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ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, Ga. 30269 Vol.1 Oct.1990

CEO TALK:

This Oct. Newsletter contains the following:

1) CEO TALK.
2) REVIEW-DUNGEONS OF DAGGORATH
3) REVIEW-DAGGORPATCH.
4) DOD Information.
5) DOD EXTRA LEVEL & CHART FLOW
6) DOD Maps (1st 4 Levels).

The ATL COCOFEST was quite an experience. Many CoCo venders & notables were there. Lonnie Falk (Rainbow), & Tandy/Radio Shack were not there.

The ATL Computer Society (ACS -Our local Club) had a hourly drawing that gave away prizes (3-5/hr.) donated by many of the venders. Tickets($1 each, 6 for $5, & 13 for $10) were sold for the 2 day continuous raffle (I helped out at their booth for 2.5 hours each day). We bought 19 tickets, and won 6 prizes!

1) 3 TEMPLATES(Keyboard Commands, TW -64, & TW-128.
2) SCREEN VIEW 1.0 (graphics util.).
3) MM/1 Tee Shirt
4) FLIGHT SIMULATOR II.
5) DATA WINDOWS.
6) LYRA TRACKS V1.01(DEMO, & 4 disks of music from the LYRA Library — #'s 13 thru 16).

We didn't come away empty handed, but it would have been MORE FUN if we won a MM/1 Computer (Grand Prize), 2400 B modem, CoCo3, etc. We purchased SLOT PACK III (replacement for Multi-Pak), the DISTO RS232 SUPERPACK, and a few adventures - *MARTY'S NIGHTMARE, CAVE WALKER, JAPAN SCENERY DISK* (- FLT SIM II), *THE POWER STONES OF ARD, MISSION OF VENGEANCE* (graphics adv), and *DAGGORPATCH* (disk patch for DOD).

We must mention CoCoPRO. They have a LARGE inventory of old, and out-of-print adventures (& all kinds of COCO stuff), that may be difficult to find (or can't) anywhere else. They issue a monthly list ($10/year). Here are a few I remember:
WITWICS(Carmen)-$15, *DALLAS QUEST, TO PRESERVE QUANDIC, KEYS OF THE WIZARD,* and *WIZARD'S CASTLE.* We subscribed to their monthly price-list, & may have more information next month.

Writer & programer, Bill Cleveland runs *THREE C'S PROJECTS* -family owned software co.-has 2 graphic adventures (Disk -CoCo3) on the market (one more in-the-works).

P.O. Box 1323
Hamlet, NC 28345

Last advertized in *Rainbow*, 9/90, Pg. 75, ARDI -$18, & ARDII -$25. No S&H, if U.S. mailing. Free clue-sheet(s)-*ARD TIMES*, if one (or both) adventure is purchased (send S.A.S.E.).

About 75 of our Intro-Newsletters were picked-up from various places we left them, notably "FreeBee" hand-out desk, *CoCoPRO!*, & *THREE C'S PROJECTS* (*The Power Stones of Ard* - ARDI). We might have a few new members join our Club in the next month or 2. We met 1 gentleman, Garret Van Dreel-Charlotte NC, that joined the Club on the spot. WELCOME to ADV.SURVIVORS, Garrett! Oh yes Garret, we forgot to mention voting for the adventures YOU would like reviewed in the future. As the Review List currently stands, your number 1 choice would be immediately placed in the number two position, and reviewed in 2 months (the same is TRUE for all Members that HAVE NOT sent a list of preferences -up to 12 choices). FIRST COME, FIRST SERVE!!!

REVIEW: *DUNGEONS OF DAGGORATH*

Marketed by TRS (pgm-pak, $29.95), & still in their catalog. That is the price, if it's a catalog order. Most RS's, that have it in stock, sell it for $14.95. BURKE & BURKE, for $9.95 (when they had it).

Burke & Burke
P.O. Box 58342 25737 215th Ct. S.E.
Renton, WA 98058 Maple Valley, WA 98038

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1-800-237-2409
Tech Support & Int'l ORDERS
206-235-0917

We didn't notice if CoCoPRO had it or not (address & ph.#, given last Mo.).

The DOD information sheet was made up from our experiences, & many clues given in past *ScoreBoard Pointers*. It

was writen after we completed DOD six times (SL -Straight Line), and hasn't been up-dated - not much to add.

