the computer will ask for the desired response, such as the answer to the riddle, or a specific response wanted from the player. For this example, say 'a' was entered for the 'given' response.

The next prompt asks for the 'given' or specific response encounter. This is what will happen if the 'given' response desired is entered by the player, as in the example above. 'a' was entered, so for this encounter place a treasure and a message that reads 'When you open the chest, you find a glowing sword!'. If 'b' or any other response is given then the next encounter for you to enter, or the 'other response encounter', will be executed.

It is a good idea when entering the given response to use a simple main word or idea needed. When the player answers, the computer will simply look for the main words in the player's response, and if found, will execute the 'given' encounter.

To register any of the encounters listed above, press the UP ARROW key. You'll go back to the main DUNGEON MAKER menu.

You may want to have more than one effect on a particular space. In this case, keep in mind the order in which the character will encounter them when he moves onto that space:

1. Message

2. Trap

3. Battle

4. Door/Key

5. Treasure

6. Heal

7. Move Character

8. Item of Quest

9. Interactive

--F1 Scanning--

When you are through entering your encounters, press F1 to begin scan. The computer will go through and permanantly mark where all your symbols for doors, walls, character movers, etc. are and list them as encounters. **Once the scan is completed, NONE of the encounters can be changed or removed.**

After the dungeon screen is saved, you can then change the screen totally, getting rid of the dots that symbolize encounters, drawing shapes that will show up as the player moves around. The original screen will not be affected. The encounter indicator in the lower right part of the screen will still show you what's under the cursor on the original screen.

The only exception to this rule is if you place a solid block over any encounter, including the entrance, the exit and the item, then the character will not be able to move on that space, because the computer will recognize it as a wall, despite what is 'under' it. The only way to access that encounter would be to use a Passwall spell and walk through the wall, or directly move the character onto that spot.

After the map looks satisfactory to you, push F1 again to scan and store the map, just how it is, and just how it will look to the player adventuring through the dungeon.

--Dungeon Criteria--

Next, the computer will ask for the dungeon title, your full name, the name of the goal of the quest (i.e. Princess, sceptre, riches), and the equipment you would like to issue to the adventuring characters right at the start of the dungeon. This equipment must always include at least one weapon and one piece of armor. You may add up to three more items of your choice. To do this simply enter in

the numbers that correspond to the treasure you want to issue, each separated by one space, then press RETURN.

You will then be asked if you would like to have a password. Passwords are used to link dungeons together. This simulates having higher levels of a dungeon, all of which continue each other to form one big adventure. The passwords are the key because unless you know it, you are not allowed to enter, and the only way to find it out would be to complete the previous dungeon and have the password given to you through that means.

Also note that upon entering a dungeon that requires a password, the character keeps all of the equipment he was carrying in the previous dungeon, and brings it to the new level!

--History--

During this stage, enter in an introductory history that relates to the plot of your scenario, to get the player familiar with the background and the quest before he or she actually enters the dungeon. Make it a vivid story or legend, and describe the action leading up to the character's entrance, outlining the quest or whatever else you feel necessary to set up your dungeon.

--Drawing the Quest Item--

Draw an image of the quest item here. For instructions on how to do this, refer to 'Drawing' in the MAKERS instruction file.

--Saving Your Dungeon--

After finishing the sketch of the quest item, all has been completed. Follow the instructions on the screen and insert your DATA DISK. Your dungeon will save, and you'll be asked if you would like another copy. If yes, insert another data disk and follow the same instructions. If your DATA DISK is full or damaged, you'll be asked to use a vacant disk.

When you enter the Dungeon Maker, you will be presented with this checklist screen. Instead of just jumping in and trying to figure it out as you go, it's better to make sure you're ready beforehand. Remember, once you've started making a dungeon, you cannot jump out of it to check on what item and monster numbers you'll need without performing tricks that wouldn't be a good idea on a physical Commodore 64, like opening the dungeon's Data Disk in a second copy of VICE to peek at the editors. It's best to plan out your dungeon ahead of time, plan out the map on paper or another program, and write down the numbers you'll need, or keep them in a text file.

**** End of DUNGEON MAKER ****

MONSTER AND TREASURE MAKER

Here you can use your imagination to create a horrible monster that will harass the players of your dungeon. Or you can devise a fantastic treasure that anyone would kill or die for.

