

# T TELENGARD

AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER DUNGEON ADVENTURE GAME

TM Reg. At. Pat.



COMPUTER GAME  
CASSETTE FOR:  
Commodore 64<sup>®</sup>, 64K  
Atari<sup>®</sup> 400 & 800, 48K  
TRS-80<sup>®</sup>, Models I & III, 32K  
PET<sup>®</sup> 2001, 32K  
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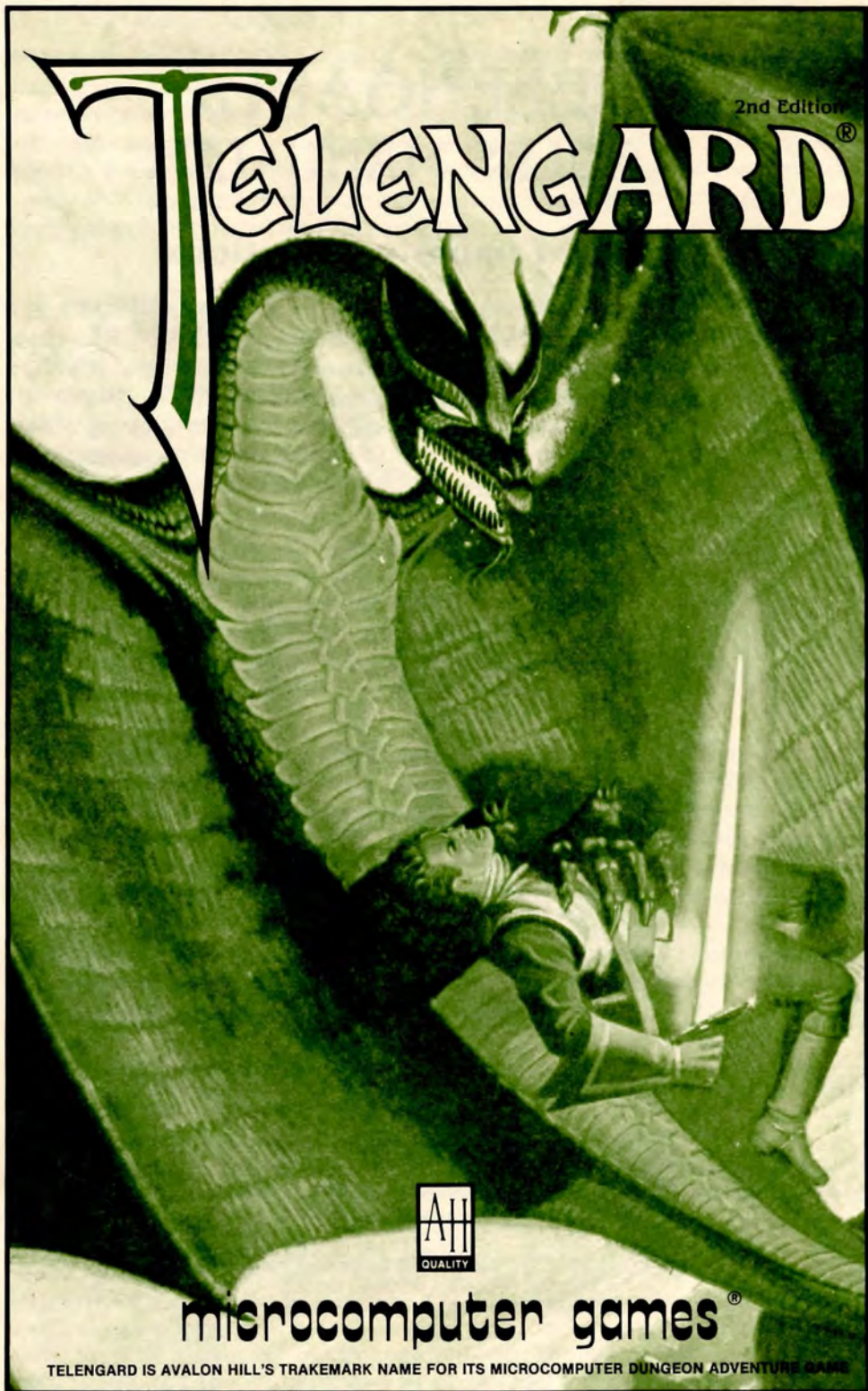
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*Heaton*

2nd Edition

# TELENGARD®



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TELENGARD IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER DUNGEON ADVENTURE GAME

# TELENGARD RULES MANUAL

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## 1.0 INTRODUCTION

Welcome to **TELENGARD**, brave adventurer! Many before you have descended into the harsh dungeon, never to be heard from again. A few have returned from the cruel labyrinth, telling tales of horror and despair—and also of great treasure and magic. Will you be another of the foolish ones, only to perish in the dark depths? Or one of the fortunate ones, able to vanquish the horrible monsters and return with great wealth and power? Only time and fate will tell . . .

1.1 **TELENGARD** is a computerized fantasy role-playing game. This means that by using your computer you control a character whose role YOU will assume. Your character will get the opportunity to descend into the depths of **TELENGARD**, and there you will be given the chance to battle fierce monsters and find gold and magically-enchanted items. Adventuring into the dungeon, time-after-time, you will grow stronger and gain new kinds of magical spells.

1.2 After the program is loaded (see sections 10 and 11 for loading instructions) the screen will ask:

**WOULD YOU LIKE TO  
(S)TART A NEW CHARACTER  
(R)EAD IN AN OLD ONE**

1.21 If you wish to start a new character, hit the **S** key and the screen will begin to display a series of six Character Attributes, each followed by a number from 3 to 18 (see section 2 for what these Attributes mean in terms of combat and survival). A new set of Attributes will be displayed periodically; hitting any letter key will "fast forward" the screen. Hit the **RETURN (ENTER)** key when you are satisfied with a set of Attributes.

After the stats are selected the player will be prompted to enter a name. Any name of seven characters or less is legal. Names longer than seven characters will be chopped off after letter seven.

NOTE: The beginner may type in **DEMO** at this point and the game will not be played in Real Time (see 1.4). It is not the same as the time-dependent game, but it is a good choice for a novice who is trying to learn the ins and outs of the commands.