The sheet for EXTRA LEVELS & CHART FLOW was finished after going back, & playing DOD twice more, using the EL method. Each time, a different Group (numbers & types) of Beast was found. These are shown in double -charts for the 1st three levels. You will notice that there may be two different kinds of KNIGHTs & GIANTs (weak or strong), within a Group, at the same time. The weaker ones may be "PALs" (one hit to kill). A VERY-STRONG GOLDROG may be found on the 1st & 2nd levels. Three hits with an Incanted Ring MAY NOT be enough to kill him, if he's found 1st or early, on a level. Find and use a "PAL", & "ATTACK TO THE REAR", or hit with an IRon SWord til your "PILE" is gone, then "HIT & RUN" with a Ring to finish him off. Of course you can always "RUN AWAY" -lose him & return to your "PILE". The rest (BEASTs), you find, can easily be killed (usually), by "STAND & FIGHT" at a "PILE" (20-22 objects - up to 30 hits with IR SW).

How & when you use the 3 different kinds of TORCHES, is very important. You can clearly see everything with a SOlar Torch - lasts hour. 3 SO Ts are found on the 3rd, 4th, 5th, levels, & the other on the 1st or 2nd lvl -wont REVEAL til you do WORK on the 3rd lvl you visit. The 1st 2 LU Ts found (1st and/or 2nd levels), wont Reveal until some WORK is done, on the 2nd lvl you visit - lasts 30 minutes, & can't see a SCORPION (outline) til he's in your cell, and only the outline of the WIZARD, IMAGE, WRAITH, and GOLDROG, as they approach. When there's a lull in the action, turn off the T, & listen for THEM to approach -conserve light. This is most effective, when waiting with a "PAL", in an intersection, for the Beasts to line-up down the Halls. That is a good time to have a spare T (different types of Torches) in your Inventory (keep your "PAL" away from your "PILE"-he will pick up objects). Then use the T that allows you to see the 1st BEAST in line - P T for some, & LU T for the rest. A SCORP requires SO T, if he isn't in your cell. Start using SO T (full-time) about half-way thru 3rd lvl (last time your there).

Learn to use suggested Techniques. They should be helpful. GOOD HUNTING!

REVIEW: *DAGGORPATCH*

Patch for DOD that copies the program-pak to disk, adds a few single-key commands, SAVE feature to & from disk, and a Screen Dump for DMP 100 & compatibles. All of this is done for you automatically. Two different ways are available to accomplish this:

1) Using a Multi-Pak interface.
2) Using a cassette recorder

Other requirements: Disk drive, CoCo 1, 2 or 3, RSDOS 1.0 or 1.1 (if CoCo1 or 2), & the DOD Pgm-pak. *Burke&Burke* sold it for $9.95 (*Rainbow*, 9/90, Pg. 29), and $5 at COCOFEST.

New commands: RUN"DAGORATH

1) CLEAR key:..Repeats last command.
2) BREAK key:..Pause.
3) Q key:....Exits game -cold start.
4) UP-ARROW:.....Auto screen dump.
5) ZS <filename>: Saves to Disk.
6) ZL <filename>: Loads save from D.

Installation Instructions are simple, & easy to follow. Both methods worked fine for us. *DAGGORPATCH* is not protected, so that a working copy can be made 1st, before trying out 1 of the transfer methods. DOD will be copied right to that disk. Room for 8 saves is available/disk. Back-up the back-up before beginning play, if you need more than 8 saves (I do), and wish to keep them. I am currently playing DOD (EL) again, using this patch. All of the extra commands work fine (haven't tried the screen dump yet).

FUTURE REVIEW LIST:

Nov'90....*PYRAMID 2000* (T or D)
Dec'90....*LANSFORD MANSION* (D)
Jan'91....*WIZARD'S CASTLE* (D)
Feb'91....*INTERBANK INCIDENT* (D,Jstk)
Mar'91....*WILD WEST* (D-3)
Apr'91....*RAAKA-TU* (T or D)
May'91....*INFIDEL* (D)
Jun'91....*WISHBRINGER* (D)
Jul'91....*KEYS OF THE WIZARD* (T or D)
Aug'91....*BEDLAM* (T or D)
Sep'91....*SANDS OF EGYPT* (D)
Oct'91....*DALLAS QUEST* (D)

BACK ISSUES:

Aug'90....M&M (T or D)
Sep'90....WORLD - CARMEN (D-3)

DUNGEONS OF DAGGORATH (DOD)

START: Facing north (P T & W SW in BACKPACK). P R T, pulls the torch from BACKPACK with rt. hand. U R, lights & mounts on BACKPACK. All but 4 words can be abbreviated. Use enough letters to tell it from other abbreviations. Space, within a command between words. All objects must be revealed. You get stronger as you kill creatures, clear out lvls, & go deeper & find better weapons.

