

The  
Dungeon Master  
Editor

by  
Edward Penman

incorporating

The Way of the Firestaff

*SOFTEX*



# Dungeon Master

## The Way of the Firestaff

The Word of Those who have gone before

In its short time on the U.K. software market Dungeon Master has already acquired something of a cult following. "The Way of the Firestaff" is a collection of useful information, tips and most important of all, maps of Theron's dungeons. This information has been provided by a large number of people, some from 'yet-to-be-heroes' who are still playing the game and some from the valiant who have slogged their way through the perils of the deepest dungeons to finish the game and achieve their desire.

Remember that this information has been gathered whilst actually playing the game and so cannot be guaranteed to be accurate or totally exhaustive under all circumstances (after all, taking notes while you are fighting off sundry nasties can be a hair-raising and rather frustrating experience!). Also, we are only giving tips - you must solve the game.

In this, the revised version, the maps are now fully accurate due to the tireless efforts of the Master of the Black Arts, Edward Penman. Centuries of study of the arcane in his Londinium *Book of Magick* and hours of poring through strange flat, square scrolls resulted in the *Editor Spell*, the amazing magic which reveals the secrets of Theron's Dungeons.

As you move down into the dungeon, the monsters that you meet will increase in nastiness and display an increasingly frustrating reluctance to die. Most monsters may be killed by physical force, magic or using the facilities of the dungeon itself.

Physical force involves weapons or hand-to-hand. DO make sure that you are close enough for the weapon you are using

to reach and DO make sure that you have your weapons in the correct hands. Throwing your bow instead of shooting an arrow could be fatal! Practice is essential so that your skill level will improve. As your skill level increases so will your repertoire of techniques for that particular weapon. For example, with a sword, 'parry' and then 'chop' will be added to 'swing' as your skill increases. A successful hit is indicated by a star (reminiscent of the Batman T.V. series) flashing up in place of the weapon box, the number inside the star indicating the effectiveness.

Magic, like fighting skills, must be practiced in order to reach higher levels of mastery so that more powerful spells may be cast. Try and have spells and potions already prepared and ready for instant use. Remember also that potions require a flask in the action hand and that certain objects can increase the power of your spell. Spells are often attuned to priests or wizards and so will be easier for that type of character but don't be fooled into thinking that because you have successfully cast a new spell once that you will succeed every time from now on - only more practice will ensure that.

Make sure that you learn the light spell early in the game because there are never enough torches. The light can be made brighter and longer-lasting by increasing the power of the spell. The power of the spell is increased by selecting a higher value (counting from left to right in the spell box) as the first symbol. The same is true for any spell (all of the examples in the List of Spells have the lowest power as the first symbol) but will require more Mana as the power is increased.

The 'facilities' of the dungeon are the doors, gates and pits. Monsters can usually be killed by luring them under a door or gate and dropping it on them - this is great fun but be careful, occasionally one can slip through! Monsters can also be lured onto a hidden pit and disposed of that way, but beware, because they can often come back up again, usually behind you and when you aren't looking - they have no sense of fair play.

As you move around the dungeon it is a good idea to turn sideways and peek around corners before proceeding - monsters may be lurking out of sight. Sleeping is fairly safe

on the first two levels but lower down it may be interrupted by monsters intending to put you to sleep permanently! Some security is given by sleeping in a room with the doors closed, just try not to get trapped!

## The Denizens of the Dungeon

Mainly for the benefit of newcomers to the world of adventuring we have given some tips on the monsters likely to be encountered on the first few levels. We will leave you to find out about those in the lower levels.

**Screamers** - Looking something a miniature oak tree, these monsters are fairly easy to kill. They are also edible so if you find a room where they keep returning (and there is one) remember it - it's your supermarket!

**Mummies** - Again fairly easy to kill but they are not edible, thank goodness. (Well, would you want to eat something 2000 years old?). They can be dangerous if you meet up with a group of them and the sound they make as they attack is unmistakable. They can also move quite quickly when they come after you.

**Rock Monsters** - These nasties move very slowly but can still be very dangerous because we only know of two methods of killing these mobile rock piles : leading them back to a pit, or to a gate and dropping it on them. Unfortunately, this can take a while. The other method involves throwing a fireball at the same time as they rear up. This is emotionally very satisfying but is also extremely DANGEROUS! One adventurer claims that you can kill them if you keep hitting them enough times but no-one we know of has been rash enough to verify this. Medium power poison gas spells are also reputed to be effective.

**Blue Monsters** - These characters are about as pretty as a Rock Monster but with a disposition considerably worse. They use clubs as weapons and they hurt if they hit you. A fireball is pretty effective against them and allows you to stay out of range of their clubs. The clubs are left behind when they are killed.

**Giant Flying Insects** - Don't waste time admiring their gauzy prettiness, get in first or you'll be sorry. They sting but are fairly straightforward to kill. They are not edible.

**Worms** - These are nasty pieces of work. They can move very quickly at close quarters and are very deadly. Attacking from the front is usually very painful - play dirty and attack their rear if you can. Make sure that you have had plenty of practice so that you can cast powerful spells.

**Sneak Thief** - This funny-looking chap is not dangerous at all but he is a king-size pain in the neck. He will steal all your weapons and treasures and unless you catch him quickly they will be strewn all over the dungeon. Collecting them again is a nuisance.

**Ghosts** - Since ghosts are non-material objects, hiding behind a gate or door is pretty much a waste of time and trying to drop a gate on them has about the same effect. The scrolls give hints on how to deal with non-material entities.

**Triffids** - These look something like an animated leek but require caution since they can flick pellets of venom at long range. As with the snakes (below) keep lots of anti-poison potions handy.

**Winged Snakes** - Some people call these nasties "Dragons" but we reserve this title for the "main man" lower down. These snakes are fast-moving and several attempts may be necessary to dispose of them.

### The Maps and Spells

Please note that the orientation of our maps is not always the same as that shown in the *Dungeon Master Editor*. The orientation of our maps is correct in maintaining direction - e.g. when going down stairs.











In the *List of Spells* we show numbers rather than symbols as they are easier to remember this way.

We hope that "*The Way of the Firestaff*" will help you to live a little longer and enjoy the game to the full. Good Luck!

# The Way of the Firestaff

## The Source of all Magic

### Potions

- |   |  |   |                          |
|---|--|---|--------------------------|
|  | 1153 - Wisdom potion                                   |  | 1154 - Vitality Potion   |
|  | 1352 - Dexterity Potion                                |  | 1451 - Strength Potion   |
|  | 1655 - Mana Potion!                                    |  | 125 - Anti-Poison potion |
|  | 115 - Magical Protection Potion                        |  | 12 - Health potion       |
|  | 11 - Stamina potion                                    |   |                          |
|  | 161 - Venom potion (Throw it - the flask is destroyed) |   |                          |

### 4 Symbol Spells

- 1152 - Marks your footprints
- 1325 - Lets you see through walls etc.
- 1326 - ? Invisibility Spell ?
- 1335 - Some sort of Fireball
- 1345 - Long-lasting light
- 1454 - Party Fireshield (Same effect as wand)
- 1546 - ? Makes room darker
- 1635 - Zo Kath Ra Spell (You pick it up!)