*A note. Dungeon's UI is a bit dusty. It is important to note that some functions, once begun, cannot easily be canceled. The cancel key in Dungeon is **Shift-End**; use it and see if it'll back you out of the menu. I suggest, when creating things, that you make a list of your planned creations beforehand, and make frequent backups. If this has not dissuaded you, then you are a true oldschool computer fanatic, and I salute you. Rock on!*

--The MONSTER MAKER--
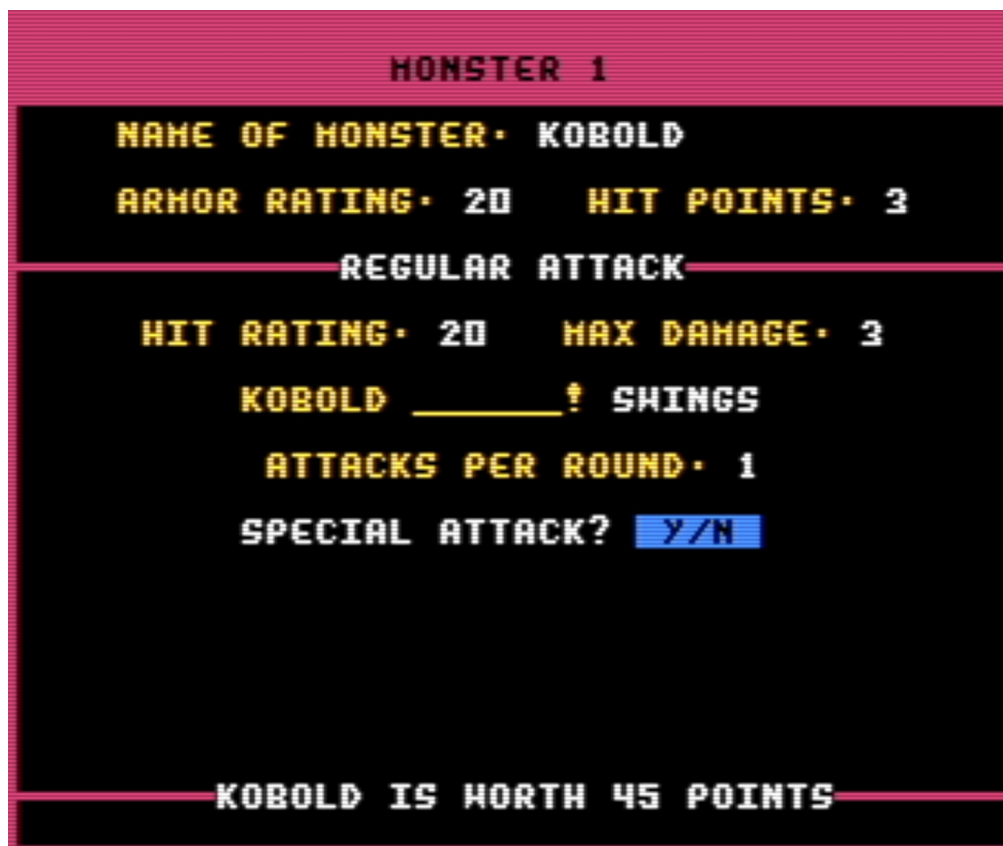
Select the 'create monster' option to begin. The new monster's number will be displayed at the top of the screen and the computer will ask for the name and all of the monster's attributes, which are as follows:

Rating - Whenever this word is used throughout the entire DUNGEON environment, it represents a number between 1 and 100, with 25 being a fair score, 50 a good score, and 75 an excellent score for that category.

Armor - This is the monster's ability to defend and dodge against attacks.

Regular Attack - This the monster's most frequent form of attack, or only form if it does not have a

'special' attack. For example, a dragon may have claws for its regular attack and have breath fire as its special attack.

Special Attack - This attack is only used the percentage of times you indicate in place of the regular attack and is usually much more powerful.

Hit Rating - This rates the monster's ability to hit an opponent, not taking into account the armor or other modifications which may affect the monster's striking power.

Max Damage - This number is the highest number of points a monster can inflict upon a character, with 1 being the lowest. The average monster causes a maximum of 3 or 4 points damage.

Hit Points - Endurance. Once a monster's hit points reach zero, it is defeated. The weapon of a character typically may cause 1-8 points per hit.

Monster -----! - Refers to the action verb which describes a monster's attacks; such as "The Knight swings!" or "The Zombie lunges!"

Attacks Per Round - The number of regular attacks a monster does in one round of combat. Each attack in the round is individual; each may or may not hit the character.

I thank David Caruso, wherever he is, for offering a sense here of what each number means. Dungeon does not use the D&D standard, now generally used by D&D 5th Edition and the retroclone scene, for its numbers.