VERBS:		NOUNS:		ADJECTIVES:		
E-Examine	P-pull	FIRE	U-up	LE-leather	SO-solar	R-rime
L-look	S-stow	ICE	D-down	B-bronze	D-dead	J-joule
M-move	D-drop	ENERGY	SW-sword	M-mithril	A-abye	FIR-fire
ZS-zsave	A-attack	FINAL	SH-shield	W-wooden	H-hale	IC-ice
ZL-zload	R-reveal	L-left	SC-scroll	IR-iron	TH-thews	EN-energy
T-turn	U-use	R-right	T-torch	EL-elvish	V-vision	G-gold
C-climb	I-incant	A-around	F-flask	P-pine	SE-seer	SU-supreme
G-get		B-back	R-ring	LU-lunar	VU-vulcan	EM-empty

REQUIREMENTS: 1) Typing speed & accuracy. 2) Kill some creatures before others. 3) Use best resources. 4) Plot logical strategy. 5) Keep heart beat low & strength up. 6) ZS often: Before, during "HIT & RUN", after killing a strong creature (or a number of THEM), and before & after going to a new level.

1st Level: Easiest; "HIT & RUN" BLOBs & STONE GIANTs til you have enough to make a "PILE", or find the IR SW (BLOB has it). T(s) that will not Reveal, will do so later, after WORK is done there - 2nd Lvl (LU T), 3rd Lvl (SO T).

2nd Level: 3rd easiest; Bring all objects from 1st Lvl to make a "PILE". "STAND & FIGHT", wait for THEM to come to you. Upper-rt area (LADDER), & lower-rt corner are good places. A F 1st found here. As Lvl is finished, one can be Used, but never Use a 2nd - DEATH! Seems to be of little or no use.

3rd Level: 2nd hardest; Bring 10 extra items to make a "PILE" & "STAND & FIGHT". If IMAGE shows up too soon, run away, lose him (go around corners, zig-zag etc.) & return to your "PILE". 3 hits with INCANTed R(s) will kill IMAGE. Use TH & H Flasks. The last hit that kills IMAGE also moves you to the 4th Lvl with only what you have in hand & the T being used. Not enough time to get the SCROLL, IMAGE drops (or drop a used R & get an IR SW). Can't see secret doors, SCORPIONs or IMAGE with a P T. You can only see their out-line with a LU T when they are close. Listen closly for SCORPIONs, as they can only be seen when they enter your cell (lower-lt,screen). Save SO T for IMAGE & a fresh 1 for 4th Lvl. 3 attacks are available from each Ring before it turns to Gold.

4th Level: Hardest; Facing same direction, when IMAGE was killed. Random location on start. Hard part, getting started. Kill GOLDROG that has EL SW. E-W 10 cell hall, dead-end (lower-rt corner) - good, to hide/wait/"HIT & RUN".

5th Level: 2nd easiest; VIPER, SPIDER & BLOB are tame "PALs", see below.

DANGERS: When starting a new Lvl, almost any creature can kill with 1 hit (a few on 5th Lvl). Hitting with an INCANTed R, 2 consectutive times, will kill you. Save them for IMAGE, GOLDROG(1st 1 killed on 4th Lvl, if needed) & WIZARD. consecutive hits with EL SW (5 when 1st found) will kill. A high heart beat can cause you to FAINT. Return to prior Lvl - restocked with new stronger THEMs.

"STAND & FIGHT": Use on weaker THEMs & with a "PILE". ENTER your attacks quickly, type ahead, don't wait for it to appear on screen, & watch heart rate. "PILE": Drop items not in use at your feet. All THEMs, but SCORPIONs IMAGE & WIZARD will get them, before attacking. "HIT & RUN": Use on strong creatures. Type your attack, but don't ENTER. When he enters the cell, ENTER your attack & run away - 10 or 14 moves down a long hall, turn around, wait for heart beat to settle down & repeat. "WAIT IN THE DARK": During a QUIET period, Pull the T, in use to one hand & Listen for THEM to approach. This conserves Ts. After you find SE SC (4th & 5th Lvl), you can Stow weapon in BACKPACK, P T to one hand & U SE SC (other hand) & watch THEM move about. "PALs": 5th Lvl VIPERs BLOBs & SPIDERs are harmless, but will pick up objects. When you & IT are in a cell, no other THEMs can enter. If you & IT are in a 4-way intersection, THEMs will line up & down the halls in all directions. "ATTACK TO THE REAR": 5th Lvl, with a "PAL". Before attacking GOLDROG or WIZARD, turn your back to him (T A). Now you start an attack sequence with M B & end it with M. Allows maximum time for more than 1 hit/attack & a quick return to safety. As your heart settles, repeat.

DOD EXTRA LEVELS AND CHART FLOW

Two possible paths are shown below(follow the arrows). 1) Straight-Line(SL), lvls 1-5. 2) Extra-Levels(EL), 1-2-1-2-3-2-3-4-5. SL shows the objects, creatures and what it takes to kill them(which beast carries what object is not shown). Creatures found on a level, previously cleared, will not carry any objects. Use a LU T, and conserve it. Create a "PILE", find and use a "PAL"*. You gain more strength via the EL path.