### 3 Symbol Spells

- 114 - Magical Party Protection
  - 152 - Anti-Material
  - 151 - Poison Bolt
  - 144 - Fireball
- 
- 131 - Poison gas cloud

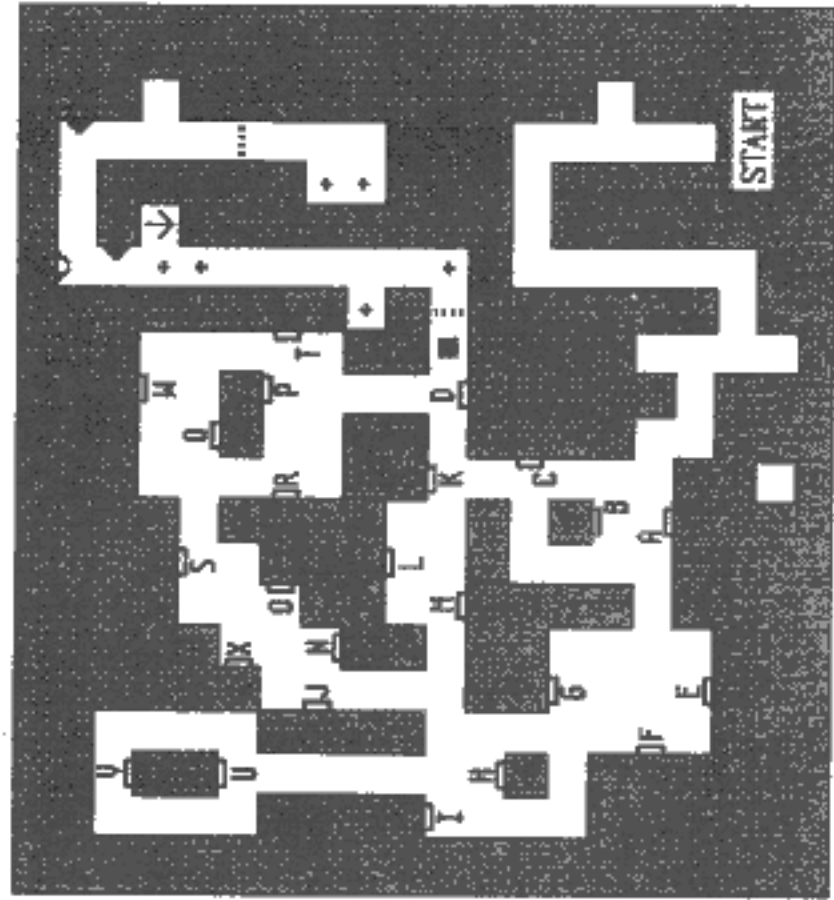
### 2 Symbol Spells

- 16 - Anti-matter spell (Opens some doors)
- 14 - Light spell

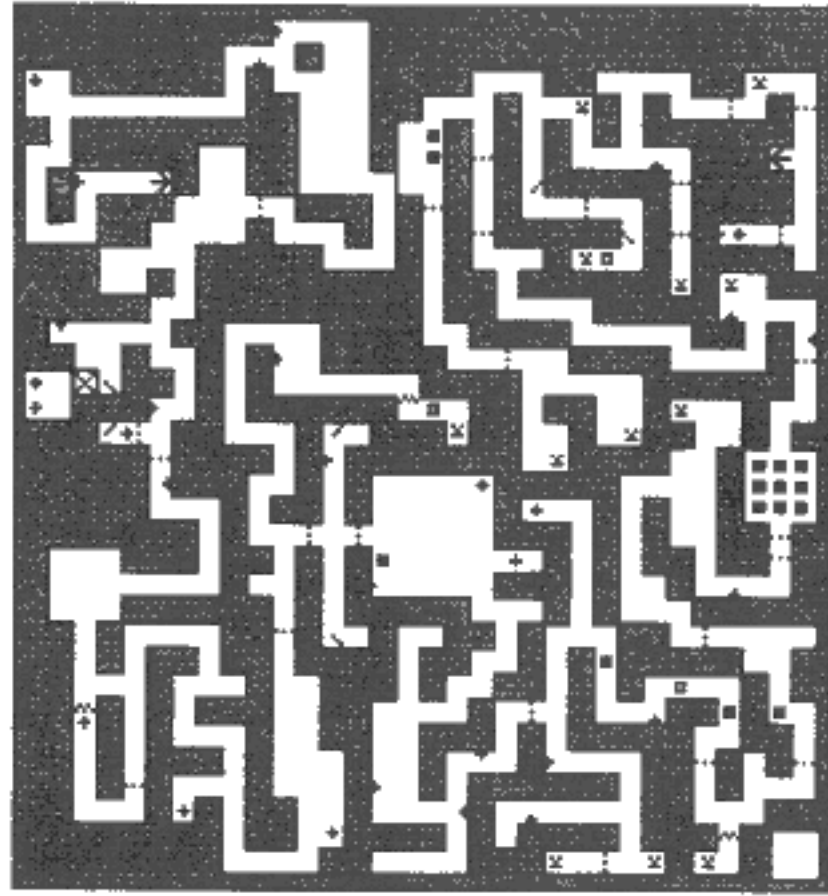
The first number/symbol is power which can be altered.  
All potions require an empty flask in action hand.

