

Dungeon Hunt II

For the Atari 400/800/XL/XE with at least 48K,
one Disk Drive and one Joystick

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& Bob Follett

Welcome to Dungeon Hunt II

Dungeon Hunt II is a 3D hack and slash RPG in the classic dungeon crawl genre. In the game you will be required to navigate multiple levels of mazes, battle monsters, collect experience and weapons points, unlock doors and manage your health long enough to survive. Each new level introduces more challenging monsters along with new maps and puzzles.

To play, you will need an Atari 400/800 or XL/XE system with at least 48K of memory, a Single Sided Single Density (90K) disk drive, one joystick and a fair bit of spare time. Suggested optional accessories include a darkened room, an active imagination and a friend you can call to rescue you!

New and improved

- ❖ *Updated and improved monsters and animations*
- ❖ *20 all new dungeon levels*
- ❖ *Wide open spaces within the dungeons*
- ❖ *Improved graphics and perspective views*
- ❖ *Up to 80 monsters per dungeon*
- ❖ *Ability to sneak through the dungeon*
- ❖ *Limits on the health and mana provided in each level*
- ❖ *Extended ranged weapon selection*
- ❖ *Combat menu*
- ❖ *Ladders linking dungeons – 3D mazes!*
- ❖ *Autosave for each level*
- ❖ *Ability to return to an already solved level*

The Game

Objective

The objective of Dungeon Hunt II is to navigate the dungeon, find the stairs the mark the end of each level, kill or avoid any monsters you encounter, collect treasure and experience and slowly make your way to the final confrontation with the Cow Demon.

The End

After your final battle with the Cow Demon, the game will instruct you to insert disk #2. Please ensure that the disk is not write protected and properly inserted before you continue.

The Main Menu



Options

There are three skill levels that can be selected from the main menu screen by using the **SELECT** key.

Skill Level 1

Monsters will only chase you after you walked right up to them (or beside them). And once they start chasing, they move at a leisurely pace giving you plenty of time to escape and/or re-arm. As well at skill level 1, the monsters don't hit very hard—more like a gentle love tap.

Skill Level 2

At this setting, the monsters will begin to chase you if they are only one space away—and they move a much brisker pace. When they do reach you, their playfulness is gone, and they can do serious damage with each hit. At this skill level, you will notice the torch burns faster and requires more frequent recharging.

Skill Level 3

The final skill setting will have the monsters launch themselves at you the moment they are in view. When they attack they hold nothing back and your player can be killed in very short order. If that wasn't enough, your torch burns significantly faster leaving you in very real danger of being lost in the dark.

Selecting the starting Level or Dungeon

You can press the **OPTION** key to replay any dungeon level that you have already successfully completed. You will restart the level with the character attributes you had when you last started it.

Starting the Game

If the preceding descriptions haven't scared you off, press the **START** key to begin the action!

Playing Dungeon Hunt II



Viewpoint

The dungeon is always viewed from the perspective of your player – the game draws the passageway ahead of you and displays left and right turns as well as any monsters in your immediate vicinity. Traps, buttons and other wall decorations show up as you near them.

Movement

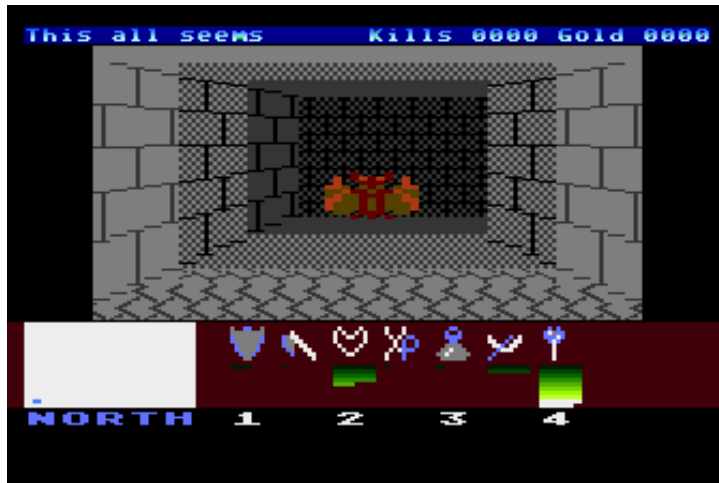
To move forwards or backwards, push the joystick forward or backward. To turn, push the joystick left or right to have your character rotate in place. You cannot move through a monster, so when you are face to face with one, you have two choices – attack or retreat. If you hold the joystick forward (or backward) you will move at a steady pace. If you move forward (or backward) and then return the joystick to the centre and repeat you will move more rapidly.

