

D.W. ELECTRONICS®
RETROVISION™ Retro Television

(FOR 1 PLAYER)

DUNGEONS OF DREADMOOR

CARTRIDGE INSTRUCTIONS

FOR COLOR TV VIEWING ONLY



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No. 8227

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Before he collapses, the old man hands you the following note...

“Hello dear Adventurer... this is the map to the Dungeons of Dreadmoor. Great riches await the most fearless of warriors. But beware! Great terror and quick death also inhabit these dungeons, ready to dispatch the unprepared! Do you have the courage and skill to claim the treasure of Velthemor the Dragon?”

DUNGEONS OF DREADMOOR Cartridge is designed to be played by one person against the computer.



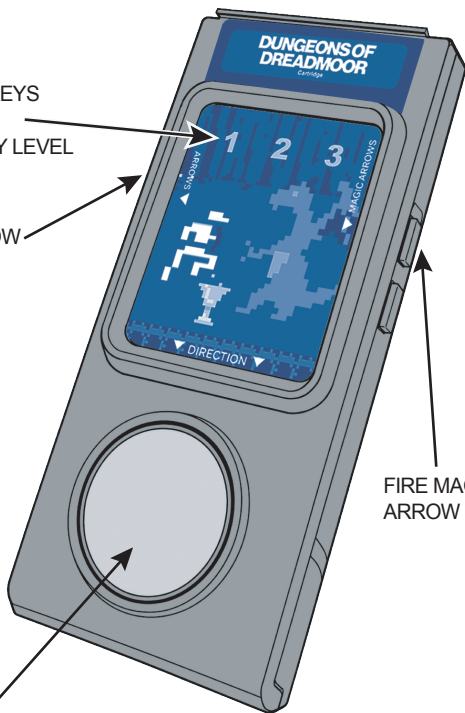
CHECK YOUR CONTROLS

NUMBER KEYS
SELECT
DIFFICULTY LEVEL

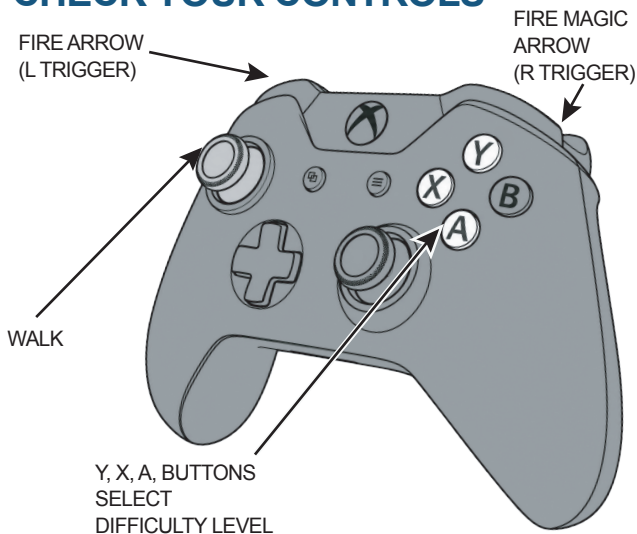
FIRE ARROW

FIRE MAGIC
ARROW

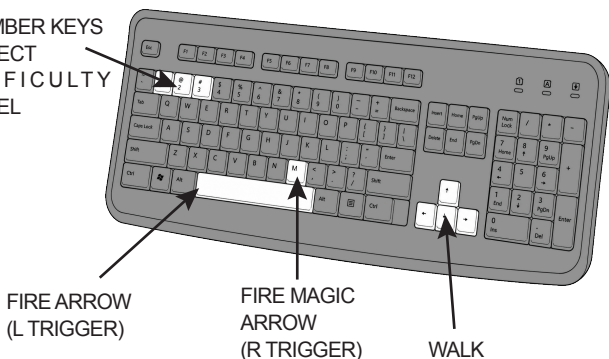
WALK



CHECK YOUR CONTROLS



NUMBER KEYS
SELECT
DIFFICULTY
LEVEL



TIME TO HUNT FOR THE TREASURE!

Use the SELECT DIFFICULTY keys or buttons to select the difficulty of your game. 1 is a small dungeon, 2 is a larger dungeon and 3 is a sprawling dungeon.

You get 5 arrows in your quiver to start. As you defeat skeletons and zombies you will get more arrows that they drop.

To go from level to level, you will need to find keys. Be warned though... keys are one use only. If you unlock a locked chest with the only key on a level you will not be able to advance. Some creatures drop keys later on in the dungeons so you can pick up more keys.

ARROWS

Each player is armed with a bow. During their quest the player acquires more arrows. There are two different kinds of arrows:

Regular Arrows
Damage: Low



Magic Arrows
Damage: High



LOCKS N' GATES

During your quest you will find keys and locked doors. The only way to advance through the dungeon is to unlock gates.

Regular Door



Locked Door



HEALTH

As the player takes damage they change color. The different levels of health are:

WHITE: The player is healthy.

YELLOW: The player is hurt.

RED: The player is seriously hurt.

DEAD: The player is a pile of bones on the ground.

ENEMIES (Cont.)

Evil minions slither and crawl through the dungeons. Each one carries their own treasure and do their own level of damage.



SKELETON:
Low level enemy
that drops
arrows.



ZOMBIE:
Low level enemy
that does more
damage.



BAT:
Steals the
player's regular
arrows.



SLIME:
Invulnerable and
slow but does
immense
damage

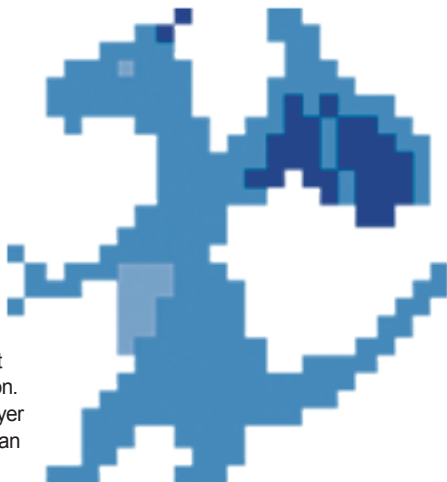


SPIDER:
They will shoot
webbing at the
player
temporarily
immobilizing
them.

ENEMIES (Cont.)



SHADOW WIZARD:
These tough enemies
fire incredibly destructive
magic bolts. They drop
magic arrows.



VELTHEMOR:
This is the stongest
enemy in the dungeon.
He will vaporize a player
with his fire breath in an
instant

TREASURE

What is a dungeon without treasure? While exploring the dungeon the player will find different kinds of treasure,



GOLD:
Gold comes in increments of 3, 5, and 10 gold.



REGULAR CHEST:
Standard chest of gold.



LOCKED CHEST: Opens with a key. Drops better loot.



MASTER CHEST: Opens with a key. Drops the best loot including magic items!



MAGIC CHALICE: When picked up the player gets partially healed in exchange for some gold.

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