Dungeon Master Level 1

The Hall of Champions

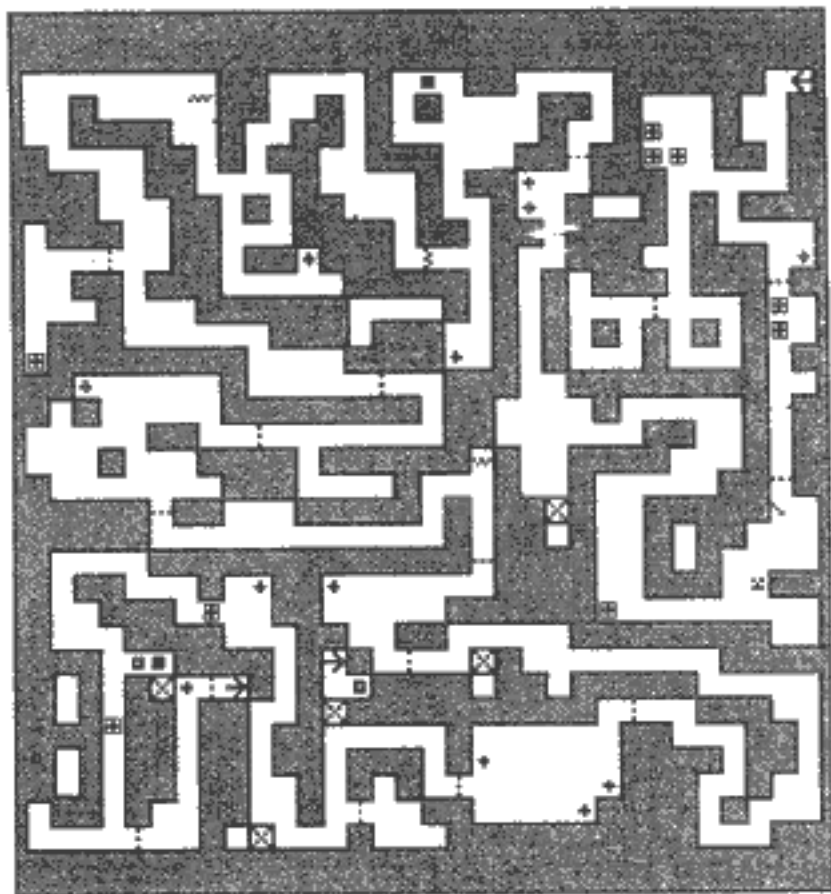


Dungeon Master Level 2

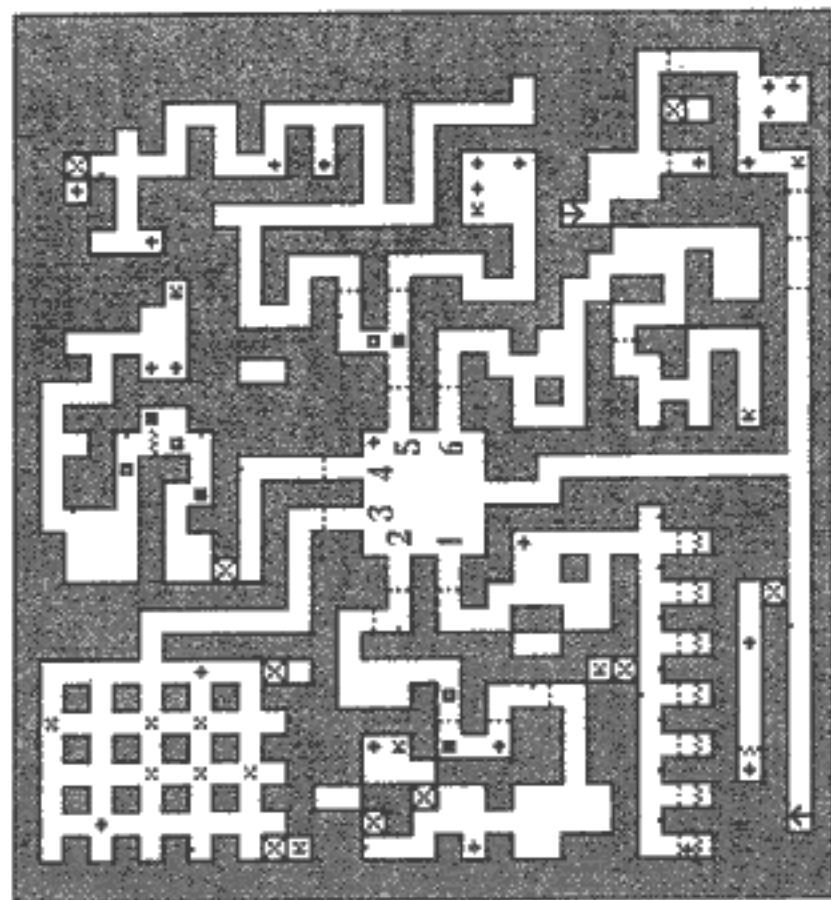




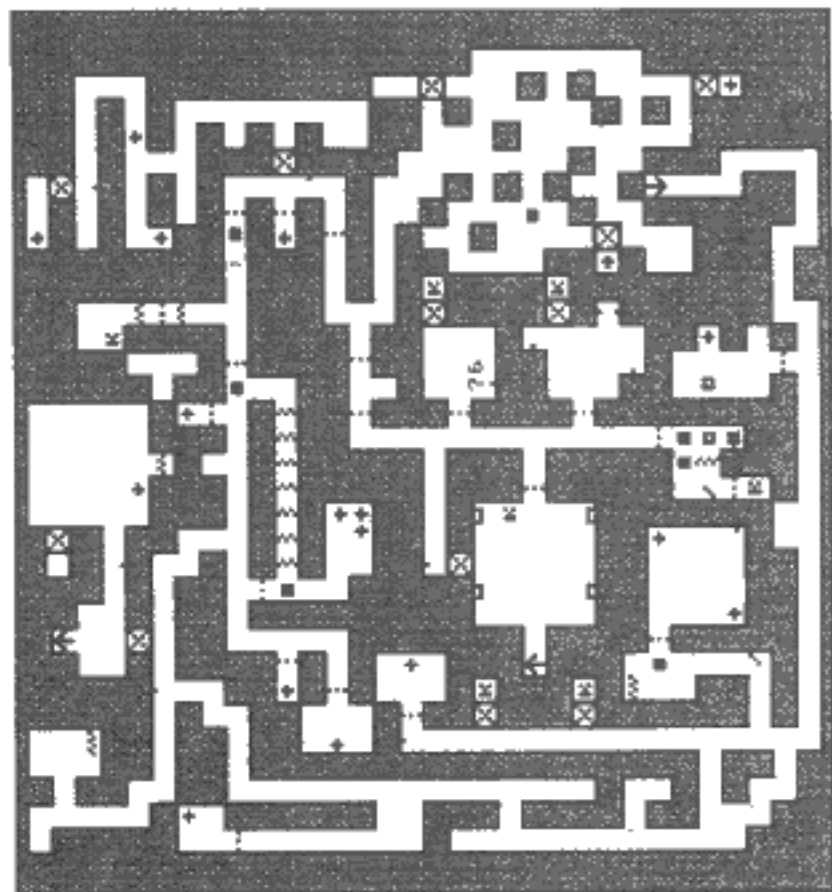
Dungeon Master Level 4



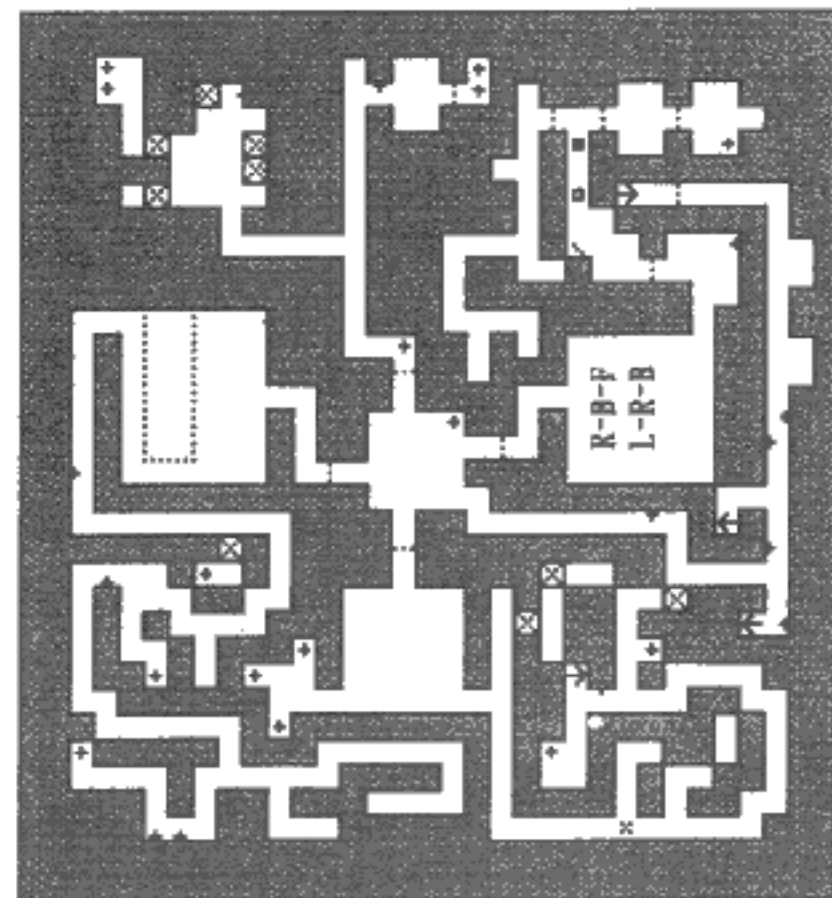
Dungeon Master Level 3



Dungeon Master Level 5

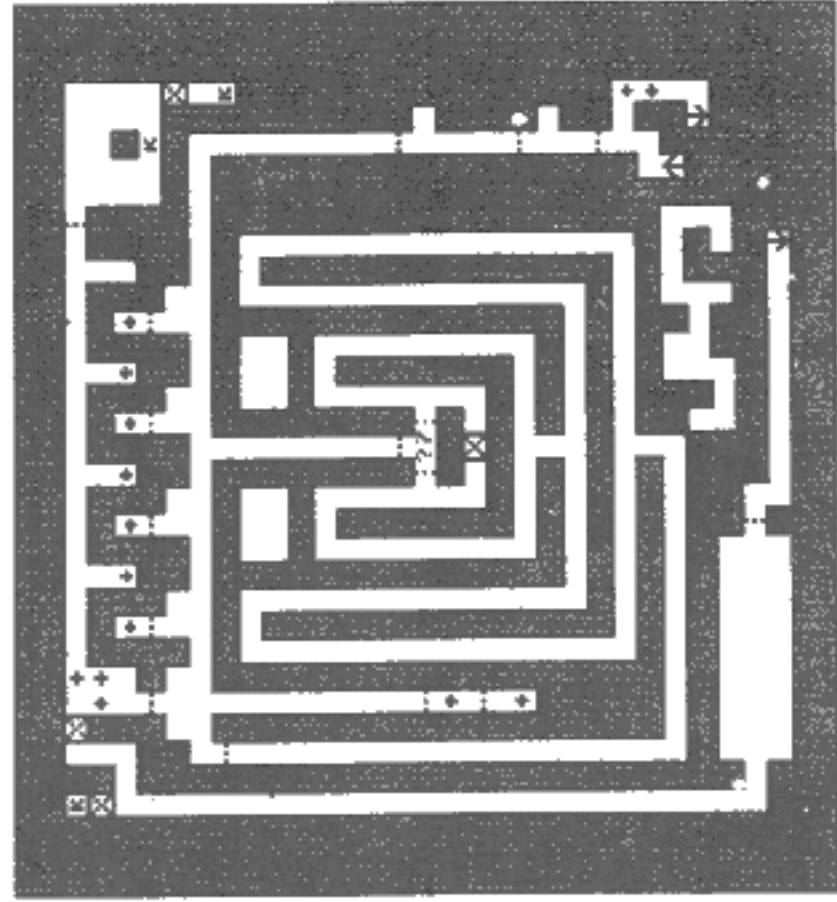


Dungeon Master Level 5



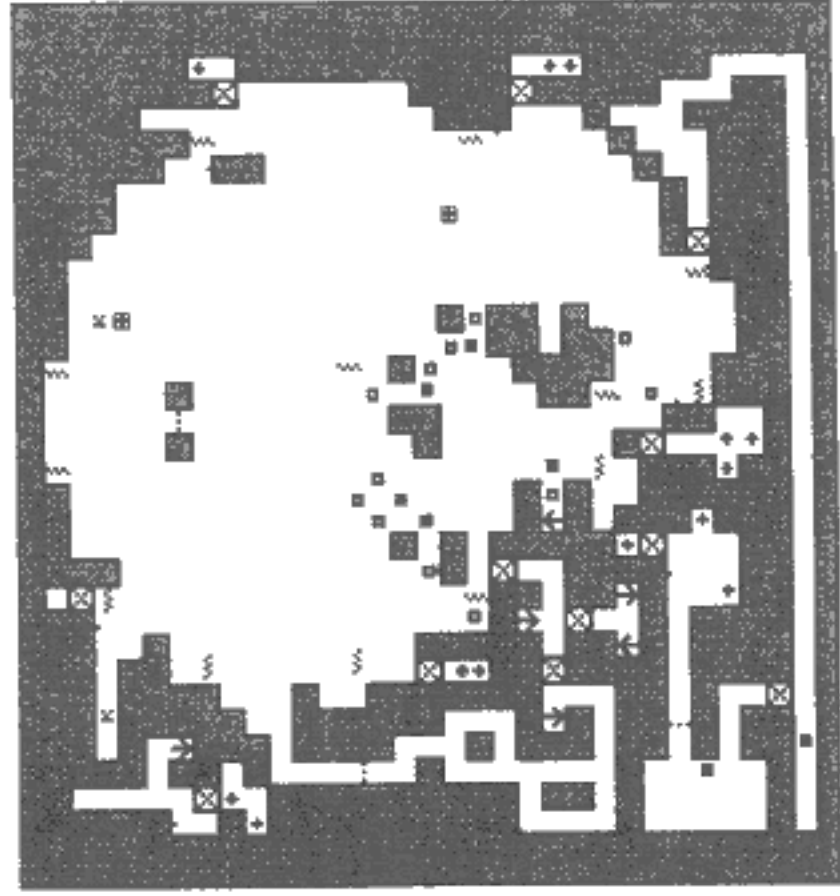
Dungeon Master Level 7

The Tomb of the Firestaff

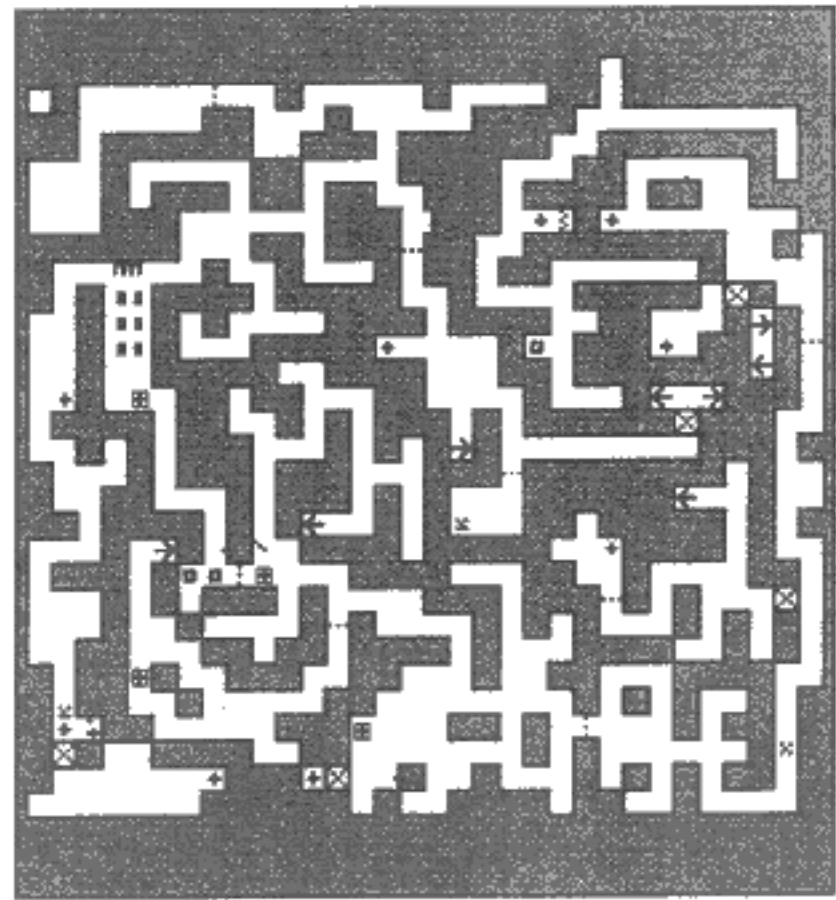


Dungeon Master Level 8

The Arena

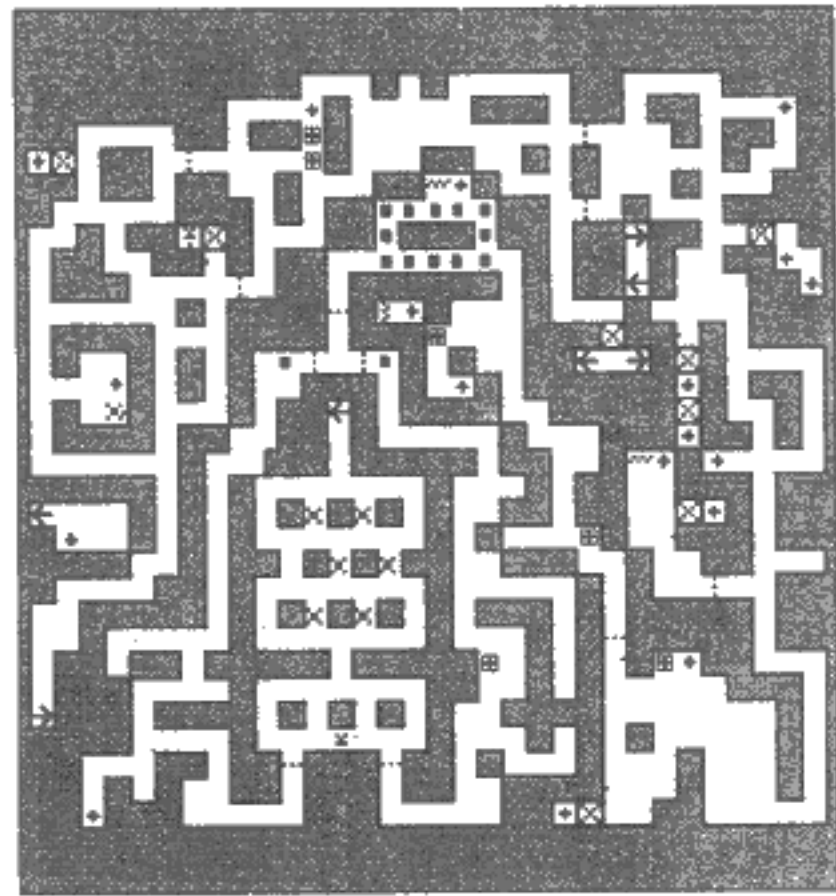


Dungeon Master Level 9