Interaction

Within Dungeon Hunt II you can interact with various game elements. The most common interaction is an attack on the resident monsters – this is explained in detail below. Other interactions include activation of wall panels for health, keys or to spin the wheel of chance. To activate a wall panel, turn to face it directly, and then push the fire button on the joystick.

Monsters

The game features 15 unique monsters each with different animations and hit point levels. As you progress deeper into the dungeon you will encounter more and more new types. At the end of the manual you will find a glossary of the different monsters.



Screen Elements

The top line of the screen is the Status Bar that shows the name of the current level, followed by a count of the number of monsters killed, and finally a count of the gold you have collected. You can consider the gold as way of keeping score – you can spend gold on health and other items, or you can keep it to attain a higher score.

Below the status bar is the main playfield which comprises the rendering of the dungeon, interactive details and any monsters that are encountered. As you move through the dungeon, this part of the screen will frequently update.

Next, the dashboard display fills most of the bottom third of the screen. The dashboard shows the current level's map (drawn dynamically as you discover new areas), along with the levels of the various player attributes (drawn as a downward bar graph) as well as an indicator to show if the player is carrying a key or not.

Under the dashboard there is another status bar, this one shows the direction the player is facing, followed by the numbers 1 to 4 (which act as a reminder for the keys to press to purchase items along the way – more on this later) and during a battle, the hit points remaining to the monster being fought are shown briefly at the right.

Finally, the very last line of the screen shows a number of quick status updates for the player as action takes place – for example damage done to the player by each monster attack, the amount of damage inflicted and updates when gold or other items are picked up.

The Dashboard

The dashboard contains a multitude of elements - they are described here:

Armour



Armour protects you from monster attacks as long as it can. When a monster strikes you, the damage it inflicts will be limited to your armour as long as you have any. When your armour level reaches zero, attacks affect your health directly. You can gather new armour from defeated monsters, corpses and sometimes from wall panels.

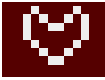
Additionally you can purchase 5 units of armour at any time by pressing the “1” key on the keyboard and paying 50 pieces of gold.

Axe (Melee Weapon)



Your weapon (and the skills you need to wield it) slowly increase as you battle with your opponents. The higher your weapon rating, the more damage it does per strike. Weapons are not damaged during battles.

Health



You start the game with a maximum health of 45 points. As you progress deeper and deeper into the game, your maximum health level will slowly rise. Keep a close eye on your health – when it hits zero, your character will die. You can collect extra health via the HEALTH wall panels and occasionally as bonus for killing monsters, discovering corpses or clicking on blank wall panels.

Please note that the Health panels and pads are limited to the amount of health they can distribute each level!

Additionally you can purchase 5 units of health at any time by pressing the “2” key on the keyboard and paying 5 pieces of gold.

Experience



Experience is the overall skill rating that you have earned as you fight your way deeper into the dungeon. Experience can affect the amount of damage that you inflict with each attack as well as being an indicator of relative progress.

Mana (Ranged Weapon)



Mana is magical energy and can be used for launching the Fireball spell, or invoking Sneak mode. Please note that each time you use the Fireball spell, 10 Mana points will be consumed. Sneak mode consumes 50 Mana units each time it is used. More Mana can be obtained during battles, from corpses and wall panels. Please note that Mana is somewhat rare and you will not often encounter large amounts of it.

Additionally you can purchase 10 units of Mana at any time by pressing the “3” key on the keyboard and paying 50 pieces of gold.

Arrows (Ranged Weapon)



Arrows are used for ranged attacks and can be fired at monsters one or two steps away. The bow is ineffective against opponents standing directly in front of you and therefore will not work. The arrows are slightly magical and therefore never miss, but at the same time they are fairly rare. You cannot purchase more arrows – use them wisely!

