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THE LAST FRIENDLY DRAGON OF OLD EARTH HAS BEEN IMPRISONEDIN THE OLD DARK CAVES BY A GROUP OF EVIL WIZARDS AND THIER ALLIES.
YOUR MISSION IN THE OLD DARK CAVES IS TO RESCUE THE FRIENDLY DRAGON THEREBY RESTORING PEACE AND HARMONY TO YOUR WORLD. THERE ARE RUMORS OF RICHES TO BE FOUND ALONG THE WAY AND OF CREATURES OF DAZZLING COLOR AND VERY POOR

MANNERS. THERE ARE STORIES OF FOUNTAINS,CHESTS OF GOLD AND MAGIC. WHO KNOWS, SOME OF THEM MAY BE TRUE. THERE IS A CAVE IN THE DISTANCE IF IT BECKONS ENTER NOW OLD DARK CAVES VERSION 2.

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REQUIRES TI-99/4A, EXTENDED BASIC,32K MEMORY
EXPANSION AND DISK DRIVE.

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LOADING AND RUNNING OLD DARK CAVES VERSION 2

l)INSERT THE DISK ENCLOSED IN DRIVE 11 AND SELECT EXTENDED BASIC. THE GAME WILL AUTOMATICALLY LOAD AND RUN. IF YOU
ARE ALREADY IN EXTENDED BASIC MODE TYPE: RUN "DSKl.LOAD".

2.WHEN THE LOAD PORTION IS DONE A SHORT TUNE WILL PLAY.
THE DISPLAY WILL READ "INSERT GAME DISK". AT THIS TIME INSERT THE SECOND DISK MARKED "GAME" AND PRESS ENTER.YOU WILL NOT NEED TO SWAP ANYMORE DISKS.

3.AFTER INSERTING THE "GAME" DISK PRESS "ENTER". THE SCREEN WILL DISPLAY: 1.START A NEW GAME
2.CONTINUE AN OLD GAME

**** 1.START A NEW GAME ****

THE PROGRAM WILL ROUTE TO THE DARK CAVES STORE. HERE YOU

CAN SELECT THE LEVEL OF DIFFICULTY, SELECT A CHARACTER TRAIT AND BUY ITEMS FOR USE IN THE CAVES.

DIFFICULTY LEVEL: THIS AFFECTS STARTING GAME VARIABLES

SUCH AS POWER,GOLD ETC.

CHARACTER TRAIT: GIVES YOU GREATER INITIAL ABILITY IN

A GIVEN AREA. EXAMPLE; THOSE WITH GREATER MAGIC ABILITY START OUT WITH GREATER POWER IN
THIER AMULETS BUT LESS RANGE AND
ACCURRACY WHEN USING WEAPONS.

BUYING GOODS AT THE DARK CAVES STORE: YOU MAY PURCHASE
ONLY ONE SWORD AND ONE SUIT OF ARMOR AT THE STORE. THE MORE

EXPENSIVE ITEMS ARE THE BEST, OFFERING GREATER PROTECTION OR DAMAGE CAPABLITY. IT IS RECOMMENDED THAT YOU PURCHASE

FOOD AND FIREBALLS WHILE HERE, YOU WILL NEED BOTH.

PRESS "9" WHEN FINISHED TO ENTER THE UPPER CAVES.....

**** 2.CONTINUE AN OLD GAME ****

DO NOT USE THIS OPTION UNTIL YOU HAVE ACTUALLY SAVED A GAME.
DO NOT USE UNTIL YOU HAVE REVIEWED THE SECTION ON SAVING AND
LOADING OLD GAMES. IF YOU HAVE SELECTED THIS OPTION IN ERROR
TYPE "XXXX" AND PRESS "ENTER" TO RETURN TO THE SELECTION MENU.

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THIS PROGRAM HAS BEEN FURNISHED UNPROTECTED TO INSURE YOUR INVESTMENT

IN IT. IT IS RECOMMENDED THAT YOU HAKE A BACKUP COpy FOR YOURSELF......

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TRAVELLING IN THE CAVES (NO MONSTERS PRESENT)

1.USE THE ARROW KEYS TO MOVE.(E,S,D,X)

2.PRESS THE "0" KEY TO BRING UP YOUR MAGIC UTILITY SCREEN.
SELECT THE NUMBER OFF THE MENU THAT CORRESPONDS TO WHAT
YOU WISH TO DO. THE SAVE GAME FEATURE OF OLD DARK CAVES
IS OPERATED FROM THIS MENU.

