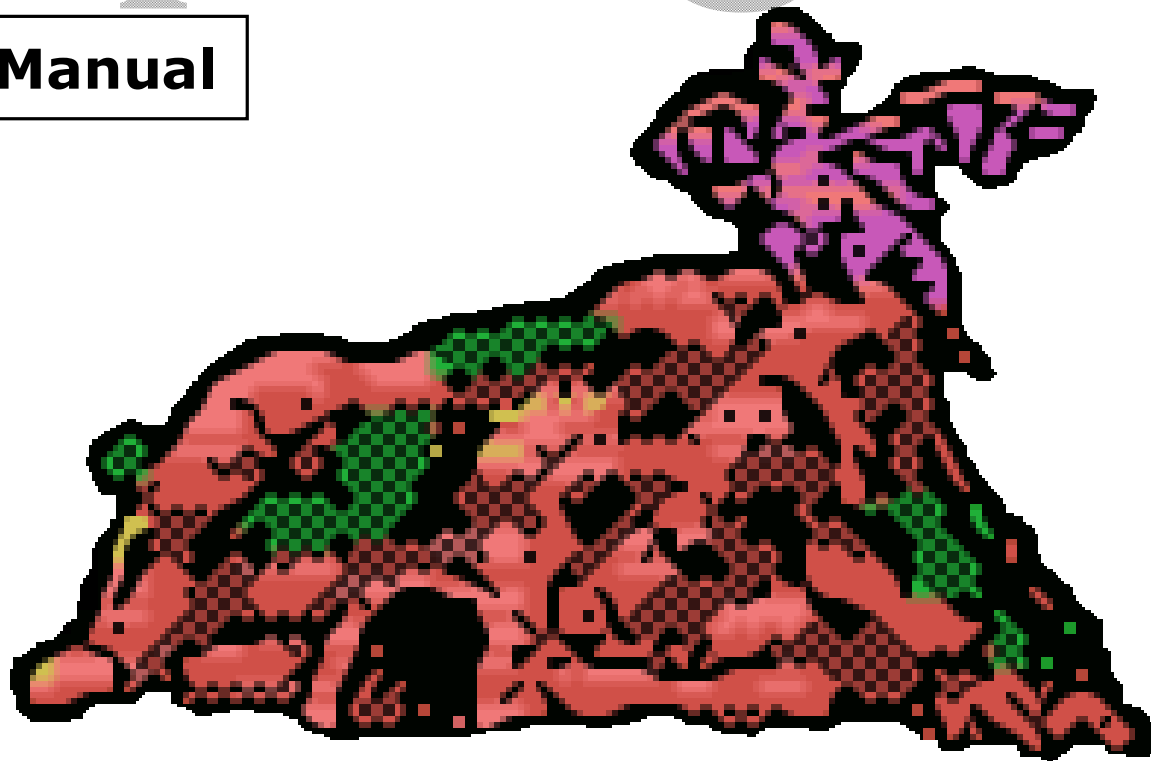


# Deep Dungeon

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## User's Manual



**MSX**

# Welcome

Deep Dungeon is the first Trilobyte game ever released. We hope you enjoy it.

This game will run on any MSX1, MSX2, MSX2+, MSX Turbo-R or 1chipMSX with at least 16kB RAM.

This game is released in a ROM (Cartridge) format.

Cartridges have been the most successful media format for first generation MSX computers, and most of the best games ever produced were published as a cartridge. Nowadays, this format can be easily loaded into real MSX computers, using a Flash cartridge, a ROM loader or a ROM converter.

It can also be used directly on emulators.








# Story


*Down the deep dungeon. Guarded by dreadful creatures, awaits an amulet once stolen from your family by an evil wizard.*

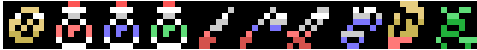
*It bears the royal crest proving your hereditary right to the country's throne.*






*Would you dare to enter...?*

# How to play

Deep dungeon is a single player turn-based exploration game. The goal is to find the amulet () at the bottom of the dungeon. To reach it you need to find the stairways ( ) on each floor to advance through the game. Use the cursor keys\* (   ) to explore and reveal the floor layout.

Open doors () to expose new areas, which can be filled with treasure but also with monsters.

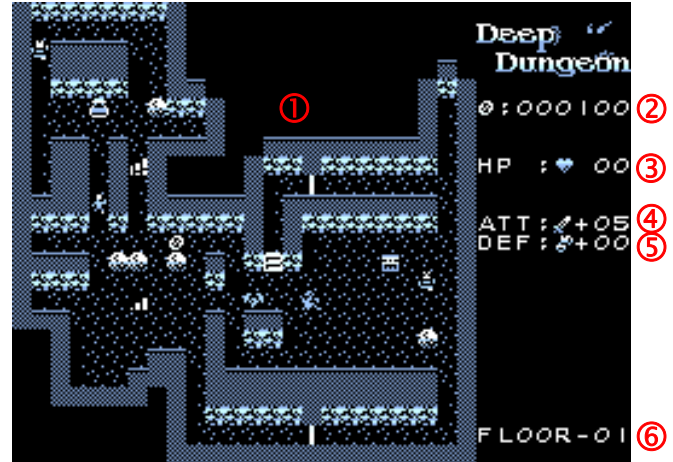
The treasure chests () contain items ()

Enemies () will attack you from the dark corners of the dungeon. They will stop at nothing to destroy you. Attack by directly walking onto them using the cursor keys\* (   )











\*) You can also use a joystick or joypad to control your player.

# The screen

1. Dungeon exploration area.
2. Golden coins.
3. Health power.
4. Attack power.
5. Defense power.
6. Current floor.



# Items

	Restores a low amount of health power. Found in treasure chests and dropped by enemies.
	Restores a medium amount of health power. Found in treasure chests
	Restores a large amount of health power. Found in treasure chests
	Colden coin. You might need them after you finish your adventure. Found in treasure chests and dropped by enemies.
	Increases attack power with a low amount. The more attack power. The easier enemies are defeated. Found in treasure chests
	Increases attack power with a medium amount. Found in treasure chests
	Increases attack power with a large amount. Found in treasure chests
	Increases defense power with a low amount. More defense power gives better protection against enemy attacks. Found in treasure chests
	Increases defense power with a medium amount. Found in treasure chests
	Increases defense power with a large amount. Found in treasure chests

\*) Low/Medium/Large values depend on difficulty level.

# Enemies



## Bat

Bats are the original inhabitants of the dungeon. They fly around doing their own business. But take care. Once you get in their way they might bite.



## Goblin

Servants of the evil wizzard. They guard the dungeon grounds. Since they lack the mental abilities to negotiate, they will just attack immediately when they spot an intruder



## Dragon

The evil wizard loves dragons and made them his pets. Their appetite is unsatiable. They wil try to eat anything as they really got fed up with their everyday meal of bats and goblins.



## Ghost

Ghosts are the amulet guardians. They are the remains of all those sorry souls how tried to get their hands on it before you.

# Credits

Code : Arturo Ragozini  
Sound : John Hassink  
Graphics : Richard Cornelisse

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Created for the MSXdev'08 challenge.