Torch



The dungeon is not only cold and damp, it’s also quite dark. Fortunately you are equipped with a magic torch that will burn forever as long as you supply it with oil, keep it dry and don’t wave it around too much. Ok, the magic part was a bit of an exaggeration. When the torch burns down to 25% or less, the light it gives off drops noticeably and the dungeon will get darker. At 0%, things are very dark and the monsters tend to hit twice as hard. You can find more torch oil along the way.

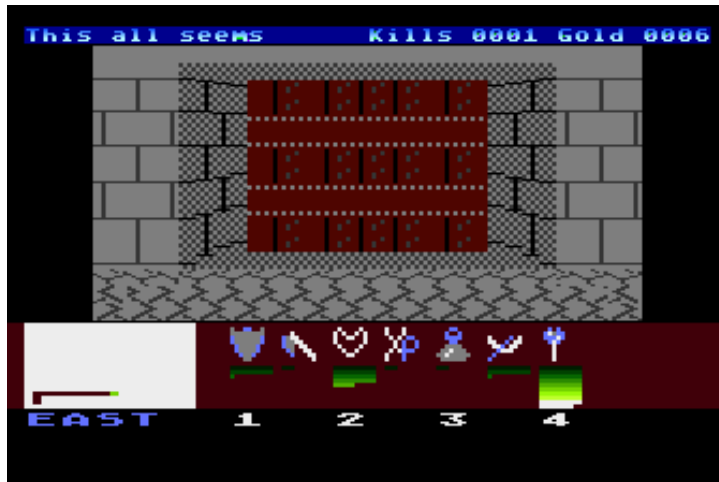
Additionally you can purchase 5 units of Torch Oil at any time by pressing the “4” key on the keyboard and paying 5 pieces of gold.

Keys



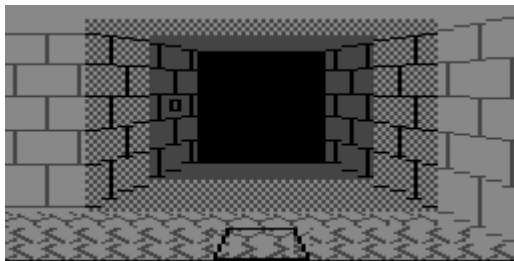
Keys are obtained by clicking on the Key wall panel. You can carry multiple keys, but each key can only be used once to unlock a door. Doors also have an annoying habit of re-locking themselves each time you walk through them. There are a limited number of keys in each level – use them wisely – you won’t get a second chance!

Dungeon Interactions



Doors

Scattered throughout the dungeon is the occasional locked door. Doors can be opened only with a key and each key can only be used once. To obtain a key, you will have to locate the Key Panel on a wall, and then press the fire button when facing it. Once you have a key you can pass through a door simply by walking through it. Once you have walked through a door, it automatically locks again. Keep in mind that some doors are one-way trips - so make sure you have picked up everything you need in the dungeon behind you.



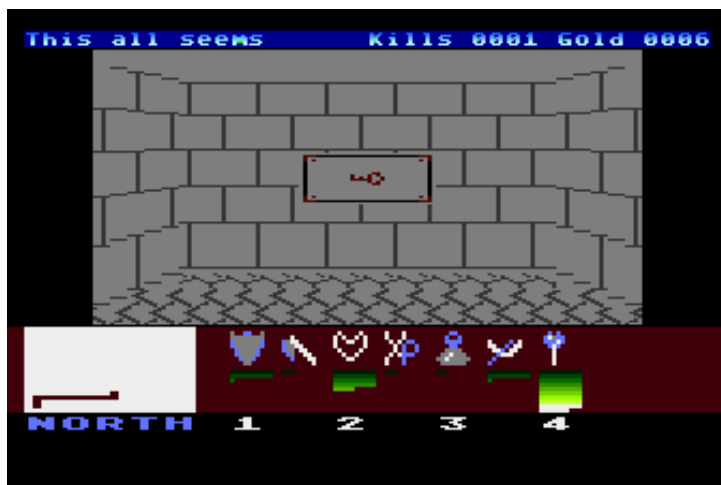
Floor Pads

Sprinkled throughout the dungeon are pads on the floor that are activated by stepping on them. Some of these panels provide extra health, torch oil or armour. Others will damage your health, and continue to inflict injury the longer you stand on them.