LEVEL 1

1st Lvl	W SW	IR SW	Objects
2 BLOBs	6-10	3	4 P T
4 GIANTs	4-6	1-2	LE SH
9 VIPERs	2-3	1	IR SW
9 SPDERs	1	1	W SW V R

2nd time	IR SW
WRAITH	24+
KNIGHT	22
2 KNGHTs	2-3
2 GIANTs	1-3
3 SCORPs	1
BLOB	1

Group 3	IR SW	R
GOLDROG	63	3
WRAITH	21	-
5 GNTs	3-4	-
5 GNTs*	1	-
BLOB*	1	-

LEVEL 2

2nd Level	IR SW	Objects Found
6 GIANTs	5-11	3 P T V SC
6 KNIGHTs	6-9	2 B SH LE SH
5 BLOBs	1-2	2 W SW IR SW
4 VIPERs	1	2 A F H F
2 SPIDERs	1	2 LU T R R

2nd time	IR SW
WRAITH	16
3 KNGHTs	16-19
3 KNGHTs	2-3
6 GIANTs	2
6 SCORPs	1
4 BLOBs	1

Group 3	IR SW
GOLDROG	53
WRAITH	15-18
2 KNGTs	14-16
3 KNGTs	2
2 GNTs	3-4
4 GNTs*	1
SCORP	1
BLOB*	1

3rd time	IR SW
GOLDROG	24
4 WRATHs	8-9
3 KNGHTs	7-9
GIANT	1
SCORPION	1
3 BLOBs	1

GROUP 5	IR SW
GOLDROG	27
WRAITH	9
5 KNGHTs	7-9
2 KNGHTs	1
4 GIANTs	1-2
2 SCORPs	1
BLOB*	1

LEVEL 3

3rd Level	IR SW	Objects Found
4 KNIGHTs	15-24	SO T LU T P T
6 GIANTs	3-4	V SC TH F H F
4 BLOBs	1	B SH W SW A F
8 SCORPs	1	LE SH IR SW
WIZ IMAGE: 3 any R or Combo		

1st time	IR SW
4 KNIGHTs	9-11
6 GIANTs	2
4 BLOBs*	1
8 SCORPs	1

2nd time	IR SW
GOLDROG	22
3 KNGHTs:	1
3 GIANTs	1
SCORPION	1
WIZ IMAGE: 2 any R or combo IR SW, useless	

Group 3	IR SW
4 GLDRGs	18-22
2 WRATHs	7
3 KNGHTs	6-7
5 KNGHTs	1-2
7 GNTs*	1
3 SCORPs	1
3 BLOBs*	1

LEVEL 4

4th Level	G R	IR SW	M SH	EL SW	R	Objects Found
4 GLDROGs	-	24-27	18-21	5-6	2	EL SW M SH J R
7 WRAITHs	50+	7-10	3-7	1	1	SE SC B SH A F
5 KNIGHTs	50+	7-10	3-4	1	1	IR SW W SW H F
8 SCORPs	3	1	1	-	-	SO T LU T P T
						V SC TH F

1st time	IR SW	M SH	EL SW
4 GOLDROGs	13-18	11-12	3
7 WRAITHs	5	3-4	1
5 KNIGHTs	5	1-2	1
8 SCORPs	1	1	1

LEVEL 5

5th Level	M SH	EL SW	Objects
8 GOLDROGs	18-21	4-6	SE SC SU R
4 WRAITHs	3-7	1-2	M SH SO T
6 KNIGHTs	1-2	1	TH F H F
4 GIANTs	1	1	B SH A F
2 SCORPIONs, SPIDERs*, VIPERS* & BLOBs*: 1 with anything.			LU T P T