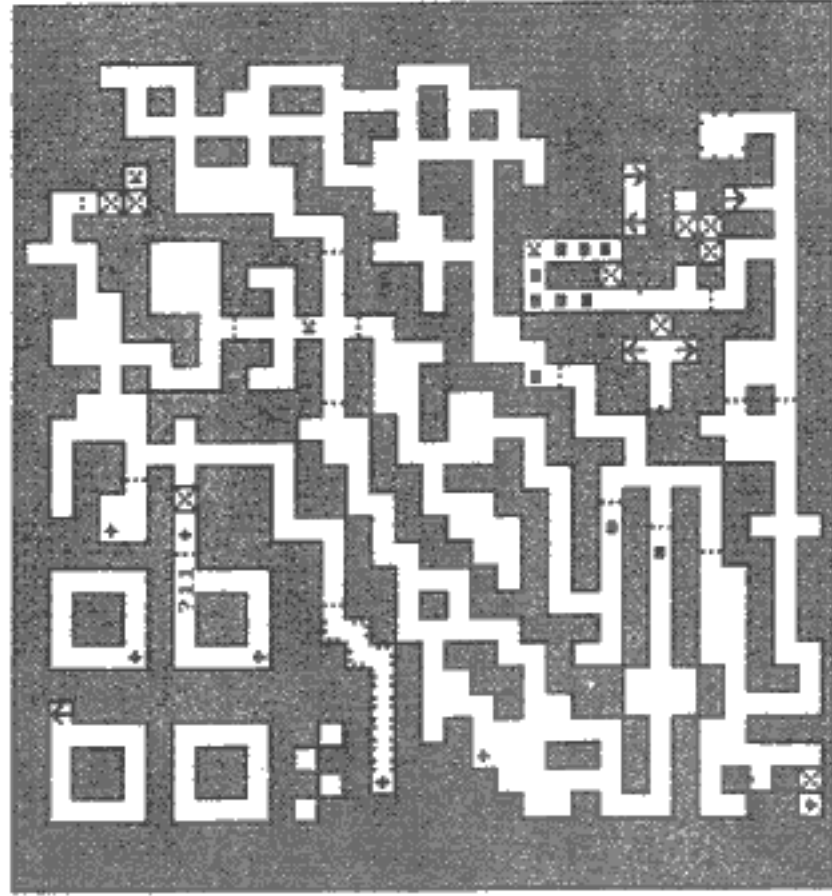
Dungeon Master Level 10

The Snake Level



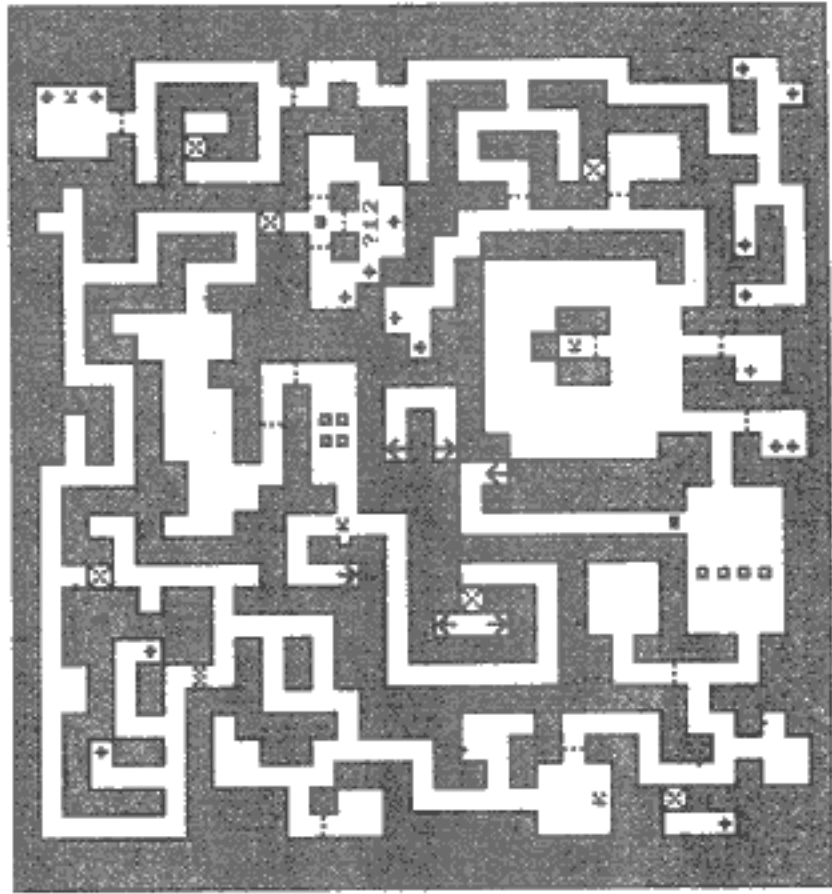
Dungeon Master Level 11

The Clockwise Rebel



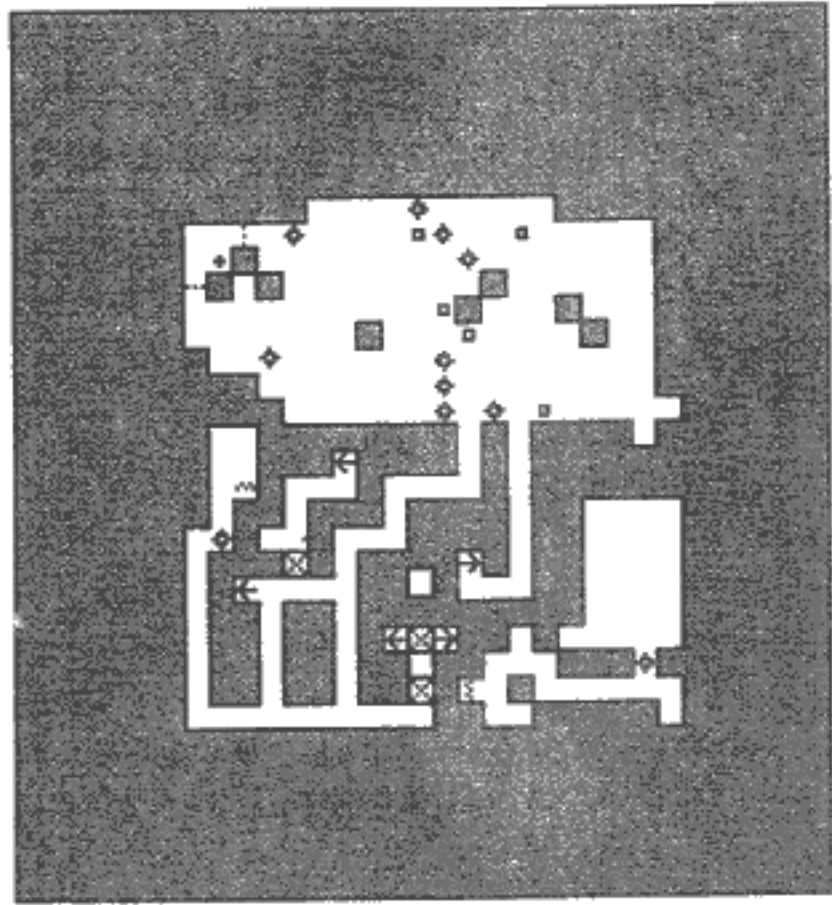
Dungeon Master Level 12

The Knight Rebel



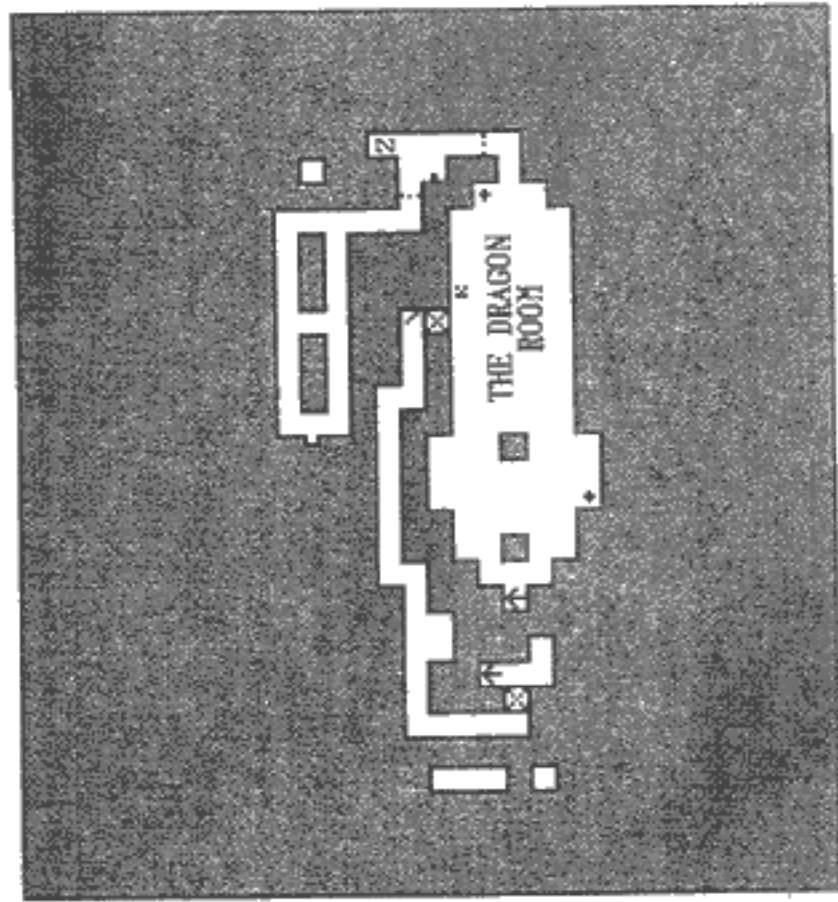
Dungeon Master Level 13

The Dark Lord Rebel



Dungeon Master Level 14

The Power Gem Rebel



-  Pit.
-  Pressure Plate.
-  Grating.
-  Secret Door.
-  Door.
-  Force Field.
-  Stairs Down
-  Stairs Up
-  Spinner
-  Button On Wall.
-  Lever.
-  Key (Object)
-  Transporter.
-  Poison Trap
-  Valuable Item
-  Monster Boundary
-  Flame Monster
-  Fountain.