1.22 If you wish to read in an old character saved on disk from a previous game, type in that character's name and **RETURN (ENTER)** for the computer to find the stored character. If the file is found the player's character will be placed at the dungeon location where he was saved from. If the character was saved in a surface Inn he will be deposited directly below the Inn. In addition it is possible to recall a dead character providing he has been saved at least once before and his name begins with SV. The character will be recalled with the same stats he had when last saved, not the stats he had when killed.

1.3 All new characters entering **TELENGARD** for the first time start at Experience Level 1 (see 2.11). It is up to you to advance your character to higher and more powerful levels. Your character is represented on the TRS-80, Apple and PET screen by an **X** symbol. The symbol used to represent your character on the Atari and Commodore screens can be found in section 6.5.

1.4 **REAL TIME:** It is imperative to understand that the adventure you are about to embark upon is played in Real Time. That is, you have a limited amount of time (about 5 seconds) to key-in a command before the computer will do one for you. It is critical therefore to be familiar with the basic commands (see section 3). It is also suggested that you refer to the list of commands on the back cover of this manual.

1.5 A game of **TELENGARD** consists of a number of Player Turns, limited only by a character's fate, your patience, or by a special agreement between multiple players. Furthermore, each Player Turn consists of two possible segments: the **ACTION** Phase and the **ENCOUNTER** Phase. In each Phase the player has certain commands at his disposal. The **ACTION** Phase marks the start of all Player Turns in the dungeon; the **ENCOUNTER** Phase occurs only if the character "encounters" something.

1.51 **The ACTION Phase:** In this phase the computer will prompt for the player to do some form of activity. The start of the **ACTION** Phase is marked by the appearance of the right-pointing cursor arrow below the dungeon graphic display. You now have five seconds to input a command (For commands you can give in the **ACTION** Phase, see 3.1).

1.52 **The ENCOUNTER Phase:** An Encounter will occur after all **ACTION** Phase activities are over if the character happens to find a Monster, Feature and/or Treasure in the dungeon space presently occupied. Note that it is not necessary to move in order to have an encounter (For Encounter Phase commands see 3.2).

## 2.0 CHARACTER ATTRIBUTES

Each character in **TELENGARD** is composed of six basic Attributes (2.12 through 2.17). The relative strength a character possesses in each of the different Attributes in addition to the character's Experience Level will determine that character's personality and abilities.

2.1 The **HIGHER** the number following the Attribute the better. Attribute numbers range from 3 to 18. A character's Experience Level is virtually unlimited. As always, the higher the number the better. The abbreviations in parentheses after the Attributes and such below are the abbreviations used in the stat chart on the computer screen.

2.11 **EXPERIENCE LEVEL (LVL)** All characters start at level 1. Due to gaining experience points by fighting monsters and recovering treasure a character's Experience Level may go up. See Experience Points (2.32) for the points necessary to advance to higher levels. The Experience Level characters can obtain is limited only by their prowess and daring.

NOTE: This is not one of the six Attributes.

**2.12 STRENGTH (STR)** A number from 3 to 18 describing a character's relative strength. This is used mainly to determine success during combat.

**2.13 INTELLIGENCE (INT)** A number from 3 to 18 which determines a character's relative intelligence. Intelligence is important in casting magical spells.

**2.14 WISDOM (WIS)** A number from 3 to 18 which measures a character's relative wisdom. Wisdom is important in casting healing spells and spells dealing with Undead Creatures (5.31).

**2.15 CONSTITUTION (CON)** A very important number from 3 to 18 which measures a character's relative constitution. This number is used to determine a character's original Hit Point total (see Hit Points, 2.2). The higher the number the more damage a character can absorb before being killed.

**2.16 DEXTERITY (DEX)** A number from 3 to 18 which measures a character's relative dexterity. This is used mainly to determine a character's success in running away from unwanted combat situations and avoiding pitfalls. The higher the number the more successful a character will be in evasion tactics.

**2.17 CHARISMA (CHR)** A number from 3 to 18 which measures a character's relative charisma. This is used mainly to determine certain creatures' reactions to a character.

**2.2 HIT POINTS (HP)** is a measure of a character's physical condition and is a very important concept in the game. When a character is out of Hit Points he can absorb he will die.

**2.21** At the start of the game a Level 1 character's Hit Points equals his CONSTITUTION number. As damage is inflicted on the character during the course of play the Hit Point total drops.

**2.22** If the character gets a chance to recuperate overnight in an Inn above the dungeon all lost Hit Points will be replaced. Furthermore, a Ring of Regeneration will restore a number of Hit Points equal to its "plus factor" each player-turn spent in the dungeon (see 7.5).

**2.23** Hit Points are expressed in a figure as: "Hit Points remaining/total Hit Points". Therefore, a figure such as 3/10 indicates a character with a constitution of 10 who has lost 7 Hit Points.

**2.24** As characters gain Experience Levels they will gain additional Hit Points.

**2.3 EXPERIENCE POINTS (EXP)** A character's experience is tallied through the use of Experience Points. Gaining Experience Points is the means by which a character advances to higher Experience Levels (see 2.11). There are two basic methods of gaining Experience Points: for every gold piece brought OUT of the dungeon and for every monster killed or "turned" away a certain amount of Experience Points are awarded. Additionally, characters may sometimes be given Experience Points by doing

such activities as drinking from a Fountain or sitting on a Throne, though it's certainly a risky procedure.

2.31 At certain Experience Point totals new levels are awarded to the character. When characters advance a level, they will gain additional Hit Points. Note, however, that characters may only advance one Experience Level at a time regardless of the number of Experience Points accumulated.

2.32 Experience Points needed for each level is as follows:

EXPERIENCE LEVEL	EXPERIENCE POINTS NEEDED TO ATTAIN
1	0
2	2000
3	4000
4	8000
5	16000
6	32000
7	64000
8	128000
9	256000
10	512000

(x2 for each additional level)

2.33 The number of Experience Points necessary to attain the next level after Level 2 is always twice the number that was necessary to reach the character's present level.

2.4 **SPELL UNITS (SU)** A measure of magical spell-energy available to the character. It costs one Spell Unit to cast a first level spell, three to cast a third level spell, etc.