3.PICKUP TREASURE CHESTS AND GOBLETS BY WALKING OVER THEM.

WHEN MONSTERS PRESENT (COMBAT AND STUFF).DISPLAY SHOWS "YOUR TURN"

1.USE THE ARROW KEYS TO MOVE,(E,S,D,X). YOU ARE ALLOWED TO
MOVE UP TO 5 TIMES. YOU CAN USE WEAPONS,MAGIC ETC AT ANY
TIME DURING THE 5 TURNS AND THEN IT IS THE MONSTERS TURN.
THE MONSTERS WILL NOT RESPOND UNTIL YOU HAVE EITHER MOVED
5 TIMES OR USED ONE THE OPTIONS SHOWN BELOW.

2.PRESS THE "0" KEY TO HIT WITH YOUR SWORD.

3.PRESS THE "F" KEY TO LAUNCH A FIREBALL.

4.PRESS THE "1" KEY TO SEE IF THE MONSTER WILL LEAVE IN
EXCHANGE FOR SOME GOLD.

S.PRESS THE "2" KEY TO BRING UP YOUR BATTLE MAGIC MENU.

MOST OPTIONS ARE SHOWN ON THE BOTTOM LINE OF THE SCREEN WHEN NEEDED.

NOTE: AFTER FINDING THE SORCERERS AMULET AND ADVANCING TO THE LOWER CAVES AN ADDITIONAL MAGIC SCREEN IS PROVIDED WITH 4 NEW SPELLS. NO DETAILS AVAILABLE ON WHAT THESE MIGHT DO.

MONSTERS OPTIONS IN COMBAT. DISPLAY READS "CREATURES TURN"

BEING AN EOUAL OPPORTUNITY ADVENTURE GAME, THE CREATURES OF
OLD DARK CAVES ALSO HAVE OPTIONS IN COMBAT. THEY CAN ALSO MOVE AND ATTACK IN WAYS THAT ARE APPROPRIATE TO THIER SPECIES. IT IS UNWISE TO ASSUME THAT YOUR OPPONENT IS STUPID. SOME SPECIES MAKE DECISIONS IN A FASHION NOT UNLIKE HUMANS. THIS IS ESPECIALLY TRUE IN THE LOWER

CAVES. TO A DEGREE, HOW YOU BEHAVE WILL AFFECT HOW YOU ARE TREATED.

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MANY FACTORS INFLUENCE GAME PLAY. THE MOST IMPORTANT VARIABLES ARE CONSTANTLY DISPLAYED AND UPDATED ON THE LOWER PORTION OF THE SCREEN. THE FOLLOWING IS A LIST OF THESE ITEMS AND A DESCRIPTION OF WHAT THEY REPRESENT:

POWER

THIS IS THE INDICATOR OF YOUR CHARACTERS HEALTH AND ABILITY TO WITHSTAND ATTACK FROM MONSTERS. IF YOU DEFEAT A MONSTER IN BATTLE, YOUR POWER IS INCREASED BY A FACTOR DETERMINED BY THE STRENGTH OF THE MONSTER YOU HAVE DEFEATED.

FOOD

FOOD IS CONSUMED DURING YOUR TIME IN THE CAVES. IF YOUR SUPPLY
OF FOOD FALLS TO ZERO THEN POINTS WILL BE DEDUCTED FROM YOUR POWER LEVEL. IF YOUR SUPPLY OF FOOD REACHES ZERO AND YOUR POWER LEVEL REACHES ZERO THEN YOU WILL HAVE STARVED TO DEATH AND THE GAME WILL END. YOU CAN FIND FOOD IN TREASURE CHESTS OR PURCHASE SOME FROM THE CAVE TRADER.

GOLD ~
GOLD IS USEFULL FOR BUYING ITEMS FROM THE CAVE TRADER AND HAS VALUE WHEN DEALING WITH SOME OF THE CAVES INHABITANTS. TO SOME GOLD IS A MEASURE OF SUCCESS IN ITS OWN RIGHT. ONLY 255 PIECES OF GOLD CAN BE CARRIED FROM THE UPPER CAVES TO ELVIS OGRES STORE OR FROM HIS STORE TO THE LOWER CAVES.

