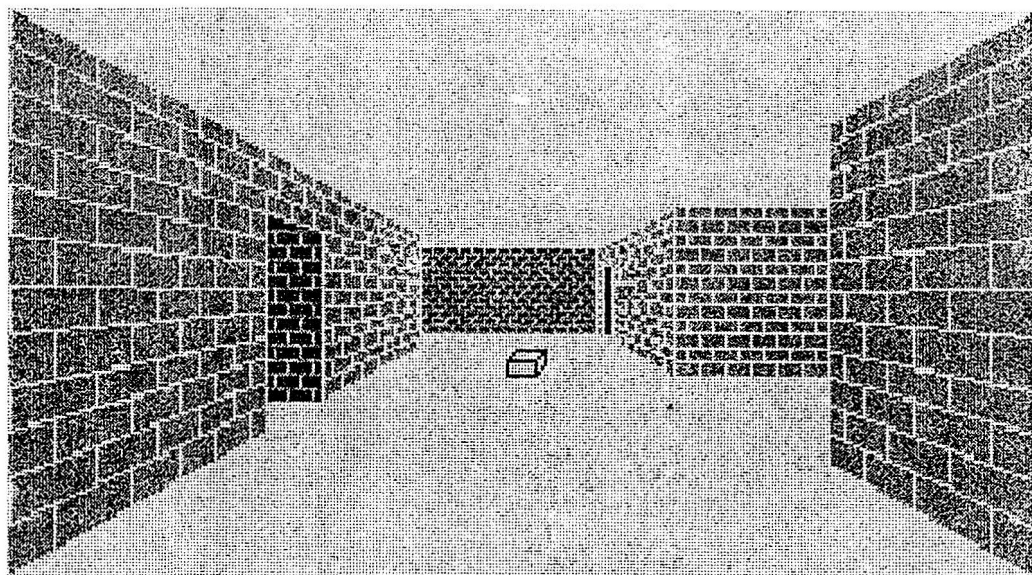


EXETER

A Dungeons & Dragons Experience

Color Computer 3



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Minimum System Req:
128k Color Computer 3

Operation Enhanced with 512k

:EXETER:

IT HAS BEEN WRITTEN THAT EXETER WAS ONCE A PEACEFUL AND PROSPEROUS LAND. THAT HAS ALL BUT GONE NOW THAT THE DRAGON AND ITS MANY DISGUSTING AND EVIL FOLLOWERS HAVE COME AND RAVAGED THIS MIGHTY LAND.

EXETER IS NOW A MERE SHADOW OF ITS FORMER SELF. THE MASTER WIZARD HAS TRAVERSED THE LAND IN SEARCH OF A POWERFUL AND PERSISTENT WARRIOR, WHO WILL COME TO THE RESCUE AND DESTROY THE DRAGON.

YOU HAVE BECOME THE WIZARDS CHOSEN ONE. IT IS UP TO YOU TO ATTEMPT THIS PERILOUS DEED. IF YOU WISH TO DECLINE, THEN VENTURE NOT FORTH AS YOU ARE NOT FIT TO CONTINUE.

THE ATTRIBUTES

STRENGTH AFFECTS THE PROBABILITY OF YOUR HITTING A MONSTER AND HELPS DETERMINE THE DAMAGE DONE.

INTELLIGENCE AFFECTS YOUR BARGAINING POWER WITH THE TRADER.

WISDOM ACCOUNTS FOR YOUR SEARCHING ABILITY.

DEXTERITY CONTRIBUTES TO YOUR DEFENSIVE ARMOUR CLASS.

CONSTITUTION AFFECTS YOUR HIT POINT TALLY.

HIT POINTS ARE A MEASURE OF INJURY YOU CAN SUSTAIN.

GOLD IS REQUIRED TO BARGAIN FOR GOODS FROM THE TRADER.

ARMOUR CLASS IS A MEASURE OF YOUR DEFENSIVE CAPABILITY AGAINST MONSTERS. THE LOWER THE BETTER.

THE MARKET PLACE

ENTER THE NUMBER OF YOUR CHOICE OF ITEM, THEN MAKE AN OFFER. THIS WILL WORK ON ALL EXCEPT FOOD, WHERE THE TRADER WILL ASK YOU HOW MANY UNITS OF FOOD YOU WANT TO PURCHASE.

COMMANDS

TO MOVE FORWARD USE THE UP ARROW. TO TURN LEFT USE THE LEFT ARROW. TO TURN RIGHT USE THE RIGHT ARROW. TO TURN AROUND USE THE DOWN ARROW.

IF THE NEED ARISES IT IS POSSIBLE TO JUMP TWO SPACES FORWARD BY HITTING THE "J" KEY.

IF YOU COME ACROSS A LADDER OR A HOLE YOU MAY USE THEM BY HITTING THE "X" KEY.

TO GET A WEAPON READY IN YOUR HAND HIT THE "R" KEY. HIT "A" TO ATTACK.

IN THE DUNGEON THERE ARE SECRET DOORS. THESE DOORS MAKE IT POSSIBLE TO WALK THROUGH, WHAT APPEAR TO BE, SOLID WALLS. IT IS POSSIBLE TO USE THE SEARCH COMMAND ("S" KEY) TO FIND THESE DOORS, AND DETECT OTHER SURPRISES THAT MAY OCCUR!

YOU WILL COME ACROSS MANY CHESTS IN THE DUNGEON. TO OPEN THESE CHESTS HIT THE "O" KEY.

THE "I" KEY WILL BRING UP THE "INVENTORY AND STATISTICS" SCREEN.

IF YOU DO NOT WANT TO DO ANYTHING IN A TURN THEN HIT THE SPACE BAR TO PASS.

(NOTE: A SUMMARY OF COMMANDS CAN BE FOUND ON THE BACK PAGE.)

SAVING AND LOADING GAMES

IT IS POSSIBLE TO SAVE A GAME, WHICH IS IN PROGRESS, TO DISKETTE BY TYPING "!".
TO LOAD A SAVED GAME TYPE ")".

HIT POINTS

YOUR HIT POINT NUMBER WILL INCREASE WITH THE EXPERIENCE YOU GAIN FROM KILLING MONSTERS. TO RECEIVE THESE HIT POINTS YOU MUST EXIT THE DUNGEON.

MONSTERS

THE MONSTERS ROAM THE DUNGEON WITH THE SOLE PURPOSE OF PROTECTING THE DRAGON AND WILL DO ANYTHING TO STOP YOU FROM GETTING TO THE DRAGON.

THE MONSTERS WILL GET STRONGER AS YOU DESCEND INTO THE DUNGEON, SO BEWARE!

IT IS NOW LEFT UP TO YOU TO SEEK OUT AND SLAY THE DRAGON.
THE END WE HAVE YET TO SEE...

To commence play, insert disk, close door and type:
RUN"EXETER <ENTER>

COMMANDS

- ↑ = Go Forward
- ← = Turn Left
- = Turn Right
- ↓ = Turn Around
- J = Jump Forward
- O = Open Chest
- X = Climb Ladder
- X = Go Down Hole
- A = Attack
- S = Search Ahead
- R = Ready Weapon
- I = Inventory
- Space = Pass
- | = Save Game
-) = Load Game