2.41 When a character advances a level he will gain additional Spell Units.

2.42 Spell Units are represented on the stat table by a figure such as: "Spell Units remaining/total Spell Units". Therefore, a figure such as 2/3 indicates a character with a normal total of three Spell Units that has already used one Spell Unit. When a character has no more Spell Units left he will be unable to cast any spells.

2.43 Spell Units, like Hit Points, are replenished in full upon visiting a surface Inn.

2.44 Spell Units may also be acquired in the dungeon by drinking from a Fountain. Of course, it's risky.



### 3.0 THE COMMANDS

There are many commands available to a player throughout the turn. It is wise to be familiar with these commands as the game commences. The commands below are divided into commands that can be given in the ACTION Phase and commands that can be given in the ENCOUNTER Phase. Letters and words in bold type are the actual keys that must be punched.

**3.1 ACTION Phase Commands:** Following is a list of all the commands that may be input during the ACTION Phase:

**CAST SPELL**      The Character wishes to **CAST** a non-combat spell.  
**C**

NOTE: Spells can be cast in the ACTION or ENCOUNTER Phase. For a more detailed explanation of the basic spells, go to section 4. The screen will return to the "Ready State" (i.e. the appearance of the right-pointing cursor arrow) following a spell cast in the ACTION Phase.

**REPLOT**            A "Replot" of the screen will show what "duration" spells are still in effect beneath the dungeon graphic display. Replot is also helpful to check that a duration spell has been cast successfully. If a character moves, replot is automatic. If a "Stay" is used or is defaulted to, replot does not take place. A "duration" spell could run out and the character would be unaware of the fact. The screen will return to the "Ready State".  
**P**

**HELP**                A "Help" command will list the ACTION Phase commands at the player's disposal. Repeated hitting of the **H** key can be used to delay the game during the ACTION Phase. The screen will return to the "Ready State".  
**H**

**STAY**                A character elects to stay in the same dungeon spot presently occupied. This command automatically occurs if the character is a bit too indecisive. A "Stay" command will advance the turn to the ENCOUNTER Phase.  
**S**

NOTE TO APPLE AND ATARI OWNERS: The following commands require the player to HOLD down the "Control" (**CTRL**) key when hitting the other key. On the Commodore 64, use the Function Keys.

**STORE**                The "Store" Command will save a character on disc for later play. You may want to make a note of the character's name for recall purposes in case you can not later remember. The character will begin at the same spot he left off.  
**(CTRL)S**    Apple/Atari  
**(CLEAR)**    TRS-80  
**[F1]**         Com. 64  
**(HOME)**     PET

**STRENGTH**            The character will drink a magical Potion of Giant Strength, providing he has found one to drink. This will, for a duration, give the character super-human strength. This will return the screen to the "Ready State".  
**(CTRL)P**    Apple/Atari  
**G**             TRS-80  
**[F7]**         Com. 64  
**+**             PET

**HEAL**                 The character drinks a magical Potion of Healing (again, providing he has previously found one to drink). A Potion of Healing will automatically restore some or all of the character's lost Hit Points. The "Heal" command will return the screen to the "Ready State".  
**(CTRL)H**    Apple/Atari  
**U**             TRS-80  
**[F5]**         Com. 64  
**.**             PET



## RESCUE

**[CTRL]R** Apple/Atari  
**R** TRS-80  
**[F3]** Com. 64  
**/** PET

The character activates his magical Scroll of Rescue (providing he has one to activate). Reading the scroll, the character will be immediately deposited at the bottom of the stairway that leads up to the Inn from which all characters first start. It is important to note that when the scroll is used a character **MUST** drop all gold-value treasure presently held. The character may, however, take along all magical treasure items being carried. The screen will proceed to the ENCOUNTER Phase. Each Scroll of Rescue used (as each Potion of Giant Strength or Healing consumed) is automatically deducted from the character's stats.

## MOVE COMMANDS

The following commands will move a character one space in the dungeon. A character may always move through doors (thin lines), but not through walls (thick lines) without spellcasting. Any "Move" command (as well as "Stay") is followed by a possible Encounter. Note that all the Move commands are clustered about the **S** (STAY) key in their appropriate direction.



WEST

**A**

The Character will move one space towards the left if allowable.

NORTH

**W**

The character will move one space towards the top of the screen if allowable.

EAST

**D**

The character will move one space towards the right if allowable.

SOUTH

**X**

The character will move one space towards the bottom of the screen if allowable.

NOTE: Players owning a microcomputer with a separate Numeric Keypad may wish to use this for movement instead of the above-mentioned keys; **5** = STAY, **8** = NORTH, etc.

## ADDITIONAL MOVES

UP/DOWN

**U & D**

Characters starting their move in a stairway location will be given the option to take the stairway up or down to a different level, depending on the stairway's vertical connections. Additionally, the **ENTER (RETURN)** key is used to reenter the dungeon from an Inn or to enter a Grey Misty Cube.

QUIT

**Q**

The character, seeing his situation is hopeless, elects to quit the game the fast way. Suicide is painless in **TELENGARD**.

**3.2 ENCOUNTER Phase Commands:** There are three basic commands a character has at his disposal after encountering a ravenous monster. To survive in the dungeon, you must learn to think and act quickly during encounters or else . . .

**FIGHT**  
**F** The fearless character elects to battle the ugly creature in order to inflict enough Hit Point damage on the hulk to annihilate it. If the monster is not killed the fight will continue.

**EVADE**  
**E** The dexterous character chooses to evade the monster by attempting to flee. Providing the character is not "rooted to the spot", the screen will print the direction in which the character fled.

NOTE: After evading a monster an @ sign will appear on your screen to the left of the stat chart. This sign indicates how many dungeon spaces away the just-evaded creature is. The more you move the farther away you will get from the ugly beast; if you stay put it's likely to find you again.

**CAST**  
**C** The wise and clever character wishes to cast a spell upon the predator. If this option is taken, you will than be prompted with the question, "**WHICH LEVEL?**" spell you wish to cast. Enter a number from **1** to **6** (see 4.11). Remember, characters at Experience Level 1 or 2 may cast only level 1 spells.

NOTE: These three basic commands are situated directly to the right of the **W**, **D**, and **X** movement keys (see illustration on page 8).