ARMOR

ARMOR LESSENS THE IMPACT OF A MONSTERS BLOWS IN COMBAT. IT IS A HIGHLY RECOMMENDED PURCHASE. SOME MONSTERS DESTROY ARMOR. YOU CAN PERFORM LIMITED ARMOR REPAIR YOURSELF BUT THE CAVE TRADER HAS MORE SKILL AT THIS SORT OF THING.

MONSTR/MONHIT

HONSTR IS AN INDICATOR OF THE NUMBER OF HIT POINTS A MONSTER HAS. MONHIT IS AN INDICATION OF HOW HARD YOU CAN BE HIT. DURING BATTLE THE DISPLAY ALTERNATES THESE VALUES. THE SPECIAL ATTACK CAPABILITIES OF SOME MONSTERS ARE NOT SHOWN. DO NOT RELY ON THIS IN PLACE OF COMMON SENSE.

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SWORD

THE STARTING HIT CAPABILITY OF YOUR SWORD IS DETERMINED BY WHICH SWORD YOU HAVE PURCHASED AT THE DARK CAVES STORE. HITS WITH YOUR

SWORD ARE SCORED AS A HIT,MISS OR GLANCING BLOW. WITH EXPERIENCE YOUR PERCENTAGE OF HITS WILL TEND TO INCREASE. SOME MONSTERS CAN WEAKEN YOUR SWORD THROUGH MAGIC OR FLAMES.

FIREBALLS

FIREBALLS ARE YOUR LONG RANGE WEAPON. THE AMOUNT OF FIREBALLS YOU START WITH IS DETERMINED BY HOW MANY YOU BOUGHT AT THE DARK CAVES STORE. THE DISTANCE YOU CAN HURL A FIREBALL IS DICTATED BY YOUR EXPERIENCE IN BATTLE. LOSS OF EXPERIENCE THROUGH MAGIC OR CERTAIN THINGS DRUNK AT FOUNTAINS CAN REDUCE YOUR RANGE AND ACCURRACY. IN EXTREME CASES THEY CAN BE RENDERED VIRTUALLY USELESS.

AMULET

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YOU ARE GIVEN AN AMULET WHEN THE GAME BEGINS. THE AMULET CONTROLS YOUR ABILITY TO USE MAGIC SPELLS AND CONTAINS A LIMITED AMOUNT OF

CHARGES. AS YOU USE MAGIC SPELLS, THE POWER NEEDED TO USE THE SPELL IS DEDUCTED FROM THE CHARGES LEFT IN THE AMULET. THE AMULET GAINS POWER GRADUALLY AS YOU MOVE FROM CAVE TO CAVE. THE AMOUNT OF POWER REQUIRED TO CAST A PARTICULAR SPELL VARIES ACCORDING TO THE MAGIC EXPERIENCE OF THE USER. TREASURE CHESTS MAY CONTAIN MAGIC, ALSO FOUNTAINS. THE CAVE HEALER CAN RECHARGE YOUR AMULET FOR A PRICE.

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KBYS

A KEY IS REQUIRED TO ADVANCE TO ANOTHER LEVEL OF THE CAVES. KEYS ARE ALWAYS GAINBD BY DEFEATING A MONSTER IN BATTLE.WHEN FOUND THE KEY WILL APPEAR ON THE SCREEN AND WILL STAY THERE UNTIL USED TO OPEN THE DOOR TO THE NEXT LEVEL.

FOUNTAINS

THERE ARE FOUNTAINS LOCATED IN THE CAVES. DRINKING FROM FOUNTAINS CAN RESTORE A WEARY ADVENTURERSHEALTH AND MAGIC. THEY COULD ALSO CONTRIBUTE TO BARLY TERMINATION OF YOUR GAME. THE CHOICE IS YOURS.

TREASURE CHESTS

TREASURE CHESTSCAN BE FOUND THROUGHOUT THE CAVES. PERIODICALLY A HONSTER DEFEATED IN BATTLE WILL LEAVE A CHEST. THEY MAY CONTAIN GOLD,FOOD,MAGIC AND OTHER USEFULL THINGS. SOME CONTAIN TRAPS WHICH ARE NOT CONSIDERED AN ASSET.

GOBLETS

GOBLETS CAN ALSO BE FOUND IN THE CAVES. GOBLETS ALWAYS CONTAIN A

POTION. POTIONS HAVE MANY ATTRIBUTES, SOME OF THEM QUITE POSITIVE. IT IS DIFFICULT TO TELL A GOOD POTION FROM A BAD ONE AS THE LIQUID IS COLORLESS. THERE IS ALWAYS ONE WAY TO FIND OUT.................