-  Coin Slot
-  Fireball Cannons

### HALL OF CHAMPIONS

- |            |            |
|------------|------------|
| A. IAIDO   | B. ZED     |
| C. ELIJA   | D. HALK    |
| E. CHANI   | F. HAWK    |
| G. BORIS   | H. ALEX    |
| I. NABI    | J. SONJA   |
| K. SYRA    | L. GANDO   |
| M. LINFLAS | N. LEYLA   |
| O. WUUF    | P. WUTSE   |
| Q. LEIF    | R. TIGGY   |
| S. STAMM   | T. DAROOU  |
| U. HISSSSA | V. GOTHMOG |
| W. AZIZI   | X. MOPHUS  |

### Level 3

1. Chamber Of The Guardian
2. The Vault
3. The Matrix.
4. Time Is Of The Essence
5. Room Of The Gem.
6. Creature Cavern.
- ?6 - Insert Gold Coin.
- ?7 - Firestaff
- ?9 - You need the CORBAMITE here.
- ?11 - Unmappable Clockwise Room.
- ?12 - Spider Regeneration Room.

### Level 5 :

The dotted line is an invisible wall- you can walk as long as you like but you won't go anywhere! The letters are movement directions.

### Level 6

#### Answers to Riddles:

Gold Coin	Thin Air (Nothing)
Bow	Blue Gem

### Level 7

The RA keys are on Levels 3,7,9,12

### Level 8

In the long hall walk 26 steps, turn around and wait and door will open.

### Level 12

One of the knights has a key. You must kill him to get it.

### Level 14

Use the ZO KATH RA spell to dfree the Gem, then place the Gem on the Firestaff.