**PICK UP ITEM**  
**(RETURN)**  
**(ENTER)** on TRS-80 In addition to the above three commands used during the ENCOUNTER Phase if the character comes across a monster in his path, the **RETURN (ENTER)** Key can be used to pick up any gold-value or magical Treasure item. Act quickly if you want it, or the words "**LEAVE IT**" will appear.

**3.21** Sometimes you will not get a chance to Fight, Cast or Evade. The encounter may be out of your control if something is stolen, the monster strikes first or you receive a gift. Stranger things may happen, too. Not all monsters are enemies.



## 4.0 THE SPELLS

Characters' life expectancies in the dungeon can be directly linked to their ability to cast spells. Spells can be used for a variety of purposes including help in thwarting a monster attack or aiding a lost adventurer. Characters' Intelligence and Wisdom play a part in determining their success in casting spells.

**4.1 SPELL LEVELS:** Magical spells are divided into six levels (1-6) of relative power. Each spell level also has six distinct spells (1-6). A character at Experience Level 1 or 2 has only the six level 1 spells at his disposal. As the character gains levels of experience (2.32) the use of higher (and more powerful) spells becomes possible. Note that spell levels do not necessarily correspond with a character's Experience Level.

4.11 Following is a chart showing the Experience Level a character must attain before being able to cast a spell of a certain level.

SPELL LEVEL	EXPERIENCE LEVEL NEEDED TO USE
1	1
2	3
3	6
4	9
5	12
6	15

4.12 Characters may always cast level one spells providing they have the necessary Spell Units available.

**4.2 SPELL UNITS:** Each spell cast uses a certain amount of Spell Units (see also 2.4) depending upon the level of the spell cast. It costs one Spell Unit to cast a level 1 spell, three Spell Units to cast a level 3 spell and so on.

4.3 Spells may be cast in **EITHER** the ACTION Phase or the ENCOUNTER Phase of a player turn by pressing the **C** (CAST) key. After striking the **C** key the screen will prompt for a number from 1 to 6 for the level of the spell the character wishes to cast. Once the spell level has been determined the computer will again prompt for a number from 1 to 6 for the actual spell of that level to be cast.

4.4 While spellcasting is going on the attacking monster is mesmerized by the character's posturing. As long as the player strikes a key periodically after entering a spell level the monster will be unable to attack. However, it will be waiting . . .

**4.5 DURATION SPELLS** and **COMBAT SPELLS:** It is helpful to realize that some spells are strictly "combat" spells (to be used when engaged in melee with nasty monsters) while most others are non-combat "duration" spells. Duration spells will last for a few player turns before their effect wears off and should generally be cast when NOT in combat. Still other spells, such as "Cure Light Wounds", fall in neither category.

4.6 Combat Spells are noted by the appearance of an asterisk (\*) before them in the Spell Descriptions and the **TELENGARD Spell Guide** on the back cover (page 24).

**4.7 SPELL DESCRIPTIONS:** Following is a list of the 12 different level one and two spells along with a brief description of each. Look on the back cover for a complete list of the spells. Effects and purposes of the higher level spells will be left for the brave warrior to find out in the course of play.

#### 4.71 LEVEL ONE SPELLS

- \* **MAGIC MISSILE** This spell is used to inflict damage upon an attacking monster. Throwing the deadly magic missile at an evil monster in the ENCOUNTER Phase will result in a certain amount of Hit Points absorbed by the monster.
- \* **SLEEP** When using this spell the character is attempting to mesmerize the attacking monster; that is, put the beast to sleep. If the monster snoozes you will then be given the chance to slay the poor deluded hulk before it realizes you are not such a nice guy after all. But be on guard—the monsters sometimes sleep lightly.

NOTE: This spell has NO effect on Undead creatures (see 5.3). Also, you may find that this spell works effectively even on very high level Living monsters.

**CURE LIGHT WOUNDS** Use of this incantation will quickly heal some of an ailing character's wounds.

**LIGHT** This spell enables a character to detect Features (6.0) in nearby dungeon spaces. Such Features are represented on the screen by white squares of light. A wise warrior never uses this spell when battling rabid monsters. Light is a Duration Spell.

- \* **TURN UNDEAD** The character is relying on his wisdom to attempt to banish ("turn" away) filthy Undead creatures that may be tormenting him. This spell has no effect on Living creatures.

**PROTECTION FROM EVIL** This spell provides the character with a measure of protection from the evil lurking in the dungeon. Protection From Evil will prevent a character's level from being drained by creatures such as a Specter or Vampire. This is another Duration Spell.

#### 4.72 LEVEL TWO SPELLS

- \* **WEB** The character attempts to throw a powerful web over the predator. If successful the character will then be given the chance to dispatch the helpless hulk. Just be careful not to cut the net while cutting its throat!
- \* **LEVITATE** When levitating, the character is floating above the surface of the dungeon floor. This can be useful in avoiding nasty pitfalls (pits are more dangerous the deeper you go). Levitate is a Duration Spell.

- \* **CAUSE LIGHT WOUNDS** This spell will inflict a certain number of Hit Points upon an attacking monster. Use it wisely.

**DETECT TRAPS** The noble adventurer is given the power to foresee and therefore avoid some of the hidden traps of **TELENGARD**. This is another Duration Spell.

- \* **CHARM** The warrior may find this incantation useful in taming a mad and troublesome monster. The Undead may resist your wiles.

**STRENGTH** This spell gives characters quick boosts in strength so that they might more effectively melee with evil creatures. This is similar to a Strength Potion. Strength is a Duration Spell.

## 5.0 THE MONSTERS

The monsters of **TELENGARD** are many and varied. All monsters, like the characters who trespass for their hides, have Experience Level ratings (see 2.11). Like a character's rating, the higher the number the more powerful it is. A level 76 Wraith is nothing to sneeze at. Monsters are represented on the TRS-80, Apple, Atari and PET screen by a # symbol. On the Commodore 64 screen you will find a unique symbol for each critter.

5.1 Whenever characters banish monsters (by killing it or "turning" it away) they will automatically be given a certain number of Experience Points. The exact number of points awarded is dependent upon two factors:

- 1) The overall rank of the monster relative to other monsters (see 5.4) and
- 2) The Experience Level of the monster.

The number of points received can be computed by the following formula:  
**(Experience Level of Monster) X (Rank of Monster X 10) = Experience Points awarded**

5.2 A monster's Experience Level rating will be displayed on the screen at the moment of encounter with the monster, as will the type of monster encountered.