**** SORCERERS AMULET ****

SIX PIECES OF THE SORCERERS AMULET HAVE BEEN PLACED IN THE CAVES BY THE EVIL WIZARDS. YOU MUST FIND ALL SIX TO ADVANCE TO ELVIS OGRES STORB AND THB LOWER CAVES. A RUMOR HAS IT THAT FIVE PIECES ARE HIDDEN IN THE CHESTS LYING ON THE CAVE FLOOR. NOBODY SEEMS TO KNOW THB LOCATION OF THE SIXTH.

SNAKES (BITUS POISONOUS)

SNAKES ARE UNIQUE TO THB UPPER CAVES. SPECULATION HAS IT THAT THEY WERE IMPORTED INTO THE CAVES TO PREVENT ANYONE FROM FINDING THE PIECES OF THE SORCERERS AMULET THEREBY ALLOWING THE EVIL WIZARDS TO RULE THE LOWER CAVES WITHOUT INTERFERENCE. WHAT IS KNOWN FOR SURE IS THAT THIER BITE CAUSES SLOW AND PAINFULL DEATH TO THE UNWARY. FORTUNATELYTHE CAVE HEALER SELLS A CURE FOR THIS AND A POTION HIGHT WORK.

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INHABITANTS OF THE LOWER CAVES

THE LOWER CAVES ARE A VERY DANGEROUS PLACE. YOU CAN EXPECT TO RUN

INTO FIRE DRAGONS,IMPS,VAHPIRE SLIMES,YELLOW TROLLS,GREY OGRES, AND WIZARDS HERE. ALL OF THESE CREATURES CAN INFLICT A GREAT AHOUNT OF DAMAGE. IT IS RUMORED THAT MANY WIZARDS CAN DEFY EVEN DEATH. WIZARDS ARE CAPABLE OF CASTING THE DREADED FIREFLAHE SPELL WHICH CAN TURN MOST ADVENTURERS INTO FRENCH FRIES. THERE MIGHT ALSO BE A FEW OTHER SPECIES HANGING AROUND THE LOWER CAVES WAITING TO MEET YOU, BUT YOU
SHOULD EXPECT THIS. BEING A HERO WAS NEVER EASY.

A FEW SUGGESTIONS AND HINTS

1.REMEMBER THAT SOMETIMES RUNNING IS BETTER THAN FIGHTING AND THAT A LITTLE KINDNESS CAN PROVIDE LARGE RETURNS. FEW WHO CHOOSE ONLY
TO FIGHT WILL SURVIVE HERE VERY LONG.

2.MAGIC IS THE KEY. LEARN YOUR SPELLS AND USE THE POWER OF YOUR
AMULET WISELY. TO BE TRAPPED IN THE LOWER CAVES WITH NO POWER LEFT TO PERFORM HEALING IS AN INVITATION TO DOOM.

3.0BSERVE YOU OPPONENTS IN BATTLE,A MONSTER WITH A VERY HIGH LEVEL OF ARMOR PROTECTION MAY NOT BE HURT BY THE SWORD BUT COULD BE VULNERABLE TO FIREBALLS OR SPELLS. DO NOT SHOOT FIREBALLS AT THE

FIREDRAGONS, THEY EAT THEM FOR SNACKS.

4.IT IS A GOOD IDEA TO MAP OUT THE CAVES AS YOU TRAVEL.

5.A CERTAIN SPELL YOU POSSESS CAN PREVENT THE WIZARDS FIREFLAHE FROM HARMING YOU.

6.REMEHBERS THE GNOMES FINAL WORDS AND REFLECT ON THEM. THEY HAVE GREAT IMPORTANCE.