Health Panel

In some levels, a section of the wall will contain a health recharge station. This station is activated by pressing the joystick fire button when facing it. Health is recharged one unit at a time up to the current maximum level. A given level contains only a finite amount of healing power - once exhausted, the health panels will become blank.



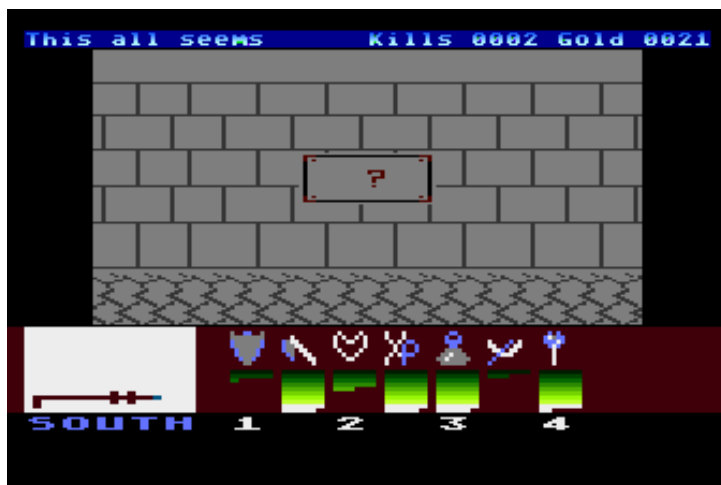
Key Panel

In levels with locked doors, you will find one or more wall panels that display a key. Pushing the panel (by using the joystick fire button when facing the panel), will cause your character to pick up the key. This key has the ability to unlock any one of the doors in the current level. Once you walk through a door it locks automatically and you will have to search for another key. You can carry multiple keys at the same time, but each one can only be used once.



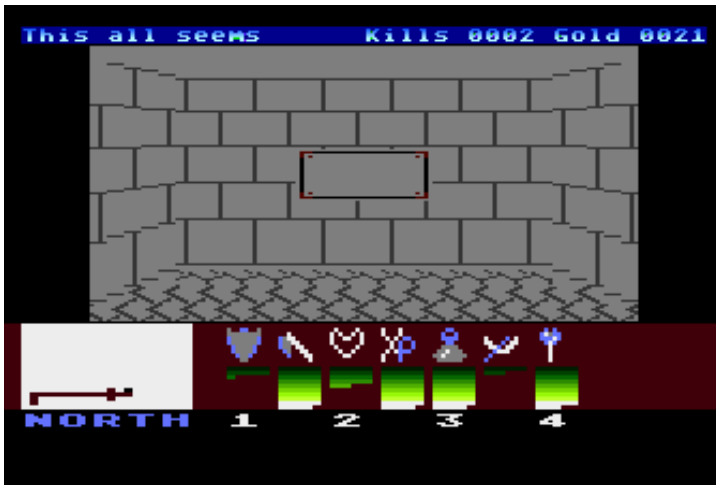
Mana Panel

In some levels, a section of the wall will contain a mana recharge station. This station is activated by pressing the joystick fire button when facing it. Mana is recharged one unit at a time. When the mana points in that level are all collected, the panel becomes blank.



Mystery Panel

Now and then panels containing a question mark appear on the wall. These panels are very useful as landmarks for helping you navigate the dungeon. Sometimes when you click on these you will be rewarded with extra health, gold, weapons or armour. Other times, nothing happens at all, and sometimes (rarely) your health will be damaged. Please note that once clicked, the panels become blank and cannot be pressed again.



Blank Panels

Just to keep things interesting, there are a number of completely blank panels scattered around. They do not do anything when you click on them and are absolutely no use for anything, except perhaps as landmarks to help you navigate.

Fighting Monsters

The **SPACE BAR** on the keyboard displays the **Combat** menu:



The Combat menu allows the player fighting options to be changed. The first option - **Fight Mode** switches between Melee and Ranged mode. Melee uses your impact weapon on any monster directly in front of you. Ranged allows either Arrows or Fireballs to be shot at a monster who is standing off at a distance.

The **Ranged** selection allows you to choose either Arrows, Fireballs and Sunblast for ranged combat.

Arrows – must be fired at a target 1 or 2 paces away. Arrows always strike their targets but cannot be recovered.

Fireball – must be fired at a target 1 or 2 paces away. Fireballs cost 5 mana points each.