5.3 **UNDEAD** and **LIVING**: It is crucial to realize that there are two very distinct types of monsters in **TELENGARD**: Undead monsters and Living monsters. Spells that work effectively on one type of monster will sometimes not even faze the other variety.

5.31 **Undead monsters** are vile creatures that have managed to live past their appointed hour of death due to some foul curse. They have no heartbeat, no breath; they do not sleep and cannot usually be charmed. You will no doubt find that they have not lost their appetite however! Undead monsters have a (U) after their name in the monster listings (5.4).

5.32 **Living monsters** are just that—living. They are normal creatures (if anything in **TELENGARD** can be called normal!) that eat—sometimes as if it's their last meal—sleep, drink and dance upon dead warriors' bodies. Living monsters have a (L) after their name in the monster listings.

5.4 **MONSTER LISTINGS**: Due to past warriors' reciting of their encounters, we are able to provide you with a list of the creatures you may contend with in the labyrinth known as **TELENGARD**. These brutish monstrosities are listed according to "rank", from the wimpiest Gnull to the most ferocious Dragon. Undead monsters have a (U) after their names; others are Living monsters.

1. **GNOLL** (L)

A sawed-off freak, not too tough but nasty nonetheless. Lowlife of the dungeon.



2. **KOBOLD** (L)

A close relative of the Gnoll, fond of pricking unwary adventurers with their cranial horn. Like a Gnoll, they like to hamstring you and slit your throat.



3. **SKELETON** (U)

Your basic rampaging bag of bones. No brains but will attack relentlessly until vanquished.



4. **HOBBIT** (L)

Not the nice type you're used to, this nimble little creature is definitely not to be trusted. He'd sooner make off with a magical item than have a confrontation.



5. **ZOMBIE** (U)

A newly-risen corpse, slightly cannier than a skeleton only because it's not completely rotted out.



6. **ORC** (L)

Sly, foul-smelling and not too nice. Orcs have taken a liking to munching on unwary travellers.



7. **FIGHTER** (L)

A competent mercenary out to make his fortune by dispatching you as quickly as possible and stealing your gold and valuables.



8. **MUMMY** (U)

A bandage-wrapped monster fresh from the crypt. More deadly than a zombie due to its more preserved state.



9. **ELF** (L)

A nimble and cunning threat. Elves fight well when forced to and are skilled at thieving as well.



10. **GHOUL** (U)

A creature with a rather tainted reputation for feasting upon corpses and robbing graves for meat. Beware—its touch can paralyze!



11. **DWARF** (L)

A brawny, tunnel-dwelling creature that feels right at home in **TELENGARD**. Skilled at using an axe to lop off heads; also known to pick pockets.



12. **TROLL** (L)

A nine-foot tall, loathsome man-eating brute you'd do best to avoid altogether.



13. **WRAITH** (U)

The undead spirit of a dead warrior out for revenge. Wraiths have been known to take away Experience Points, draining a character's Level.



14. **OGRE** (L)

A stocky, ill-tempered eight-foot hairy cousin of the giant. A vicious opponent that never gives mercy.



15. **MINOTAUR** (L)

An ugly result of cross-breeding between an Ogre and a large bull. Their breath alone can kill small dogs and feeble adventurers.



16. **GIANT** (L)

A grotesquely overgrown humanoid. Fond of fighting with a club or small tree. The Giants of **TELENGARD** are no pushover.



17. **SPECTER** (U)

Spirit of an ancient warrior king long dead. Like a Wraith, the Specter can drain a character's Experience Level. Beware!



18. **VAMPIRE** (U)

The most hideous and distasteful of the "Undead". Its touch can paralyze and its bite can drain a character's blood as well as his Level.



19. **DEMON** (L)

A foul beast summoned from the nether plains. Demons are armed with a deadly whip and a flaming sword. The sword's dangerous but the whip's worse!



20. **DRAGON** (L)

King of the nasties. Dragons like to barbecue young warriors with a small gust of their disagreeable breath. A good beginners tip is "Never fight a Dragon!"



## 6.0 THE FEATURES

The maze of **TELENGARD** is generously laced with unusual Features. These Features may be discovered during an ENCOUNTER Phase. Forget not that all Encounters are in Real Time—if you wish to investigate a Feature you must act quickly.

6.1 All Features (as opposed to Treasure, 7.0) are stationary. They may never be moved or picked up by the character.

6.2 Features of all types may be detected in adjoining dungeon spaces by casting one of the Light spells.

6.3 **FEATURE SYMBOLOGY:** On the TRS-80, Apple and PET the Features are represented on your screen by an abbreviation. This abbreviation follows the Feature's name in the Listing below. On the Atari and Commodore 64 the Features (and character) are represented instead by a graphic symbol. See section 6.5 for the Atari symbols. The symbols used on the Commodore 64 are self explanatory.

6.4 **FEATURE LISTINGS:** Following is a list of Features to be found in the depths of **TELENGARD**.

**GREY MISTY CUBE (GMC)** This Feature allows a character to magically transport himself to a new dungeon floor of his choice. But beware: the strange power that governs this wonder sometimes goes awry!

**ELEVATOR (ELE)** This strange platform will move the character to the next floor UP in the dungeon. This is a one-way ride.

**ALTAR (ALT)** A mysterious relic of the occult left behind by civilizations past. Penny pinchers and pagans beware!

**CIRCULAR STAIRWAY ( [ , ↑ or / )** A Circular Stairway allows a character to go up or down in the dungeon, depending on the stairway's vertical connections. One is located beneath each Inn above the **TELENGARD** dungeon.

**PIT (PIT)** Characters that enter Pits (willingly or not) will find themselves on the next lower level of the dungeon. Casting a Levitation spell is a convenient way of bypassing known Pits.

**GEM ENCRUSTED THRONE (THR)** A valuable relic from a long-expired kingdom squirreled-away by a dungeon beast. Upon encountering a Throne, the character is given several options; these are yours to experience at your own risk.

**TELEPORTAL (TPT)** Upon encountering one of these Features the character is automatically teleported to another dungeon location. These are consistently one-way and very tough to map. Lots of fun, too!