I created a few monsters to help get you started. These, and the other examples given further on for items and traps, are included along with this package on a disk image for your use. This disk file is named **dungeon_basics.D64***.*

Number	Name	Armor Rating	Hit Points	Attack Rating	Max Damage	Point Award
1	Kobold	35	5	35	4	80
2	Orc	45	12	45	8	115
3	Giant Rat	10	3	30	2	55
4	Ogre	30	52	55	12	155
5	Giant	50	86	65	16	215

After the monster's attributes are entered, the computer will assign a value according to how difficult it is for the average character to defeat it. This value acts as the number of points awarded to any character who slays the monster in a combat while adventuring in a dungeon.

--Drawing--

The next stage is drawing your monster. Use the joystick or the CRSR keys to move the icon inside the large box. Press FIRE or RETURN to erase or fill in the spot designated by the icon. Change colors by entering a two-digit number at any time, 1 through 15 (i.e. for 7 you would enter a '0' and a '7'). As you draw, the exact picture of the monster as it will appear in a dungeon is displayed in the small box at the lower left-hand corner of the screen, so you can see how it looks and make changes easily.

When finished, press SHIFT-F to save the complete monster to the DATA DISK for immediate use

in a dungeon.

Drawing your monsters is the most time and effort-intensive part of the process, but it helps your dungeons seem like more of a real place.

Dungeon uses a single-color, un-animated VIC-II sprite to depict monsters being fought in the dungeon. It's a pretty basic graphic format, but the fact that it's available at all is worthy of consideration. Commodore 64 sprites are 24 pixels wide by 21 pixels tall. The Commodore 64 colors are:

00: Black, 01: White, 02: Red, 03: Cyan, 04: Purple, 05: Green, 06: Blue, 07: Yellow, 08: Orange, 09: Dark Red, 10: Pink, 11: Dark Gray, 12: Medium Gray, 13: Light Green, 14: Light Blue, and 15: Light Gray.

--Copying and Scratching--

If you wish to copy or scratch a monster from a DATA DISK, select the appropiate option and follow the prompts. Scratching a monster is actually achieved by either creating a new one in its place or replacing it with the last monster from the directory. Remember to update your lists of monsters and their numbers regularly to avoid putting a wrong monster in your dungeon.

To "scratch" is Commodore lingo for deleting.

--Switching Data Disks--

To read a new data disk and a new set of monsters, insert the disk of your choice and select CHANGE DISK. This allows you to alternate disks and keep organized all the monsters in your collection for the different dungeons.

--The TREASURE MAKER--

When assigning a treasure to a place in a dungeon, one number is used. Weapons fall in range of 1-199, Magic items 200-699, and Armor 700-999.

Be careful when entering data, as there isn't a way to delete an item once it's created! Even if you never include an item you've made in a dungeon yourself, Lost Worlds will draw from all of the monsters and items on the disk.

--Weapons--

Simply follow the prompts, starting with the weapon's name. Enter the maximum damage inflicted by the weapon (not including the character's strength bonus) and its hit rating (i.e. sword, max damage = 6, hit rating = 40).

I offer some suggestions here. If you enter these into the program in order, they will be numbered starting from 1. I suggest these as a basic list. I've already entered them for you on the dungeon_starter disk image.

Number	Name	Maximum Damage	Hit Rating
1	Dagger	3	46
2	Spear	5	44
3	Sword	6	40
4	Longsword	8	38

5	2-handed sword	10	36
6	Magic sword	12	46

--Armor--

For each type of Armor, just enter its name and its protection rating. Select the type as either shield or Armor (i.e. plate mail, protection rating = 75, type = armor).

I offer some more suggestions. They'll be numbered starting with 700. These are provided for you on the dungeon_starter disk.

Number	Name	Type	Protection Rating
700	Leather armor	Armor	25
701	Studded leather	Armor	35
702	Ring mail	Armor	45
703	Chain mail	Armor	55
704	Splint mail	Armor	65
705	Plate mail	Armor	75
706	Buckler	Shield	15
707	Shield	Shield	25
708	Large shield	Shield	35

--Magic Items--

Note the item number and type in the name. After this, the computer will prompt you with the item name and a list of spells to choose from. You can select up to 8 spells for any one item, in any combination.

The following is a list of the spells.

'HEA' Heal. Heals all wounds of the character, restoring hit points to full capacity. Combat or Passive.

'BAL' Fireball. Inflicts damage to a monster according to the intellect of the caster. Combat.

'TEL' Teleport. Enables the caster to move to any space in the dungeon that is not occupied by a wall. Combat or Passive.

'VIS' Vision. Allows the caster to view any 3' X 3' space in the entire dungeon. Also works in darkness. Passive.

'EYE' Cat's Eyes. The caster can see in the dark for a brief period of time. Passive.