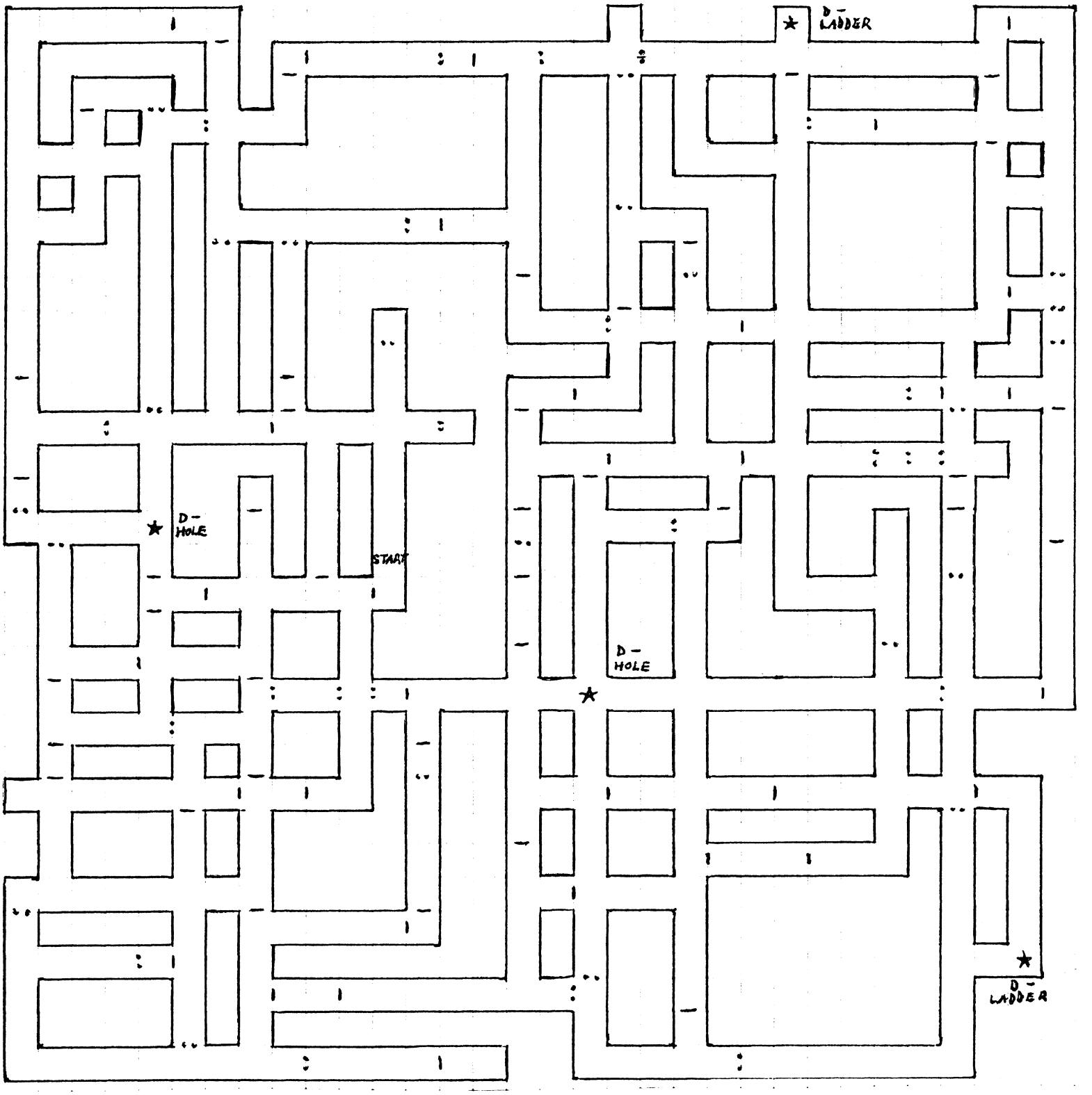
WIZARD: 1st time 1/2 way thru Lvl 5, rest at end.
3 with R & 34 EL SW.
3 with R & 24 EL SW.
4 with Rs & 16-18 EL SW.
5 with Rs & 10-12 EL SW.

1st time	M SH	EL SW
8 GOLDROGs	9-12	3
4 WRAITHs	3-5	1
6 KNIGHTs	1-2	1
4 GIANTs	1	1