**FOUNTAIN (FTN)** A basin filled with mysteriously-colored liquids of many colors. These liquids can have a wide variety of effects. Drink and enjoy!

**SMALL BOX WITH BUTTONS (SAF)** Upon detecting one of these peculiar strongboxes, the character may attempt to open it by pushing the many brightly-colored buttons in the correct sequence.



**INN** (not actually a Feature, but we'll talk about it here anyway) Inns are located above all "up" Circular Stairways on dungeon level one. Characters entering an Inn will spend the night and regain all lost Hit Points and used Spell Units. In addition, characters automatically deposit all Gold upon entering an Inn and may advance to a higher Experience Level.

### 6.5 ATARI SYMBOLOGY KEY:

Character		Altar		Teleportal	
Monster		Stairway		Fountain	
Grey Misty Cube		Throne		Safe	
Elevator		Pit			

## 7.0 THE TREASURES

**TELENGARD** is liberally sprinkled with Treasures, magical and valuable. Treasures may be found by the wandering adventurer in any ENCOUNTER Phase. There are two types of Treasure: "Magical" Treasure and Treasure with a "Gold Value". Treasures are represented on the screen by a \$ symbol (except on the Commodore 64 where a glittering cache is to be found).

7.1 All Treasure may be picked up by a character in the ENCOUNTER Phase. There is no limit to the amount of magical items or gold an adventurer can "snarf"; your shopping bag is big.

7.2 If the player strikes the **RETURN (ENTER)** key within five seconds, the Treasure is added to the current character stats. Otherwise, the sometimes-dismaying message "LEAVE IT" appears. Furthermore, any key struck besides the **RETURN (ENTER)** and the character will ignore the item.

7.3 Treasures may sometimes occur one after the other. You have obviously found a large cache of a banished warrior. It can certainly give you a greedily gratifying feeling to scarf up seven Treasures in a row!

7.4 **"GOLD VALUE" TREASURE:** Silver, gold, gems and jewels all have a certain "Gold Value", displayed on the screen after the character has chosen to pick the Treasure up. All "Gold Value" Treasure will earn the character Experience Points equal to its value, but **ONLY AFTER DEPOSITED AT ANY INN ABOVE TELENGARD.** "Gold Value" Treasure can be found in piles of rubbish, Treasure Chests or laying about in discarded piles. Oh yes, the "Bank Accounts" of all Inns are connected by computer.

**7.5 "MAGICAL" TREASURE:** "Magical" Treasure items helpful to a warrior in the dungeon can be found strewn about the corridors and chambers of **TELENGARD**. It is important to remember that in the case of "Magical" items with a "plus factor" after them, whatever the value of the object collected will **REPLACE** the current value of the object carried (if any). For example, if a character has a **SWORD +5** and picks up a **SWORD +2**, the character will suffer a **LOSS** of three on sword power. Following is a list of the "Magical" Treasure a fearless roamer may discover in the dungeon:

**SWORD** A character so equipped will inflict more damage upon a monster during combat.

**ARMOR** Will help protect a character from beastly wounds.

**SHIELD** Acts like Armor. Will turn some Dragon flame, rather than roasting the wearer.

**ELVEN CLOAK** Will tend to camouflage a character from nasty creatures, sometimes allowing him to surprise the residents.

**ELVEN BOOTS** Will make characters more stealthy in the dungeon, improving their dexterity. Will also make characters more nimble during combat. "IT MISSED . . ."

**RING OF REGENERATION** Will replace a number of lost Hit Points per turn equal to its "plus factor."

**RING OF PROTECTION** Helps to defend a character from the evil beasts of the depths. A Ring of Protection will absorb a number of Hit Points equal to its "plus factor" during each round of combat.

**SCROLL OF RESCUE** When used, this item will deposit a character at the bottom of the stairway that leads up to the Inn from which he started. The Scroll can only be activated in the "Ready State", NOT during combat. See 3.1 for more on this fantastical item.

**POTION OF GIANT STRENGTH** The character, upon drinking this, will for a short while assume super-human strength. See section 3.1 for more on this.

**POTION OF HEALING** Upon drinking this brew a certain amount of lost Hit Points will be restored to the character. Again, see 3.1 for more specifics on this.



## 8.0 HELPFUL HINTS

All players will soon develop their own favorite strategy for exploring the mysteries of **TELENGARD**, but for those beginners who may wish to avoid unnecessary frustration a few "Helpful Hints" are now offered.

8.1 Play your first game under the **DEMO** name (see 1.21's NOTE) to avoid Real Time.

8.2 Get familiar with the Commands (Section 3; also, you may wish to use the back cover of this manual as a handy reference).

8.3 Choose a character with a hearty **CONSTITUTION** (see 2.15). Strength, Wisdom, and Intelligence are important as well.

8.4 You may find it wise to stick close to the surface Inns until you get advanced to Experience Level 2. If you want to explore, be sure you know the way back!

8.5 Don't foolhardily take on a Level 5 Dragon if you are still a lowly Level 1 character. In fact, don't even take on a Dragon. Heroes die young.

8.6 Don't pick up a +2 sword if you are already carrying a +5 one.

8.7 Learn to differentiate between Undead and Living monsters (5.3). It's important when casting combat spells against them.

8.8 Be familiar with which spells you have at your disposal (4.71). Also, learn which spells are combat spells and which are not (see 4.5). Note that the spells are listed on the back cover of this manual.

8.9 Perhaps most important of all, keep an eye on the number of Hit Points your character has remaining (2.2). Don't die needlessly!

## 9.0 MULTI-PLAYER GAME SUGGESTIONS

Even though **TELENGARD** is an exciting solitaire game, enjoyment of its challenge does not stop there. Following is a list of some possible multi-player scenarios. More variations are limited only by your imagination.

9.1 **TREASURE HUNT:** See which character can extract the greatest amount of "Gold Value" Treasure from the dark dungeon in a given amount of time, ½ hour for example. Only Treasure deposited at an Inn counts. Suggestion: upon making a deposit, note the amount presently "on account" in case your adventurer meets with an untimely death. Winner is the character with the largest account at game end.

**VARIATION:** allow a player to count gold extracted by ALL characters used, not just the one with the largest amount (assuming more than one was used).

