DUNGEON QUEST

THE SETTING

You have received part of a letter from your long standing friend. It appears that some of the pages are missing. It looks like this letter has gone through some hard times:

... and has the effect of draining everything of its life forces. Really, you cannot imagine a more evil place, and I am caught here. Imprisoned by a need to find out what this evil is, perhaps to vanquish it, and yet torn by a desire to just let it all alone and escape before it conquers me.

Alas, I have gone so far and delved into this evil force so much, that I fear it is no longer even possible to escape. I know that it may be overstepping the bounds of our long friendship to ask you to risk yourself and your fortune to help me, but I fear I must. The gravity of this evil force and the mightiness of its grip are so indescribably overwhelming, that it surely will be a short battle to the finish. The journey here is a long and dangerous one, but even so it will seem almost trivial to the evil that begins when you land here.

I wait for you in the appointed forest. Together we ...

DUNGEON QUEST

By Gainstar

LOADING

a) Set up your Amiga in the usual fashion. Refer to your User's Manual if required.

b) Switch on your monitor or television and then your Amiga.

c) When the display prompts for a Workbench Disk insert disk one. After a few seconds the game will automatically load.

NOTE: *You will only need to use disk two when the program asks for it at some point in the game.*

PROBLEMS

If you experience any problems with this software:

a) Make sure you have followed the instructions correctly.

b) Please switch off your Amiga from the mains & disconnect any external drives or upgrades and try re-loading.

c) If problems persist, please try another piece of software, that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer stating the exact problem(s) encountered.

NOTE 1: *Dungeon Quest contains digitised sounds. For the best results, connect your Amiga to a stereo sound system.*

NOTE 2: *You can only use a mouse or the keyboard to play this game. There are no joystick facilities.*

WARNING! The sounds in Image Tech software contain a substantially wide dynamic range. Damage could result to speakers or other stereo components if the sound is played back at excessively high levels.

GAME PLAY

HOW TO PLAY: Dungeon Quest is a mystery adventure game. You have to solve the mystery by typing questions in to the computer, and exploring the mysterious medieval world that awaits.

MOVING AROUND: To move around, you may either click on the 'Direction Compass' on the lower-right hand portion of the screen, or type the command in the text area on the lower left hand side of the screen. For example 'Go north', 'north', 'n' etc. All Commands such as: 'lock door', 'search leaves', 'search', should be followed by pressing the Return key.

LOADING/SAVING GAMES

To load or save a game type 'load' or 'save' on the command line. The game will be saved to disk 1. When saving please ensure that the disk is NOT write protected otherwise an error will occur.

DECODING MESSAGES

You must find the codewheel to decode messages.