2 VIPERs*, SPIDERs*, BLOBs*, & SCORPIONs: 1 with anything
WIZARD:5 with Rs & 2-5 EL SW

DOD, 1ST LEVEL

OR - DOOR	: OR .. HIDDEN PASSAGE	★ UP OR DOWN HOLE OR LADDER



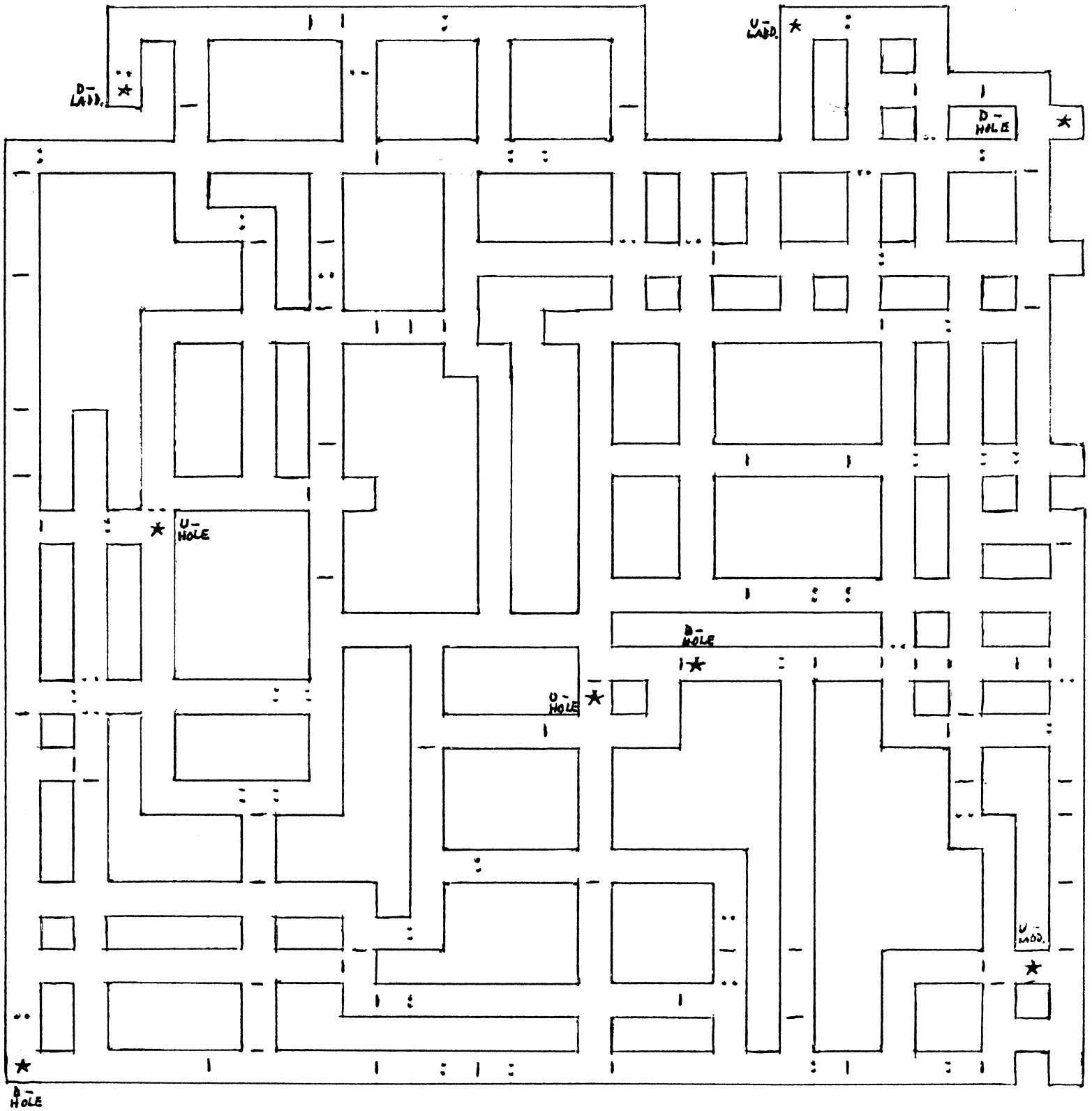
1st Lvl	W SW	IR SW	Objects
2 BLOBs	6-10	3	4 P T
4 GIANTs	4-6	1-2	LE SH
9 VIPERs	2-3	1	IR SW
9 SPDERs	1	1	W SW V R

2nd time	IR SW
WRAITH	24+
KNIGHT	22
2 KNGHTs	2-3
2 GIANTs	1-3
3 SCORPs	1
BLOB	1

Group 3	IR SW	R
GOLDROG	63	3
WRAITH	21	-
5 GNTs	3-4	-
5 GNTs*	1	-
BLOB*	1	-

DOD, 2ND LEVEL

OR - DOOR	: OR .. HIDDEN PASSAGE	★ UP OR DOWN HOLE OR LADDER



2nd Level	IR SW	Objects Found
6 GIANTs	5-11	3 P T V SC
6 KNIGHTs	6-9	2 B SH LE SH
5 BLOBs	1-2	2 W SW IR SW
4 VIPERs	1	2 A F H F
2 SPIDERs	1	2 LU T R R

2nd time	IR SW
WRAITH	16
3 KNGHTs	16-19
3 KNGHTs	2-3
6 GIANTs	2
6 SCORPs	1
4 BLOBs	1