9.2 **HIGH WARRIOR:** See which player can advance his character to the highest Experience Level in a given time period. In case of a tie, the character with the highest number of Experience Points wins. Suggest ¾ hour playing time.

**CAMPAIGN VARIATION:** Each player plays his character for a set number of ½ hour turns, saving his character at the end of the time period.

9.3 **BEAST SLAYER:** See which character can slay the most powerful beast in a given period. Use the Experience Points gained from the just-slayed monster to determine the "power" of the beast (see 5.1 for formula).

**VARIATION:** See which character can slay the greatest NUMBER of beasts in a given period. Also, you may find it interesting to limit the number of trips a character can make to a surface Inn instead of timing the game with a clock.

**9.4 THIRD LEVEL WARRIOR:** See who can advance a character to Experience Level 3 the fastest (timed with a clock). Novices may wish to play the scenario known as **SECOND LEVEL WARRIOR**.

**9.5 DEFYING DEATH:** Determine which player can keep his character alive the longest (timed with a stopwatch) on a specified lower level of the dungeon—say level 25 for starters. This scenario assumes the knowledge of location and use of a Grey Misty Cube on dungeon level one (there are a few).

**9.6 MAGIC EXTRACTOR:** Find out which character can find the most powerful (highest "plus factor") "Magical" Treasure item in a given period. Said item must be brought to a surface Inn in order to be claimed for victory purposes.

**VARIATION:** See which character can extract the MOST "Magical" items in a given period, possibly modifying the number extracted by their "plus factors".

**9.7 MAPPING THE DEPTHS:** See who can map the most dungeon spaces of a given dungeon level. Players may use more than one character in the given time period. Mapping suggestion: use graph paper.

**VARIATION:** Characters must bring their maps to surface Inns to "publish" them in order to be counted.

**9.8 DISCOVERER:** See which character can "map" and "publish" the most Features (6.4) on a given level of the dungeon in a specified period of play. To win, the character must "map" (i.e. record on paper) where the Features are located as well as the type of Features (so that he could retrace his footsteps to them) AND "publish" the discoveries by successfully bringing the map to a surface Inn.

**VARIATION:** Assign point values to the different Features in order of importance. Also, count any "blank" dungeon space mapped as 1/2 point.



## 10.0 CASSETTE LOADING INSTRUCTIONS

**10.1 ATARI® 800 CASSETTE:** TELEGARD is saved in three separate parts on the cassette tape. Lift the cartridge door on your Atari 800 computer and insert the COMPUTER LANGUAGE BASIC cartridge into the computer. Press the POWER switch on the side of the console ON. With SIDE ONE of the cassette up, put it into your Atari Cassette Recorder and press REWIND until the tape stops moving. Using the keyboard, type:

**CLOAD**

then press the **RETURN** key on the keyboard. You will hear one beep. Push PLAY on the recorder and press the **RETURN** key on the keyboard again. The recorder should start to move and the first part of the program will load. When the **READY** prompt again appears type:

**RUN**

and press the **RETURN** key. The title page will appear and the second (data) part of the program will begin to load. After the second part has loaded the computer will beep again and load the third (main) part of the program. After the third part of the program has loaded type:

**RUN**

press the return key, and the game will begin.

---

**10.2 TRS-80® CASSETTE:** The TRS-80 program is located on SIDE ONE after the Atari program (at approximately cassette counter number 245). By pulling out the EAR and MIC jacks on the recorder and listening to the tape, you can differentiate the Atari program from the TRS-80 program. Check that the volume control is set to the proper level (between 5 and 6 is normal). Press the PLAY button on the cassette recorder, and then type:

**CLOAD**

[for MOD III only, enter **L** after the **CASS?** prompt, then **CLOAD**]

and press the **ENTER** key on the keyboard. The cassette recorder should start to move and the program will load. This will be indicated by the flashing asterisk in the upper right corner of the screen. When the tape stops and the TRS-80 prints **READY** on the screen, type:

**RUN**

and press **ENTER** to start the game.

---

**10.3 COMMODORE 64® CASSETTE:** The Commodore 64 program is recorded in two parts on the cassette tape. Turn the tape over to SIDE TWO. Put the tape in your recorder and rewind to the beginning of the tape. When ready, type:

**LOAD"TELEGARD"**

press the PLAY button on the cassette player (and keep it down) and then the **RETURN** key on the keyboard. The screen will go blank and the tape will begin to move.

When the computer finds the TELEGARD program it will display on the screen **FOUND TELEGARD**. To load the program press the **COMMODORE KEY**. The screen will again go blank and the program will

load. After the program has loaded the **READY** prompt will appear. Type:

**RUN**

and press the **RETURN** key. The **TELENGARD** logo will appear and **CREATING MONSTERS** will be displayed. The screen will again go blank as the computer searches for the second (main) part of the program. When the computer finds the second part of the program it will display the logo again and the words:

**READY**

**LOAD"CAS TELENGARD",1**

**SEARCHING FOR CAS TELENGARD**

**FOUND CAS TELENGARD**

will appear at the bottom of the screen. Press the **COMMODORE KEY** and the main part of the program will load. When the program has loaded the game will start automatically.

---

**10.4 COMMODORE PET® CBM:** The PET program is recorded in two parts on SIDE TWO of the cassette tape after the Commodore 64 program (at approximately cassette player counter number 230). To load the program type:

**LOAD"TELENGARD"**

press the **RETURN** key on the keyboard and the PLAY button on the tape player. The first part of the program will load and the **READY** prompt will appear. Type:

**RUN**

and press the **RETURN** key. The opening logo will be displayed and after a few minutes the computer will start to load the second part of the program. After the second part of the program has loaded the game will begin automatically.

---

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## **11.0 DISKETTE LOADING INSTRUCTIONS**

**11.1 APPLE® DISKETTE:** To load your TELENGARD Apple Disk Insert the disk into Drive 1 and turn the system on. The program will boot automatically.

---

**11.2 TRS-80® DISKETTE:** Model I owners refer to 11.21; Model III owners refer to 11.22.

11.21 To load your TELENGARD TRS-80 Model I Disk insert the disk into your Disk Drive, turn the system on and the disk will boot automatically.

11.22 To load your TELENGARD TRS-80 Model III Disk, first convert the program to Model III format per the instruction in your DOS manual. To run the program from BASIC command level type:

**RUN"TEL"**

and press **ENTER**. The program will load and run.