Sunblast – damages monsters who are standing directly next to the player (in any of the 4 cardinal directions). The amount of damage inflicted is equal to the amount of mana currently held by the player. The Sunblast uses all available mana.

Click on Fireball to switch to Sunblast and vice-versa.

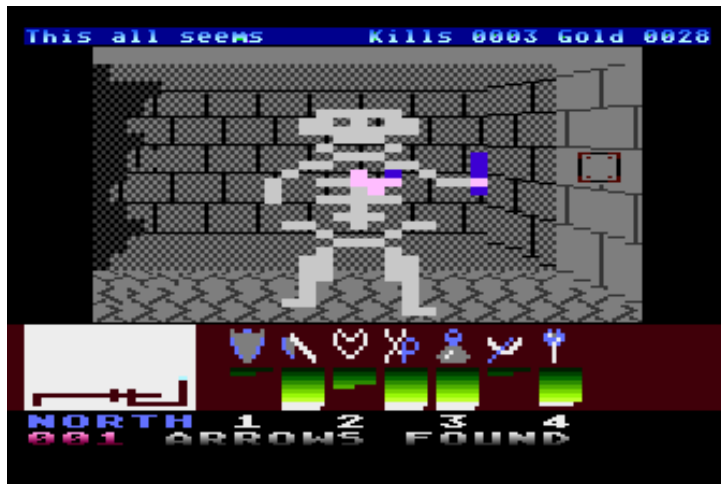
And finally, the **Movement** section switches between normal movement – **Rampage** where you must confront each monster directly in your path, and **Sneak** mode where for a limited time you can walk past any monster without them noticing you.

More about Sneaking – Activating the Sneak mode will cost you 50 mana points and will only last for a few seconds. When you are in Sneak mode any noise (stepping on a floor pad, clicking on a wall panel) or any attack on a monster breaks the spell and automatically returns you to Rampage mode.



Please note the Sneak time counter in the bottom right corner. Once your time is up, Sneaking is automatically disabled.

Press the **SPACE BAR** a second time to exit the Combat menu and return to the game.



Attacking a Monster

There are four ways to attack monsters – the first is via your melee weapon, activated by pressing the fire button when you are face to face with an enemy. The amount of damage you do will depend upon a combination of your Experience and the Level of your weapon. The health of the monster you are facing will depend upon its type and the level of the dungeon you are currently in.

Secondly, you can attack a monster at a distance with your bow (assuming you have any arrows). Arrows can sometimes be found on the corpses of your defeated opponents and occasionally behind the mystery wall panels. Arrows cannot be used when the monster is directly in front of you – they must be fired at a distance. Arrows are relatively rare, so use them wisely.

Arrows are somewhat magical - meaning that they never miss. However, once a monster has been struck with an arrow, he or she tends to get rather irritable and will like start moving towards you.



The third attack is the Fireball spell. Before you can use this spell, you will need to collect sufficient Mana to power it. Small amounts of Mana can be derived from successful battles.

The fourth and final attack is via the Sunblast spell. The Sunblast is best used when you are surrounded from all sides by monsters. When activated, this spell will use your entire supply of Mana points to inflict damage upon all monsters around you. The more Mana you have on hand, the more damage will be done. The Sunblast spell always uses all of your available Mana.

Once disturbed, Monsters will chase you, but they cannot walk through walls, doors or across floor pads. Although there are many occasions where it is possible to avoid a confrontation, it is recommend that you fight (and kill) as many monsters as possible – your weapons skill and experience points require combat to increase, and you will definitely need the higher skill levels during later dungeons.

Defending against Monster Attacks

Fighting a monster is a two way street. As much as you might enjoying pounding on them, the monsters themselves enjoy giving it right back to you. When you are hit by a monster, your dashboard will flash yellow (as below) and your armour and or health will be damaged.



Your primary line of defence is your armour. Your armour will help mitigate the effects of an attack (at the expense of its integrity) until its level is down to zero. Once the armour is at zero, all the damage from the monster's attack will be applied directly to your health.