7.TRY TO ENTER ELVIS OGRES STORE WITH 250 PIECES OF GOLD SO YOU HAVE

ENOUGH TO STOP AT CAVE MEDICAL,INC. THE HEALERS HERE ARE CAPABLE OF GIVING YOU UP TO 250 POWER.(i£ you have the gold)

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CAVE TRADER

A TRADERHAS SET UP SHOP IN THE CAVES. HE SELLS A NUMBER OF ITEMS
AND TENDS TO HAVE MORE INVENTORY THAN HE CAN KEEP TRACK OF. SOME
ITEMS ARE LUMPED INTO PILES SUCH AS "SURPLUS,MAYBE JUNK." IF YOU
CHOOSE TO PURCHASE THESE ITEMS YOU COULD END UP WITH SOME USELESS STUFF. YOU CAN ALSO FIND II! YOU CAN OOFO @@@! YOU OW! \\\11' YOU (excuse us, needed to replace the writer who was just bitten by a snake.)
CAVE HEALER

THERE IS A HEALER IN THE CAVES. GOOD GUY TO FIND IF YOUR SNAKE-BIT
OR YOUR AMULET NEEDS RECHARGING. HEALERS ARE ONLY FOUND IN THE UPPER
CAVES AS MOST PEOPLE DO NOT SURVIVE LONG ENOUGH IN THE LOWER CAVES TO REQUIRE ONE. NOTE: THE LOWER CAVES TRADER PROVIDES SOME HEALING, ALTHOUGH HE CHARGES A LOT, CONSIDERS IT HAZARD PAY.

TRAPS

YES,THERE ARE SOME TRAPS HERE. TRY TO AVOID THEM IF POSSIBLE.

MAGIC

THIS IS A FAIRLY OBSCURE AREA AND NOT EASILY DESCRIBED. EXPERIMENT
AND LEARN IS THE BEST ADVICE WE CAN OFFER.

ELVIS OGRES PLACE

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EVERY BATTLE WEARY ADVENTURERSTOPS OFF AT ELVIS OGRES PLACE BEFORE RESUMING HIS QUEST IN THE LOWER CAVES. ELVIS WAS QUITE FAMOUS AS A MUSICIAN IN THE UPPER WORLD BUT THE PRESSURES OF PUBLIC LIFE MADE HIM RETURN HOME TO THE CAVES WHERE HE HAS SETUP A-STORE. AS A REMINDER OF OTHER TIMES AND OTHER PLACES HE HAS INSTALLED A BLACKJACK GAME AS A DIVERSION FOR THOSE WHO STOP BY. ON A MORE PRACTICAL NOTE, YOU MIGHT TRY TO WIN SOME GOLD PLAYING BLACKJACK SO YOU WILL BE ABLE TO PURCHASE SOME OF THE BETTER WEAPONS AND ARMOR WHICH ARE OFFERED AS THE MAXIMUM AMOUNT OF GOLD YOU CAN TAKE WITH YOU WHEN YOU LEAVE THE UPPER CAVES IS 250 PIECES. ALSO, DEPENDING ON THE LEVEL OF EXPERIENCE YOU HAVE GAINED IN THE UPPER CAVES YOU MAY NOT HAVE THE QUALIFICATIONS NECCESSARY TO TO WIELD SOME OF THE BETTER SWORDS OR ARMOR TYPES THAT ARE AVAILABLE.

YOU CAN ONLY CARRY 255 PIECES OF GOLD INTO THE LOWER CAVES SO GAMBLE IF YOU CHOOSE AND BUY THE BEST ITEMS YOU CAN. IN THE CASE OF GOLD AT LEAST, YOU CANT TAKE IT WITH YOU.

THE LOWER CAVES AND THE DRAGONS STONE

WHEN THE FRIENDLY DRAGON WAS CAPTURED BY THE EVIL WIZARDS THEY ALSO TOOK AWAY THE DRAGONS STONE OF POWER ROBBING HIM OF ANY CHANCE TO ESCAPE. THIS STONE ALLOWS THE DRAGON TO FLY AND DO OTHER THINGS THAT DRAGONS ARE KNOWN FOR. YOU CAN FIND THE FRIENDLY DRAGON WHO IS KNOWN TO BE HELD CAPTIVE ON LEVEL SIX, BUT IT WILL NOT HELP UNTIL YOU HAVE RECOVERED THE DRAGONS STONE AND HAVE BROUGHT IT TO THE FRIENDLY DRAGON.

IN TYPICAL WIZARD FASHION THEY HAVE BROKEN THE STONE INTO 5 PIECES, 4 OF THE PIECES HAVE BEEN HIDDEN IN CHESTS AND THE FIFTH WAS GIVEN TO A CREATURE OF ILL REPUTE. BEFORE HE WAS KILLED A MESSAGE WAS SCRAWLED ON A CAVE WALL BY A BRAVE GNOME "TRUST THAT WHICH SHOULD NEVER BEI$$$**** *(-1/1". HE WENT ON TO GNOME HEAVEN BEFORE HE COULD FINISH.