---

**11.3 ATARI® 800 DISKETTE:** Insure that the BASIC cartridge is in the left hand slot of your computer. Then insert your TELEGARD Diskette into the Disk Drive. Now type:

**RUN"D:TELEN.BAS"**

and press **RETURN**. The game title will appear and the program will proceed to load automatically. **NOTE:** Leave the Diskette in the Disk Drive while playing the game.

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### **IF YOU CANNOT LOAD THE PROGRAM**

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

#### **Avalon Hill Microcomputer Games**

4517 Harford Road  
Baltimore, Maryland 21214

Defective software will be replaced.

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## **YOU NAME IT, WE GAME IT . . .**

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 100 games; including wargames, sports strategy and statistical replay games, power politics games, adventure and role-playing games, and games on fantasy and science fiction. For complete information with pretty pictures, write the factory and ask for a *complete game catalog*. See current parts price list for catalog price.

### **The Avalon Hill Game Company**

Consumer Relations

4517 Harford Road, Baltimore, MD 21214

## **QUESTIONS ON PLAY**

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.





# TELENGARD

## COMMAND KEY

### ACTION PHASE COMMANDS

	CAST SPELL	<b>C</b>		
	RELOT	<b>P</b>		
	HELP	<b>H</b>		
	STAY	<b>S</b>		
	QUIT	<b>Q</b>		
	Apple/Atari	TRS-80	Com. 64	CBM
STORE	[CTRL]S	[CLEAR]	<b>F1</b>	[HOME]
STRENGTH	[CTRL]P	<b>G</b>	<b>F7</b>	+
HEAL	[CTRL]H	<b>U</b>	<b>F5</b>	*
RESCUE	[CTRL]R	<b>R</b>	<b>F3</b>	/

### MOVE COMMANDS

WEST	<b>A</b>
NORTH	<b>W</b>
EAST	<b>D</b>
SOUTH	<b>X</b>

### ENCOUNTER PHASE COMMANDS

FIGHT	<b>F</b>
EVADE	<b>E</b>
CAST SPELL	<b>C</b>
PICK UP ITEM	<b>ENTER/RETURN</b>

## TELENGARD SPELL GUIDE

### LEVEL 1

- \*1 Magic Missile
- \*2 Sleep
- 3 Cure Light Wounds
- 4 Light
- \*5 Turn Undead
- 6 Protection From Evil

### LEVEL 2

- \*1 Web
- 2 Levitate
- \*3 Cause Light Wounds
- 4 Detect Traps
- \*5 Charm
- 6 Strength

### LEVEL 3

- \*1 Lightning Bolt
- 2 Cure Serious Wounds
- 3 Continual Light
- 4 Invisibility
- \*5 Hold Monster
- \*6 Phantasmal Force

### LEVEL 4

- 1 Pass Wall
- \*2 Fireball
- \*3 Cause Serious Wounds
- \*4 Flesh to Stone
- 5 Fear
- \*6 Finger of Death

### LEVEL 5

- 1 Teleport
- 2 Astral Walk
- \*3 Power Word Kill
- \*4 Ice Storm
- \*5 Wall of Fire
- \*6 Plague

### LEVEL 6

- 1 Time Stop
- 2 Raise Dead
- \*3 Holy Symbol
- 4 Word of Recall
- 5 Restoration
- \*6 Prismatic Wall



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This game is also available for other microcomputer systems.

# TELENGARD

TELENGARD IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER DUNGEON ADVENTURE GAME

**Nobody** knows who built the great underground labyrinth called **TELENGARD**. Some say that the souls that perish there feed some unspeakable demon. Others say that it is a testing ground for wizards and warriors.

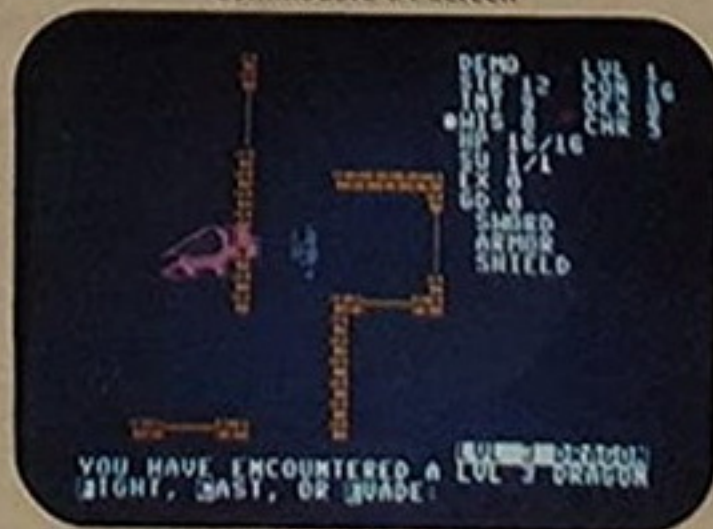
**TELENGARD** even allows you to save your character for later play so that you can go eat dinner and come back. You can lose your spouse, your job, some of your marbles, and a lot of sleep.

The sunken levels of **TELENGARD** are as ancient as the dragons and trolls that roam them, as modern as its noiseless elevators and as advanced as its teleport booths. Its very existence is a mystery; its owners or creators are unknown.

It is an enigma, a maze, a treasure chest, an arena . . . and it is also a quick death for the unwary.

It is . . . **TELENGARD**.

Commodore 64 screen



**TELENGARD** is ready to run on your: Commodore 64®, 64K Memory; Atari 800® with BASIC, 40K; TRS-80® Mod. I/III, 32K; and PET® 2001, 32K.

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Even the most seasoned of fighters sometimes do not return from the nethermost levels of the dungeon. But, like gamblers, even the most successful of adventurers return again and again down into the circular stairways and tomblike corridors of **TELENGARD**, risking their very lives for gold, treasure and magical powers.

**TELENGARD** is a solitaire game between you and your microcomputer. However, it may also be played as a competition between two or more players. Like a deck of cards, there is virtually no limit to the number of ways the game may be played . . . You can compete to see who can advance his character up to level three the fastest, you can "roll" until you get a character with a high special ability for spellcasting or charm, or you can just go to see who can "snarf up" the most gold in a given time.