'DAP' Disable Trap. Once cast, the n next trap encountered will instantly be destroyed. Passive.

'SHD' Shield. Provides a shield that absorbs monsters' hits and damage. Combat or Passive.

'STR' Strength. Heightens the caster's strength to 25. Combat.

'AGI' Agility. Raises the caster's agility to 25. Combat.

'BRI' Brilliance. Heightens the caster's intellect to 25. Combat.

'CRS' Curse. Seriously impedes the victim's ability to attack and defend. Combat.

'PAS' Passwall. Makes the caster's body so light he or she can walk through walls. Passive.

'ESP' E.S.P. Enables the caster to sense the location of the quest item. Passive.

'FRE' Friends. Makes any attacking monster friendly. Combat.

'END' Endurance. Raises the character's hit points ten points, with no limit. Combat or Passive.

'TRS' Spot Treasure. Alerts the caster of any treasure in the surrounding area, 1'. Passive.

'PHY' Psychic. Reveals to the caster a monster's present status and abilities. Combat.

'LZE' Paralyze. Paralyzes any monster for up to five rounds, disabling him. Combat.

      After selecting the spells you want for that item, press [F] for finished and save the item to the disk, making it available for a dungeon.

It is useful to have this spell list on hand while playing, as well as creating. Remember: spells are removed from items during an adventure as they are cast. Your character does not learn spells themself.

Creating magic items is a lot more varied and interesting than weapons or armor, and so deserves more of your attention. Here are some items to get you started, which are included on the dungeon_starter disk.

Number	Name	Spell Code
200	Healing Potion	HEA
201	Ring of Fireball	BAL
202	Teleport Scroll	TEL
203	Crystal Ball	VIS
204	Magic Lenses	EYE
205	Ten-Foot Pole	DAP
206	Bracers of Force	SHD
207	Belt of Strength	STR
208	Ring of Agility	AGI
209	Crown of Wisdom	BRI
210	Hexing Charm	CRS
211	Dust of Passwall	PAS
212	Spoon of Sensing	ESP
213	Friendship Token	FRE
214	Endurance Lotion	END
215	Magic Compass	TRS
216	Monster Manual	PHY

217	*Paralyzing Dart*	*LZE*

--Creating Traps--

Select the create traps option and enter in the name for that trap. Next, the computer will ask for your trap's function. The function may be one of the following:

Damage - Enter the max amount of damage the character may take if springing this trap.

Teleport - Teleports the victim immediately back to the entrance.

Block Wall - Pushes the character forward and blocks off the space where the trap occurred, making it impassable (like falling rubble).

A few offered traps, as before, already entered for you on the dungeon_starter disk image.

Number	*Name*	*Effect*	*Amount of Damage*
1	*Arrow Trap*	*Damage*	*4*
2	*Pit Trap*	*Damage*	*7*
3	*Spiked Pit*	*Damage*	*10*
4	*Teleport Sigil*	*Teleport*	*N/A*
5	*Rock Fall*	*Block Wall*	*N/A*

Be careful not to trap the player's character in an area that's impossible to escape from! A player can close VICE, restart it, and go back into the Guild, but this will mark their character as GONE. They'll have

to play other adventures while their character returns home on their own. It's an annoying experience. So long as the player can make it back to the entrance they can return home without getting marked as GONE. They won't get as many experience points and won't be able to advance a level, but they can try to explore the dungeon again immediately, with its state restored.

--Viewing Directories--

Select the type of encounter directory you wish to view. If the listing begins to scroll, you may stop it by pressing FIRE or RETURN, or let it resume listing till the entire directory is printed.

--Leaving (Finished)--

Upon selecting the 'finished' option from most points within the DUNGEON environment, you will be prompted with the Dungeon Directory. Select a destination to proceed or use the 'leave' command to leave the game.

**** End of THE MAKERS ****

AFTERWARD

I wonder about the context that Dungeon was made in. Even in 1991, even on an 8-bit microcomputer, Dungeon was a throwback. I suspect it was made a few years before and repackaged for LOADSTAR.

There are other RPG construction systems available for the Commodore 64. There's Stuart Smith's unique and complex Adventure Construction Set, published by Electronic Arts, which believe it or not runs even slower on the 1541 disk drive than Dungeon does! Other game construction tools for the C64 are Garry Kitchen's Gamemaker, Bill Budge's Pinball Construction Set, Racing Destruction Set, Shoot-Em-Up Construction Kit, Arcade Game Construction Kit, and I'm sure at least one I've forgotten the name of. Every work produced by anyone, for any of them, is valid.

