

Your mission is to search through the Dungeons of Doom and return with the Amulet of Yendor (or die in the attempt).

For protection you have some armour, your trusty enchanted mace and a bow with a quiver full of arrows, for food you have provision for just one meal.

As you descend the dungeon you will find more food, better armour and weapons left behind by previous unsuccessful seekers for the Amulet. You will also find hidden treasure, gold pieces, magical items, potions, rings and scrolls that will help you in your ultimate goal, the quest for the Amulet itself.

But between you and your goal there are many fearsome monsters and fiendish traps that will challenge all your skills. If you succeed you will join the Guildmaster's Hall of Fame, if you fail future adventurers will collect useful items from your remains.

PLAYING THE GAME

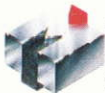
After the title screen appears hit any key to start play. You will be asked to enter your name. A menu appears, offering you the choice of starting play, selecting a joystick, which also starts play, or loading a saved game.

At the bottom of the screen the following information is displayed.

- Hits — the number of hits that you can take before dying, with your maximum in brackets.
- Strength — the higher this is the better, with the maximum in brackets, altered by magic etc.
- Armour — the protective value of your armour, the higher the better.

Beneath this there is an area for messages.

The main part of the screen displays a map of the dungeon level you are on, this builds up as your knowledge of the dungeon increases. Down the right hand side of the screen is a separate area that depicts your pack.



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MASTERBONZO



You control play with the cursor. To move position it in the main dungeon area and press fire and you will walk directly towards it, until a wall impedes your progress. Position it over one of the four commands, UP, DOWN, SEARCH or REST and you will do just that, obviously you need to be at the foot of some stairs to go up, and at the top of stairs to go down. Searching will tell you if there are any hidden traps or objects in the square you are in or any of the eight surrounding squares. If the cursor is over one of the objects in your pack then you will be given a menu of options, type the first letter of the option you want.

You cannot wear two sets of armour at once, and wielding a weapon, unwields any other. It does help if you wield the bow before you try to shoot arrows.

Objects are picked up when you walk over them, provided your pack is not full. If it is you will need to drop, eat or wear something.

Monsters will fight you whenever they are stood next to you, though you can kill them at a distance by shooting arrows at them or zapping them with a wand.

To save a game type G.

LOADING INSTRUCTIONS

SPECTRUM - Type LOAD " " and press RETURN.

AMSTRAD - 464: Press CNTRL and small ENTER.

664/6128: Type TAPE and press RETURN, press CNTRL and small ENTER.

ROGUE – AMSTRAD

FRENCH

AMS 464: Appuyez sur CNTRL et la petite touche ENTER.

AMS 664/6128: Tapez ITAPE et appuyez sur RETURN, puis appuyez sur la petite touche ENTER.

GERMAN

AMS 464: Drücken Sie auf CNTRL und die kleine ENTER-Taste.

AMS 664/6128: Tippen Sie ITAPE, drücken sie RETURN und dann die kleine ENTER-Taste.

ITALIAN

AMS 464: Premere CNTRL ed ENTER minuscolo

AMS 664/6128: Battete ITAPE premere RETURN, quindi premere ENTER minuscolo.