# The Way of the Firestaff

## The Stuff from which Heroes are made

NAME	ABILITY	HEALTH	STAMINA	MANA	STR.	DEX.	WIS.	VIT.	A/M.	A/F.	INVENTORY
AIDO	APP. FIGHTER NOV. PRIEST	48	65	11	43	55	40	35	45	50	SAMURAI SWORD
CHANI	NOV. FIGHTER APP. WIZARD	47	67	20	37	47	67	37	47	37	MOONSTONE
HAWK	NOV. FIGHTER APP. PRIEST	70	85	10	45	35	38	55	35	35	2 ARROWS
BORIS	NOV. NINJA APP. WIZARD	35	65	28	35	45	55	40	45	40	RABBIT'S FOOT
NABI	APP. PRIEST NOV. WIZARD	55	65	15	41	36	45	45	55	55	STAFF
SONJA	JOURN.EYMAN FIGHTER	65	70	2	54	45	39	49	40	40	SWORD / CHOKER
MOPHUS	JOURN. PRIEST	55	55	19	42	35	40	48	40	45	3 FOOD
STAMM	JOURNEYMAN FIGHTER	76	80	0	52	43	35	50	35	55	AXE
LEIF	APP. FIGHTER NOV. PRIEST	75	70	7	46	40	39	50	45	45	
AZIZI	NOV. FIGHTER APP. NINJA	61	77	7	47	48	42	45	30	35	HIDE SHIELD / 2 DAGGERS
TIGGY	NOV. NINJA APP. WIZARD	25	45	36	30	45	50	35	59	40	WAND



NAME	ABILITY	HEALTH	STAMINA	MANA	STR.	DEX.	WIS.	VIT.	A/M.	A/F.	INVENTORY
DAROOU	APP. FIGHTER NEO. WIZARD	100	65	6	50	30	35	45	30	45	
WU TSE	NOV. NINJA APP. PRIEST	45	47	20	38	35	53	45	47	40	3 THROWING STARS
HALK	JOURNEYMAN FIGHTER	90	75	0	55	43	30	46	38	48	CLUB / HELMET
SYRA	NOV. PRIEST APP. WIZARD	53	72	15	38	35	43	45	42	40	APPLE
GANDO	APP. NINJA NOV. WIZARD	39	63	26	39	45	47	33	48	43	2 POISON DARTS
WUUF	APP. NINJA NOV. PRIEST	40	50	30	33	57	45	40	35	40	EMPTY FLASK
LEYLA	JOURN. NINJA	48	60	3	40	53	45	47	45	35	ROPE
LINFLAS	APP. FIGHTER NOV. WIZARD	65	50	12	45	45	47	35	50	35	BOW
HISSA	APP. FIGHTER NOV. NINJA	80	61	5	58	48	35	35	43	55	
GOTHMOG	JOURN. WIZARD	60	55	18	40	43	48	34	50	59	CLOAK OF NIGHT
ALEX ANDER	APP. NINJA NOV. WIZARD	50	57	13	44	55	45	40	35	40	SLINGSHOT*
ZED	NOV. FIGHTER NOV. NINJA NOV. PRIEST NOV. WIZARD	60	60	10	40	40	40	50	40	40	TORCH
ELIJA	NOV. FIGHTER APP. PRIEST	60	58	22	42	40	42	36	53	40	MAGIC BOX

\* Note: in the U.S. version, Alex Ander has lockpicks instead of a slingshot.

# The Way of the Firestaff

## The Heroes

Character: \_\_\_\_\_ HEALTH STAMINA MANA

STARTING.....  
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER  
NINJA  
PRIEST  
WIZARD

Character: \_\_\_\_\_ HEALTH STAMINA MANA

STARTING.....  
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER  
NINJA  
PRIEST  
WIZARD

Character: \_\_\_\_\_ HEALTH STAMINA MANA

STARTING.....  
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER  
NINJA  
PRIEST  
WIZARD

Character: \_\_\_\_\_ HEALTH STAMINA MANA

STARTING.....  
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER  
NINJA  
PRIEST  
WIZARD

NEO. *Neophyte* NOV. *Novice* APP. *Apprentice* JOUR. *Journeyman*  
CRAF. *Craftsman* ARTI. *Artisan* ADEPT. *Adept* EXPT. *Expert*  
<<MAST. *1st Master* Once the MASTER level has been attained, further advancement is signified by the prefixing of the appropriate POWER symbol, e.g. <<MASTER WIZARD for a first stage MASTER wizard. Use this sheet to record the advancement of your heroes as they gain practice and experience.

# The Dungeon Master Editor

The Ultimate

## Dungeon Master

Cheat Routine!

by  
Edward Penman

### Introduction

For the benefit of 20th Century Adventurers the Editor Spell has been translated into modern day English from the original, almost indecipherable, scroll. For the traditionalists - for "program" read "Editor Spell".

You must only use this program in the full knowledge that it is cheating and may reduce the enjoyment of the game. However, if used properly it can make the game much more fun - it is up to you. Also, some alterations may cause the game to crash. I have done my best to reduce this possibility but can hold no responsibility for it occurring (see later for more details).

The program allows you to do the following things to a Dungeon Master game file:

- 1) Alter the map at will to create short cuts, new passages etc.
- 2) Alter it so you can open doors during the game without using keys.
- 3) Remove secret doors.
- 4) Print out plans of all the fourteen levels in the Dungeon.

It will run in any screen mode (the higher the better) and works by altering a saved game file NOT the original D.M. disk.

Finally, if you are using a pirate copy then please, please, please buy an original. The game is just so good it has got to be worth it.

## The Program

The following instructions are for the Atari ST version. For other versions please refer to update sheet or README file on the disk.

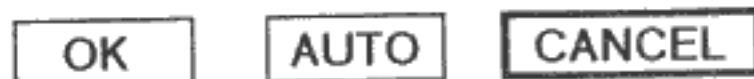
This program works by changing the data contained in the save game file "DMGAME.DAT". You can thus use it to alter any saved position you have made. However, I recommend that you only alter a copy of your saved position, in case you wish to return to an "uncheated" game.

### **Running the program**

Insert the Editor disk into Drive A: and switch on the computer. When the Desktop appears, double-click on the icon "DMCHEAT.PRG". Alternatively, click once on this icon so that it turns black and then click on "OPEN" from the "FILE" menu. The program will then run.

### **LOAD/SAVE**

When either of these items is selected from the FILE menu, an Alert box will appear with three buttons:



**OK** will enable the selection of a save game with any filename by using a standard File Selector box.

**AUTO** assumes that the file you wish to LOAD/SAVE is called DMGAME.DAT and proceeds without further ado.

**CANCEL** is obvious.

Note that this Alert Box is also produced when the program first runs. Loading will overwrite the file in memory. Saving will automatically overwrite a disk file with the same name. By giving you the option of changing the file name you can transfer all your saved positions on all those different disks onto one disk by saving them with different names (e.g. "DMGAME1.DAT", "DMGAME2.DAT" etc). However, the game itself will only recognise the file "DMGAME.DAT".

## **Clear**

Selecting CLEAR will delete the save game currently in memory. For technical reasons, CLEAR must be used before Desk Accessories may be called. WARNING-the game in memory will be LOST so save first!

## **Map**

You can view any of the fourteen levels on screen by selecting the appropriate menu. Though the actual map is extremely accurate, as are the positions of the doors and stairs, other items may not be and should be treated as such. Objects on/in walls (white dot on black square) include torches, alcoves, writing, buttons, levers etc. Objects on floors (black dot on white square) include normal objects and pressure pads.

Altering the map involves clicking on the appropriate map square to turn it either into a (white) corridor or a (black) wall. The left mouse button will only change normal wall or normal corridor but the right button will allow you to blank out anything. WARNING - blanking out anything other than a normal wall or corridor will certainly interfere with the game structure and may crash the game, as will blanking out certain areas, such as around stairs which are only meant to be looked at from one direction.