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SAVING AND LOADING OLD GAMES, FILE PROCEDURES

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OLD DARK CAVES IS PLAYED IN TWO HAIN SECTIONS. THESE HAVE BEEN DESCRIBED AS THE UPPER AND LOWER CAVES. THE UPPER CAVES CONSIST OF LEVELS 1 TO 3. THE LOWER CAVES CONTAIN LEVELS 4 TO 6. ALL GAMES SAVED IN THE UPPER CAVES HAVE BEEN ASSIGNED THE PREFIX "DSKl.UPPER" GAMES SAVED IN THE LOWER CAVES HAVE THE PREFIX "DSK1.LOWER". YOU HAY ASSIGN ANY NUHBER YOU WISH TO THE END OF EACH PREFIX TO ALLOW

IDENTIFICATION OF YOUR SAVED GAMES. EXAMPLES; "DSK1.UPPERIO",..... "DSK1.LOWER20" ETC.
SAVING A GAME

YOU CAN SAVE A GAME AT ANY TIHE WHEN YOU ARE TRAVELLING IN THE CAVES AND NO MONSTERS ARE PRESENT. PRESS THE "0" KEY TO BRING UP THE UTILITY HAGIC SCREEN AND SELECT THE SAVE GAME OPTION. DIRECTIONS ARE SHOWN ON THE SCREEN.

LOADING IN AN OLD GAME

PRESS ITEM 2 ("CONTINUE AN OLD GAME") ON THE DARK CAVES TITLE
SCREEN. THE PROGRAM WILL RESPOND WITH "ENTER FILE NAME". IF YOU WISH

TO LOAD IN A GAME FILE THAT WAS SAVED IN LEVELS 1 TO 3, TYPE "UPPER" AND PRESS ENTER. THE UPPER CAVES SECTION WILL BE LOADED IN. FOLLOW THE SAME PROCEDURE FOR LEVELS 4 TO 6 EXCEPT TYPE "LOWER". WHEN THE

PROGRAM SEGMENT YOU HAVE SELECTED HAS LOADED, INSTRUCTIONS WILL BE DISPLAYED ON THE SCREEN. FOLLOW THESE TO LOAD IN YOUR FILE.
NOTE YOU CANNOT LOWER AN "UPPER" SAVED GAME INTO THE LOWER CAVES OR VISE VERSA THE COMPUTER WILL GO INTO A LOOP AND YOU WILL HAVE TO r- REBOOT.

GAME OVER

IN THE EVENT THAT YOU SHOULD LOSE A GAME, YOU HAVE TWO OPTIONS. WHEN THE GAME OVER DISPLAY APPEARS PRESS "Y" TO BEGIN AGAIN OR "N" TO END THE GAME. THE PROGRAM SAVES A MEMORY IMAGE OF YOUR PLAYER WHEN YOU
ENTER THE CAVES. IF YOU CHOOSE TO PLAY AGAIN YOU WILL BE RESTORED TO
LEVEL ONE IN THE UPPER CAVES OR LEVEL FOUR IN THE LOWER CAVES.
YOU WILL BE RESTORED TO THE ORIGINAL CONDITION YOU WERE IN WHEN
YOU STARTED. ALL KEYS OR THE SORCERERS AMULET OR THE DRAGONS STONE WILL BE REPLACED IN THE CAVES SO YOU WILL HAVE TO FIND THEM AGAIN.

SOHE ACKNOWLEDGMENTS

! WISH TO THANK THOSE WHO EITHER PURCHASED OR OFFERED COMMENTS ON THE FIRST VERSION OF THIS PROGRAM. MANY OF THE COMMENTS AND SUGGESTIONS I RECIEVED HAVE BEEN INCORPORATED INTO THIS VERSION. THANKS ALSO TO
HILLERS GRAPHICS WHO HAVE KINDLY ALLOWED HE TO INCORPORATE ONE OF THIER ASSEHBLY LANGUAGE ROUTINES INTO THIS PROGRAM.

. . . . WARRANTY INFORMATION.................................

THIS WARRANTY COVERS MALFUNCTION DUE TO DEFECTIVE MATERIALS OR CONSTRUCTION. THIS WARRANTY IS VOID IF THE SOFTWARE HAS BEEN SUBJECT

TO ABUSE,ACCIDENT OR NEGLECT AND IS IN EFFECT FOR 90 DAYS FROM DATE
OF PURCHASE.

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