Dungeon is interesting because it was obviously intended to be run by groups. Someone among a group of friends would make an adventure for others to play, and their characters would complete against each other for standing on the Guild list. Then someone else would make an adventure, and the process would continue. The rules enforced by the Guild would help keep players honest in such a setting, allowing players to lock their characters behind a password, limiting deaths to three, and taking characters out of play temporarily if someone turned off their computer before returning to the Guild screen.

I love the idea of that kind of play setting, a bit akin to the now-ancient days of arcades where people could step up and try to claim a place on the scoreboard. Dungeon was obviously made for that kind of setting, but was it ever used in one? Did David Caruso II try to sell his game, through the company IFC Systems, for that purpose? I don't know. I have never seen anything of Dungeon outside of its publication on LOADSTAR.

Dungeon was fairly popular there, however. Four other Dungeon adventures were published on LOADSTAR during Fender Tucker's management, and they're all included here. These are their issues, titles and disk image filenames:

Issue 78: Dark Fortress, by David Caruso II, an especially challenging dungeon by the system's creator – **dungeon_darkfortress.D64**

Issue 167: Annathor's Crypt, by prolific LOADSTAR contributor Jon Mattson – **dungeon_annathorscrypt.D64**

Issue 168: In Search of Demonbane, a follow-up to Annathor's Crypt in three parts, also by Jon Mattson – **dungeon_demonbane.D64**

Issue 176: Tower Dungeon, by Ed Nichols, a fitting capstone for this compilation due to being set in the LOADSTAR Tower, (mostly) fictional headquarters of LOADSTAR, and starring Fender Tucker's alter-ego, the nefarious Knees Calhoon – **dungeon_towerdungeon.D64**

Their documentation follows.

ADVENTURE: DARK FORTRESS

by David Caruso II

This adventure requires DUNGEON, published on LOADSTAR #74. I played DARK FORTRESS, and was killed twice. For me, it's a toughy, but I'm sure that there are more formidable dungeoneers out there who can solve this huge puzzle of dark passages, secret doors and hostile ghouls.

Refer to your original DUNGEON documentation for instructions on how to play. Readers have noted that King Alegri is easily the most powerful character in the Guild. His password is 'crown'. You'll need to know this to use him or get rid of him.

Because the DUNGEON system uses RELative files, which our Copy It copier doesn't support, you should use DUNGEON's copy utility to copy this dungeon over to a data disk. Or, you can make a full-disk copy of this side of the disk and scratch the non-DUNGEON files.

JLJ *(Jeff Jones)*

Fender here: Jeff was laboring under the same hardships that you must face as a dungeon-darer. Of course you must have more time to explore than he had here at work. What I did was a little more devious: I wrote to David Caruso and asked him to send me a solution sheet for DARK FORTRESS, complete with hints. You can write him too, if you have any questions about the DUNGEON system.

(Address removed to protect David's privacy, and because I don't know if it's still accurate.)

*   *   *   *   *   *

DO NOT READ THE FOLLOWING UNTIL YOU HAVE AT LEAST TRIED TO SOLVE THE DUNGEON, "DARK FORTRESS"!!!

DARK FORTRESS: THE SOLUTION

by David Caruso II

The dungeon is divided into four parts. The fourth is the final section where LOTHAR must be defeated. Your goal in each of the first three parts is to locate and obtain a key.

PART ONE: (to the south) There is a secret door in the west wall of the library. When a ghost appears in an interactive encounter, give him the 'book' and he will give you the first key.

PART TWO: (the Treasure Room) This is a huge checkerboard room. The correct path through the room is:

west - east - north - west - east - south - east - north - north - south - east. You must defeat the dragon to enter the Treasure Room.

PART THREE: (the Slippery Stairs) First, find the secret door in the northwest section of the room and get the key to the hut. Once in the hut, defeat the ape to get a PASSWALL spell. Use the spell to walk to walk through the east wall of the hut. There you will find the third key.

PART FOUR: (the Endgame) Find the alcove, then teleport through it. There is a cluster of secret doors starting in the west side of LOTHAR's room. Venture northwest a ways until you are in the darkness area. The correct path through, from this starting point, is:

five paces west one north two west two north one west one north through the secret door.

The Dark Lord will be waiting for you -- hungrily.

LOADSTAR hopes you enjoy your stay in the DARK FORTRESS of LOTHAR. Check out time is midnight.

**** End of Text ****

ADVENTURE: ANNATHOR'S CRYPT

by Jon Mattson

Years ago, in the forested region between the Cliffs of Kelock and the Valley of the Spirit Wind, there lived a mighty druid by the name of Annathor. Unlike his fellows, he spent more time attempting to increase his power and material possessions at the expense of others than protecting his forest and the woodland life within it. In his travels, he gained many powerful treasures - but also many enemies.

