

# DUNGEON QUEST

(Basic Rules 440)

This is an Adventure-based game in which the quest is to recover the Zaexon Chalice from the Dungeons. In the course of your quest you will encounter various monsters and objects, and your survival depends on your reaction to them.

Before starting your quest you must make the following decisions about yourself:

- Character - you may start off as a Warrior, Barbarian, Man or Hobbit, choosing also whether you are Male or Female.
- Attributes - You will be given a starting value for your Strength (ST), Intelligence (IQ) and Dexterity (DX) depending on your choice of character and you will then be given some additional points to increase any of these assets as you wish. The maximum value for an attribute is 18 and if the value drops below 1 you will die.
- Protection - You will be issued with 60 Gold Pieces (GP) with which you may buy Armour and Weapons. The more you are prepared to pay, the stronger they will be. If you have 20 GPs left you may wish to buy a Torch which will allow you to look into adjacent rooms without entering them. You may also buy Flares at 1 GP each which do the same as the Torch but can only be used once each.

The Dungeon consists of 8 floors with 64 rooms per floor. If you go off the North edge of a floor you will appear at the South edge and vice-versa and for the East/West edges. Going down from level 8 will bring you onto level 1. Going North from the Dungeon entrance brings you out of the Dungeon. Each room may contain one of the following symbols:-

- E - the Entrance/Exit to the Dungeon
- ☠ - Signifies one of the Monsters
- ▲ - Stairs going up
- ▼ - Stairs going down
- - A Sinkhole through which you may fall into the room below
- ≈ - A Magic Pool from which you may drink
- £ - Gold (between 1 and 10 GPs)
- ⚡ - Flares (between 1 and 3)
- ⊙ - A Warp which will transport you to a random position in the Dungeon
- - A Crystal Ball into which you may gaze
- ◆ - A Treasure Jewel
- ⊠ - A Chest which may be opened
- ▢ - A Book which may also be opened



- A Trader who buys Treasures or sells you Armour, Weapons, Magic Potions or a Torch, all at inflated prices.

Attacking a Trader makes all other Traders behave like Monsters until you bribe one of them. If you kill a Trader you gain all his wares, including all his Gold Pieces.



- This symbol is you

When you are asked 'YOUR MOVE' you must give one of the following commands: (only the first letter is needed except for Drink where DR is required)

North, South, East, West - Moves you one room in the indicated direction. North is towards the top of the screen

Up, Down - Go up or down stairs

DRink - Drink from a Pool. You may drink as often as you like

Map - Prints the complete map of the level you are on

Flare - Lights a Flare

Point - Points the Torch into an adjoining room

Open - Opens either a Book or a Chest

Gaze - Look into a Crystal Ball. If you see yourself in a bloody heap you will loose 1 or 2 points of strength.

Do not believe everything the Crystal Ball tells you!

Teleport - Allows you to teleport directly to any room provided you have the Selric Cloak

Quit - Allows you to give up

If your IQ is above 15, you may cast a spell on a monster. There are 3 different spells that you can use:

Web Spell - traps the Monster in a sticky web for between 2 and 7 turns.

Costs 1 ST point.

Fireball - hits the Monster with a ball of fire that causes 2 to 14 points of damage.

Costs 1 ST and 1 IQ point.

Death Spell - whoever has the lower IQ dies at once. Risky as Monster's IQ may be over 18.

There are 8 Treasure Jewels:

Black Pearl - wards off the curse of Lethargy

Psi Amulet - wards off the curse of the Leech

Vounim Eye - cures blindness

Ruby Jem - wards off the curse of forgetfulness

Tybollea Flame - dissolves books stuck to your hand

There is also the Evanna Helm, Blue Nitraal and Xenon Stone but these have no magical properties.

There are 12 types of Monster in the Dungeon. Some are nastier than others but they will all try to kill you. Each Monster has between 1 and 1000 GPs which you will get if you can kill it. One of the Monsters has the Selric Cloak which you must have before you can teleport. When you teleport into the room containing the Zaexon Chalice, the Selric Cloak disappears. The Zaexon Chalice is disguised as a warp. Entering this room causes you to move 1 room further in the same direction. If you leave the Dungeon with the Zaexon Chalice, you have achieved your Quest.

Have fun!