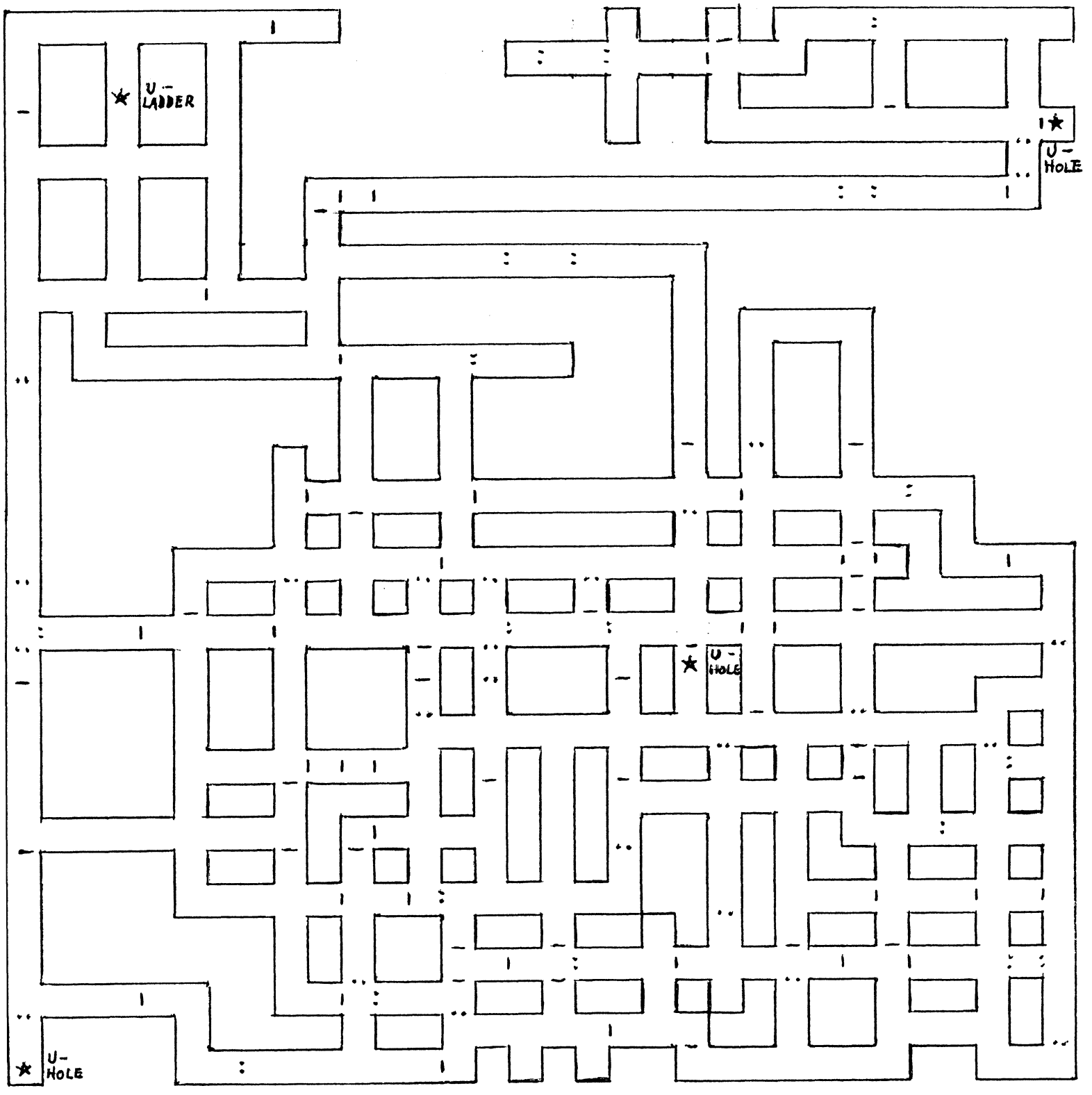
Group 3	IR SW
GOLDROG	53
WRAITH	15-18
2 KNGTs	14-16
3 KNGTs	2
2 GNTs	3-4
4 GNTs*	1
SCORP	1
BLOB*	1

3rd time	IR SW
GOLDROG	24
4 WRATHs	8-9
3 KNGHTs	7-9
GIANT	1
SCORPION	1
3 BLOBs	1

GROUP 5	IR SW
GOLDROG	27
WRAITH	9
5 KNGHTs	7-9
2 KNGHTs	1
4 GIANTs	1-2
2 SCORPs	1
BLOB*	1

DOD, 3RD LEVEL

OR - DOOR	: OR .. HIDDEN PASSAGE	★ UP HOLE OR LADDER



3rd Level	IR SW	Objects Found
4 KNIGHTs	15-24	SO T LU T P T
6 GIANTs	3-4	V SC TH F H F
4 BLOBs	1	B SH W SW A F
8 SCORPs	1	LE SH IR SW
WIZ IMAGE:	3 any R or Combo	