Finally, when he led a small army of hobgoblins against Greystaff Castle in an unsuccessful attack, the Arch-Druid, Kelton, called together a council of the High Druids and his magician allies to decide what to do about the renegade. Armies were raised on both sides and a battle began that was to last over ten years, for many evil things rallied around Annathor's banner.

In the end, the dark druid was cornered in his place of power. Though he could not escape, none could stand against him there. Only Kelton, with a mystical staff of power, dared confront the foe. A mighty battle of sorcery took place that left few witnesses alive. Both combatants were mortally wounded and the battle was finally done. Unfortunately, Kelton's staff was also lost in the fray and assumed destroyed.

In fact, a group of Annathor's most loyal minions discovered both their master's remains and the staff and stole both away secretly. They fled to the Cowled Crag and Annathor's secret temple. There they gave him to his final rest, burying the staff with him.

So things stood for many years. In time, however, the evil priest, Boragus, found the temple and set about restoring it to its former glory. He removed both Annathor's remains and the staff and had them both placed in a more lofty crypt within the mountain. Why he went to such great lengths and did not keep the staff himself is still something of a mystery. Some have said he may have been possessed by Annathor's demanding spirit
.

Though Boragus eventually wandered into the labyrinthine crypt, never to be seen again, several other black druids and evil priests have moved into the temple and claimed it as their own. Thus, after all of these years, the crypt of Annathor and the temple of Boragus still lie hidden in the Cowled Crag, containing treasures guarded jealously by evil minions

As a worthy adventurer in your own right, you have been summoned by the white druid, Tharin, a distant ancestor of the famous Kelton. He believes that he has located the hidden temple and hopes that the staff of power lost there might yet be retrieved. He fears that history may repeat itself if one of the new occupants discovers the artifact.

Tharin cannot go himself, as he is already very late for a meeting of the Druidic Circle, and his peers have not sanctioned this personal quest - indeed, they do not even know of it. Then, too, he realizes that the druids within would sense his presence at once and foil the attempt before it began. Thus, he must send someone else, a brave hero up to the task – you.

To help you along, he gives you two magical devices: a Staff of Healing and a Mystic Ward. Beyond that, he can send only his blessing and fervent hopes.

He pulls forth a withered old parchment and reads some strange incantation from it. With a sudden flash of blue light, Tharin and the room fade away. You find yourself standing near a small temple against a hill, the long road home far behind you…

****

ANNATHOR'S CRYPT is an adventure designed for use with DUNGEON, from LOADSTAR #167

The quest is geared towards level 2 or 3 characters. Those of lesser power can survive it, but only if they are very, very careful.

As an added bonus, I am including the files for my entire monster directory - not just the ones used in this adventure - so that you can use them in your own creations. The first 70(!) beasties (files 1-35) comprise my usual bestiary; the last 6 (files 36-38) contain druids and such, used only in this adventure.

But wait - there's more! I have also included a short utility called PRINTMON so that you can examine your new recruits. If you have tried using DUNGEON's print utility, you probably soon discovered that it handles treasures, traps and the like well enough, but leaves something to be desired when it comes to monsters. It only prints out each critter's name, number and experience value, which simply isn't enough when you're first learning the program and want some pointers on how to rate your creations' many statistics.

PRINTMON solves this by giving a FULL list of all relevant attributes. It's easy to use, too: just put in your data disk at the prompt, and it will do the rest. When the printer prompt appears, just ready your printer, press a key and watch as a neatly formated listing of every creature on the disk appears. The listing comes in two parts, since each creature has so many statistics, so you will be prompted twice for the printer and given time to switch paper if you want

Aside from running PRINTMON on this issue of LS, you should try it on LOADSTAR #78 as well. David Caruso included a great list of nasties with his adventure on that issue.

PRINTMON is located inside the annathor.wr3 file.

NOTE: This program will also run on a C-128 in 128-mode. In fact, if you have a C-128, you SHOULD run it in 128-mode, since it will be faster and avoid excess "garbage collection". On the 64, there is a noticable lag whenever the string variables (used extensively by the program) have to be cleaned up. Naturally, SuperCPU users can feel free to smirk at this entire paragraph.

FENDER'S POSTMUMBLE: I'm hoping that some LOADSTARites will get inspired by this whole DUNGEON system and create some more adventures for us. I suspect that writing an adventure for advanced players may be a little difficult (until you learn the system as well as Jon Mattson did) but most of us are beginners at such D&D games. Perhaps a series of "beginner" adventures, using the monsters and weapons already supplied by Jon and David Caruso, would be a good way to get people to explore this classic system? We probably won't re-publish the DUNGEON system again soon on LOADSTAR, but there's always room for adventures like Annathor's Crypt. They pack down very nicely with WRAPTOR V3.