Be careful at first and only use the left mouse button but take a risk later on. You can get some strange effects (such as looking at a door end on!) but the more you alter the greater the chance of something nasty happening. UNDO will remove your most recent alteration.

## **Change Doors**

This menu function will automatically change all the doors in the Dungeon to gates which can be opened by pressing a button next to them i.e. you don't need keys. This is a really nasty cheat and should only be used by desperate adventurers! Remember, you can't change the doors back to normal. This function won't alter the doors on Level 1 (there's no need) and some doors deeper in the Dungeon won't be turned into gates. However, they will have buttons you can press.

## **Secret Doors**

This function automatically removes all secret doors, rather than you having to do it all by hand.

## Print Map

This function allows you to print out the current map level. It uses the ALT-HELP screen dump and so you can use the Install Printer desktop accessory ("CONTROL.ACC") for your printer. ALT-HELP will cancel printing. You also have the choice of either printing out just the map (and level number) or the whole screen including the legend.

I hope you enjoy this program.

Look out for the Ultimate Dungeon Master II Cheat Mode - coming soon! (when they produce Dungeon Master II)

Best of luck.

Edward Penman

\* \* \* \* \*

## Acknowledgements

We wish to thank the following contributors:

Edward Penman

for

The Dungeon Master Editor Program

Mick Cleary for doing a lot of the graphics

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Peter Fellows

for the original concept and production of  
The Way of the Firestaff

This book was typeset using an Atari MegaST4,  
Fleet Street Publisher  
and an Atari SLM804 Laser Printer

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Finally, if you are using a pirate copy of the game, then please, please, please buy an original. The game is just so good it has got to be worth it.

# The Amiga Editor

The Dungeon Master Editor will work on all (we think) Amiga systems with 512k or more memory and one or more disk drives. If the Editor won't work with your system then please contact us.

## Running the program

Turn on your Amiga computer and insert the Dungeon Master Editor disk into the internal disk drive (DF0:). The Editor will load automatically. When it has loaded (after about 20 seconds) the Editor screen will appear and the disk drive light will go out. The Editor screen consists of a picture frame hanging on the Dungeon wall on the left and six buttons on the wall to the right. Various items such as blinking eyes, flashing buttons and manic spiders are not important and are only present because of the crazed mind of the programmer. The six buttons are used to access the various features of the Editor and the frame is used to display and edit the levels of the Dungeon. Most features can only be accessed once you have loaded a saved game file.

## Loading a saved game file

Put a saved game disk in any drive and click the left mouse button over the button marked "LOAD". A box will appear asking you to confirm your choice. Click on "OK" to continue or "Cancel" to cancel this command. The Editor will load the saved game file into memory and will display the current selected level in the picture frame.

## Editing a level

Editing a level displayed in the picture frame is easy. Just click on the appropriate square to turn a (black) wall into a corridor or a (white) section of corridor into a wall. Thus you can open up new routes or fill on others, even change the whole layout of corridors in the Dungeon (see later about the "Safe edit" function and how to remove it). If you make a mistake while editing, click on the gold plate (with the level number written on it) below the picture frame to undo the most recent change to the level and it will be redrawn for you as before. However, if you make a big mistake it is best to reload the saved game file. Other functions include automatically changing dungeon doors to those which don't need keys, removing false walls and printing out maps of each level. These are explained later. The Editor is quite straightforward to use but if you are not sure about what to do no real harm can come from experimenting (and that's half the fun of it). Just remember to use only a copy of a saved game disk.

## EDITOR FUNCTIONS

All functions are selected from the six buttons on the main screen (by clicking with the left mouse button). Most functions ask for confirmation before being carried out so as to prevent accidental use. There is no menu bar (so the right mouse button is never used).

## LOAD

This function loads a saved game file ("DMGAME.DAT") into memory from either a disk with the label "DungeonSave" (the default) or if you wish from "DF0:" or "DF1:". Any file currently being edited in memory will be lost. N.B.



Dungeon Master only recognises a disk formatted by itself with the label "DungeonSave".

## **SAVE**

This function saves the file currently being edited in memory to disk. You must do this in order to save your alterations for use in the game. If a saved game file exists on the disk it will be overwritten by the file being saved.

## **LEVEL**

This allows you to select any of the 14 levels to be displayed (and edited) on the main screen. Only one level can be edited at a time but any changes made to other levels will not be lost if you view another level.

## **DOORS**

If selected, this function will automatically convert all the doors in the Dungeon to gates (so you can see and throw weapons through them) with buttons beside them (so you don't need keys). This is a very powerful function and can seriously improve your chance of finishing the game but it can also ruin the game for you so be careful: Note - one door on level 1 and two on level 14 stay as doors (but still get buttons) - don't ask us why though.

## **MISC**

The following functions can be selected by clicking on the "MISC" button:

### **Print this level**

This function produces a print-out of the level currently being displayed on to a printer connected to the computer. "Normal" produces a detailed graphic map. "Simple" produces a (faster) print-out using only letters and characters to represent each square of the map. This means you can use daisywheel printers and non-standard printers. "+ HELP" produces a help key beside the map. The Editor disk must be in any drive to print a map. The print routine uses the Amiga DOS printer files and preferences set by the Workbench program "Preferences" and is set up for Epson compatible printers. If your printer does not work with the Editor or you want to change the way the maps are printed then quit from the Editor and run the "Preferences" program on the disk to set up the system for your printer. See your Amiga User's Manual for details on how to do this.

### **Remove false walls**

This is a convenient way of removing all false walls from all levels rather than by doing it by hand.

### **Change default drive**

When you format a disk from within Dungeon Master it gives it the label "DungeonSave". This is what the Editor looks for when loading and saving and means that you can have the saved game disk in any drive when running the Editor. If you want to load and save from a particular drive and want to ignore the disk label then select either "DF0:" or "DF1:" from the menu box. If the file or label is not present the usual Amiga DOS screen will appear asking you to insert the correct disk before continuing. Drag any window present down and click in the top right hand corner of the screen

to bring back the Editor screen.

### **Safe edit function**

For safety's sake the Editor normally only allows you to change normal (empty) corridors and normal walls on the map. If you want to change anything else such as doors, stairs etc. then click here to turn off this function but beware - erasing doors, buttons and other items may mess up the way the game works and may (rarely) crash the game. However, it's fun to mess around, so experiment (try erasing the walls around a set of stairs, for instance).

### **Quit**

When selected this will close the Editor and any file being edited will be lost unless it has been saved. Command will be returned to the Amiga CLI.

### **Help**

This displays a key of the objects shown on the map. The help window can be dragged around the screen by its top bar. Just click anywhere else to remove it. A "Normal wall" is what you walk into if you're not looking where you're going! An "Object on wall" includes buttons, torches, alcoves etc. An "Object on floor" includes any object you can pick up and also pressure pads, gratings etc. A "Door/gate" is what you should close behind you, "Stairs up/down" are what you climb up (or down), a "Pit" is what you fall down if its dark (or you're stupid) and includes trap doors and a "Spinner", which is invisible, works by spinning you round when you step on it. A "Blue haze" will teleport you around the Dungeon. A "False wall" is a section of wall which will open when you press a button, step on a pressure pad etc.

The game

## Dungeon Master

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We wish to congratulate the authors on what we  
believe is the best D & D program on any micro

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