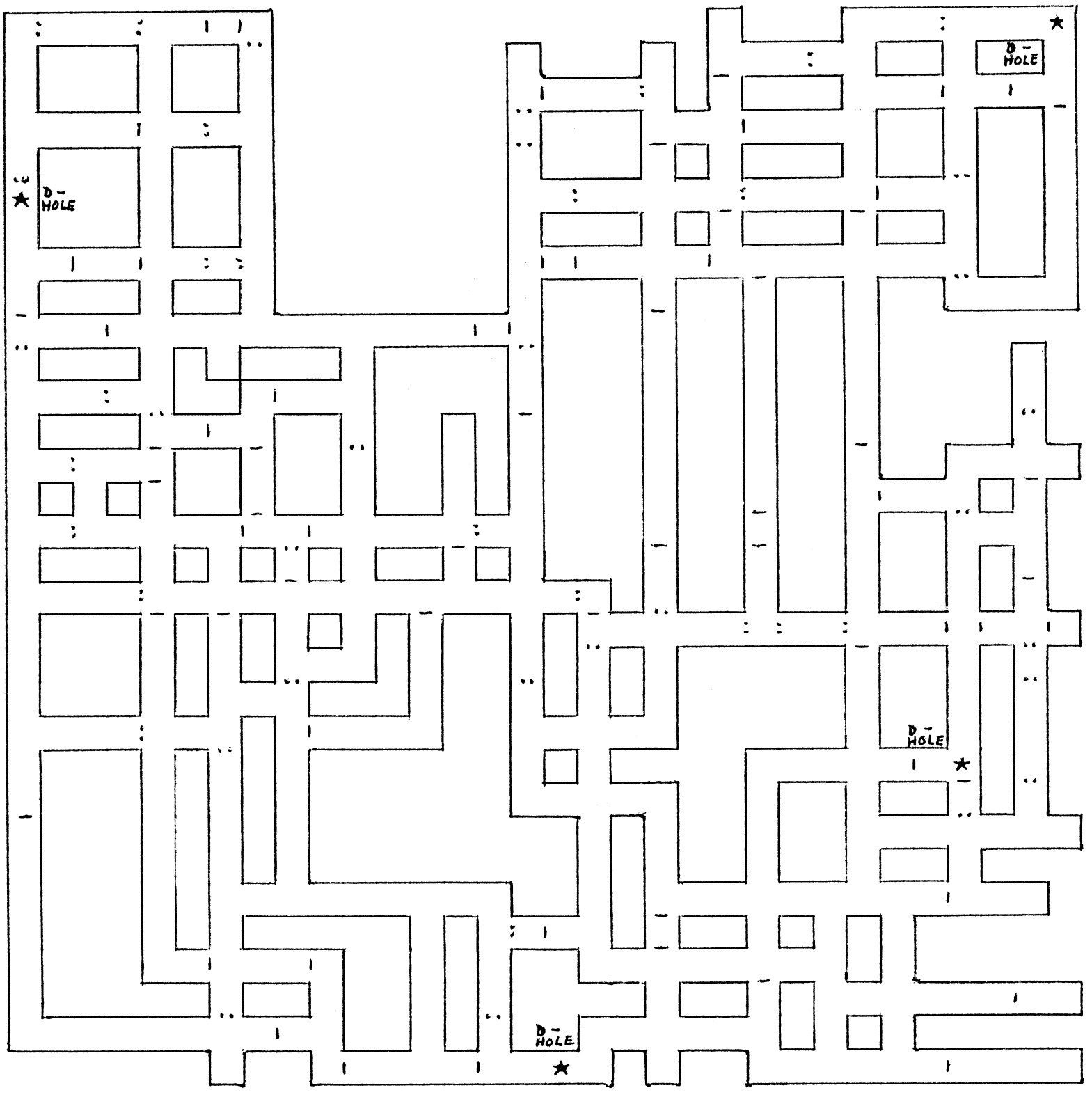
1st time	IR SW
4 KNIGHTs	9-11
6 GIANTs	2
4 BLOBs*	1
8 SCORPs	1

2nd time	IR SW
GOLDROG	22
3 KNGHTs:	1
3 GIANTs	1
SCORPION	1
WIZ IMAGE: 2	
any R or combo	
IR SW, useless	

Group 3	IR SW
4 GLDRGs	18-22
2 WRATHs	7
3 KNGHTs	6-7
5 KNGHTs	1-2
7 GNTs*	1
3 SCORPs	1
3 BLOBs*	1

DOD, 4TH LEVEL

OR – DOOR	: OR .. HIDDEN PASSAGE	★ DOWN HOLE



4th Level	G R	IR SW	M SH	EL SW	R
4 GLDROGs	–	24-27	18-21	5-6	2
7 WRAITHs	50+	7-10	3-7	1	1
5 KNIGHTs	50+	7-10	3-4	1	1
8 SCORPs	3	1	1	–	–

Objects Found					
EL	SW	M	SH	J	R
SE	SC	B	SH	A	F
IR	SW	W	SW	H	F
SO	T	LU	T	P	T
V	SC	TH	F		

1st time!	IR SW	M SH	EL SW
4 GOLDROGs	13-18	11-12	3
7 WRAITHs	5	3-4	1
5 KNIGHTs	5	1-2	1
8 SCORPs	1	1	1