ADVENTURE: IN SEARCH OF DEMONBANE

by Jon Mattson

For about the hundredth time, you casually rattle your chains and study your murky surroundings for some hope of escape. For the hundredth time, the chains are still sturdy and the gloom still offers no aid. You cannot help but observe that, for a supposedly good wizard, Roth certainly has a dismal-looking dungeon. And feeding time feels way past due.

Self-pity can fill the time wonderfully when you have nothing else to do.

Of course, things could be a lot worse. When word got out that your explorations had been responsible for releasing the demon, the townspeople were all set to hang you on the spot. Only Roth's timely intervention saved you from an untimely retirement. You're still a little vague on why he even bothered, though.

Actually, you're a little vague about the whole business. Everything went dark and surrealistic when you broke the tomb's ancient seal. All you remember clearly is a chill that pierced you to the marrow and a blood-curdling laugh. The demon didn't bother killing you, perhaps out of some sort of perverse gratitude. Small enough consolation, since it had been wreaking havoc on the rest of the countryside ever since.

Yes, a marvelous day to wonder why people haven't killed you yet...

A rattle at the door announces a possibility of at least one answer. Roth appears, silhouetted against the outside light. He appraises you for a moment and shakes his head. "As I thought: not evil - simply a fool."

"If you're going to flashfry me, kindly get on with it and spare me the character analysis." Might as well go out with a bang.

Instead of getting angry, he simply laughs to himself. "Oh, I have no intention of doing anything of the sort. If an execution seemed in order, I would simply have left you to the mob."

"Then what...?" From anyone else, that might sound hopeful, but from a wizard... It occurs to you suddenly that there are worse things than dying...

"If all goes well, I hope to have you undo the damage you have caused. The villagers suffer from the self-same short-sightedness that started this whole business. They would hang you and ignore the demon, hoping it will go away. I, on the other hand, believe in making best use of the materials on hand..." He eyes you again with a frown. 'Whatever their quality.'

The implied slight is lost on you as his words sink in. Suddenly, the memory of the demon in the crypt seems all too clear. "I... I don't know..."

"Well, of course, you have so many other prospects before you." His voice is suddenly steel. "I hope you enjoy your stay with me..."

You make a quick decision as he turns to leave. "No - wait! I'll... uh... give it a try..."

His smile returns instantly. "Splendid. And such enthusiasm." He waves a hand casually and the manacles slide away. You slump for a moment, suddenly discovering muscles you had forgotten existed.

After only a moment's pause, he wanders out, obviously expecting you to follow. With a resigned sigh, you do so, and find yourself going down a narrow corridor. Oddly enough, you seem to be heading deeper into the castle instead of out of it...

"We have another matter to attend to first," he explains. "You have nothing left to lose in this endeavor. I, however, stand to lose precious time and energy if you try to slip out of this at an inopportune moment..." He turns to you and shrugs. "Or simply aren't up to it."

You round another corner and decide that you are definitely getting lost. At least he seems to know what he is doing.

"I believe I have found a weapon which will slay the demon - the lost sword Dromblas, or Demonbane. But first we must see if you will be capable of using it. I have devised a little test for you..."

You round a final corner and find yourself in a truncated hall with a narrow staircase leading down into the ground. "There. I want you to go down and retrieve something I have hidden there - a mystic seal with a rune on it."

You eye the wizard curiously: he doesn't look like the sort to be an expert at hide-and-seek. On the other hand, you are something of an expert at finding things...

You shrug. "Alright. That sounds simple enough."

He nods thoughtfully. "Perhaps. Perhaps..."

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IN SEARCH OF DEMONBANE is a lengthy, three-part adventure for use with the DUNGEON adventure system, published on LOADSTAR #167 and earlier on #74. Note that you require DUNGEON to play DEMONBANE.

DEMONBANE uses RELative files. I (Jeff) have to humbly admit that I had a hard time writing a REL file copier for Demonbane. I wrote one for ANNATHOR'S CRYPT last month with no problem, but this month two of the files weren't verifying. For that reason the entire adventure is laid out on this side of LOADSTAR, which you may use as a data disk (if you dare). We suggest that you copy this side of LOADSTAR with a whole-disk copier and use the copy of Side 3 of LOADSTAR as a data disk. You don't have to scratch any of the non-DEMONBANE files, but you can if you want to.

If you use the JiffyDOS command-line file copier or FCOPY, you can make a verifiably good file-copy of all of the DEMONBANE REL files. 1581 users should have no problem using a dupe 1581 as a data

disk, or you can use JiffyDOS to copy the files to another disk.

DEMONBANE uses DUNGEON's password feature to create three connected adventures. When you run DUNGEON and insert this data disk, you will see three different adventures named, logically enough, "Part One," "Part Two" and "Part Three." You will have to go through them in order, since the Gatekeeper in each of the latter two scenarios will expect a password which can only be gained from your previous explorations.

DEMONBANE is geared toward characters of level 0 to 2. The later parts are tougher, of course, and assume that the character has acquired experience and useful devices from the previous "chapters." Remember that your equipment is retained between linked adventures, so it is worthwhile to build yourself up early on, for the tougher times to come.

Good luck, brave adventurer! The hopes and prayers of your countrymen go with you!

Well, they would be rooting for you if they knew what you were up to, anyway...

Hey, they probably won't hang you if you succeed. Right...?

ADVENTURE: TREASURE OF THE LOADSTAR TOWER

Dungeon and Text by Ed Nichols
Using David Caruso's DUNGEON
(from LS #167)

This is a 'dungeon' for the DUNGEON system by David Caruso II, recently reprinted on LOADSTAR #167.

All the monsters, treasures, traps, armor and weapons from that issue and the followup dungeon on LOADSTAR #168 are included, but some monsters and treasures have been added.

Unless you have added your own monsters, you need only copy the MONSTER -x files you don't have. The other files, particularly the TREASURES should be replaced.

After making this dungeon, I found two drawbacks to the DUNGEON system:

(1) If several people create dungeons with their own personalized monsters and equipment, then you need a separate data disk for each game.

(2) As far as I can tell, a dungeon must be created in one sitting. There is no way to edit an existing dungeon. If you don't get it right at first (or second, third, fourth, etc.), you have to start completely over. Aargh!

In the LOADSTAR Tower dungeon, you should not get stuck unless you do something silly, like teleporting into a wall. However, it may take a minimum of four tries to solve the game. There are three locked green doors, but only one green key. Pick the wrong door, and you'll have to make your way back to the Guild by way of the entrance and try again.

To get the key, you must first find the treasure and tell someone what it is. If you talk to this person before knowing what the treasure is...well, you didn't want the key anyway, did you?

Enjoy touring the LOADSTAR Tower while you can. It may be your last chance.

Addendum by Fender Tucker:

[USING THE DUNGEON]

Complete instructions on using the Dungeon system are on LS #167. You must have the system set up on a disk that will go into drive 8 or drive 9. If you have a RAMLink, FD drive, or HD drive you can use emulation partitions and the SWAP buttons to put the DUNGEON system disk in drive 8 and the unWRAPped Tower Dungeon files in drive 9.

Use WRAPTOR V3 (on LS #163 or #175) to unWRAP the file "tower dungeo.wr3" onto a disk or partition containing at least 200 blocks free. This is your "tower" disk.

In addition, you'll need to copy the five REL files found on Side Two of LS #176 over to your Tower disk. With JiffyDOS it's easy; just set up the destination drive:

 @x9   (if the dest. drive is 9)

 and go to the source drive and load the directory:

 /$

 Then list the directory and with the REL files showing on the screen, place the cursor on each of the five lines and press CTRL-W. Asterisks will appear, indicating that those files have been selected for copying. Then enter RUN and the five REL files will be copied to your destination drive.

 If you don't have JiffyDOS, then you'll have to use a file copier that can copy REL files. I don't know of any, offhand. I recommend that any serious Commodore user get and use JiffyDOS. If I didn't have it, I'd probably be downloading smut on a PC right now.

 Once you have the disk with the unWRAPped and REL files from this issue, then boot up the DUNGEON system disk. Pick (or create) a character and START the Tower Dungeon. You'll find yourself outside the magnificent LOADSTAR Tower rubbing shoulders with some thugs. At that point you're on your own.

 I tried to see if I could rescue "Fender Tucker" from the evil Knees Calhoon and found myself killed by a Giant Spider. In the LOADSTAR Tower? I plan to try it again to see if I can get by the arachnid. Ed Nichols assures me that, as dungeons go, it's not an especially tough one.

 Several people wrote in with problems they encountered when they tried to make dungeons using the system as published on LS #167. A program this complex is hard to support, especially since the author, David Caruso, has gone on to star nude in NYPD Blue only to quit the show for movie fame, never to be heard from again, so it's extremely gratifying to me to find that at least one LOADSTARite, Ed Nichols, was able to get it to work well enough to create a new Dungeon. I'm also flattered that Ed would choose the mighty LOADSTAR Tower as the setting for his dungeon.