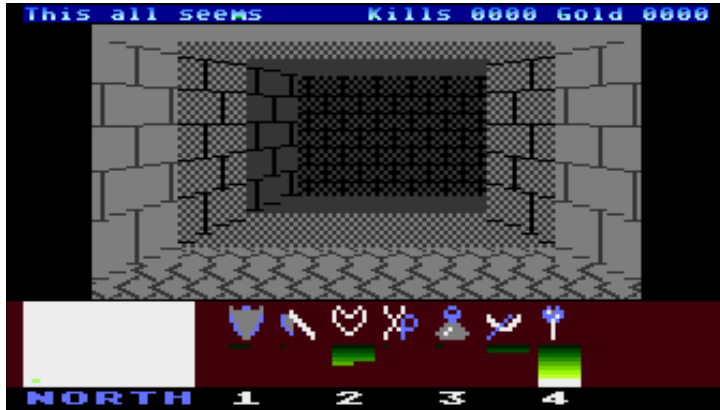
Additionally, keep an eye on your health and be prepared to disengage from the fight and/or obtain more health or armour before you continue.

A few of the monsters are unique in that they have the ability to poison you during a fight. These monsters are best dealt with at a distance by using arrows or fireballs.

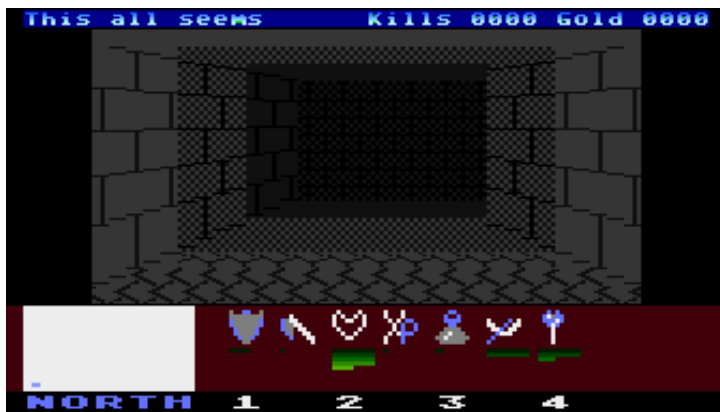
If you have been poisoned, you can either wait it out (assuming you have sufficient health) or hightail to the nearest Health panel or Health floor pad for a cure. Poisoning does not usually last very long but can be fatal if left untreated.

Darkness

The dark is not your friend. As your torch runs low, the already gloomy dungeon becomes darker and the walls close in. When this happens, monsters will become emboldened and strike with twice their usual strength. At the point when your torch is totally extinguished, they will attack with four times their usual ferocity. If this wasn't bad enough, total darkness brings out the Grues!



Dark



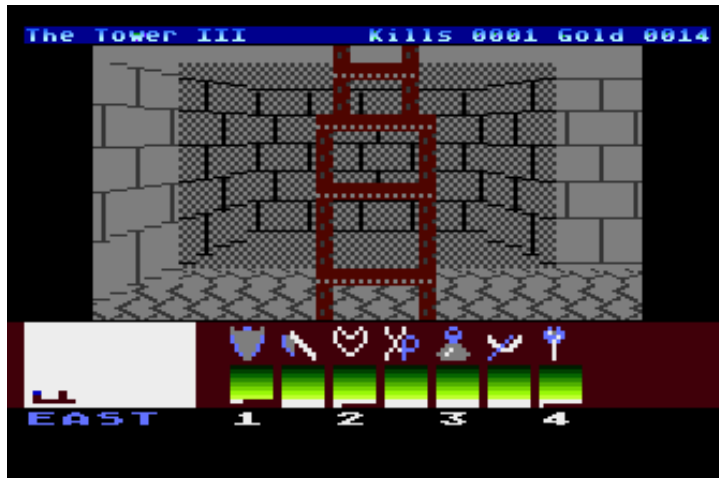
Darker



Mommy?

Ladders

Some dungeons have ladders scattered through the maze. Ladders can take either upwards to the previous level, or downwards to the next. Ladders are somewhat magical (don't try walking under them!) and disturb the natural balance of the dungeon's nature. Therefore, every time you ascend or descend the same ladder, any monsters that you might have killed are magically restored to life.



Up Ladder



Down Ladder

Completing a Level



The level or dungeon is complete when you have located the stairs leading downwards to the next level. Once you walk down the stairs, you cannot return to the previous level.

Miscellaneous Commands

Game Load and Save

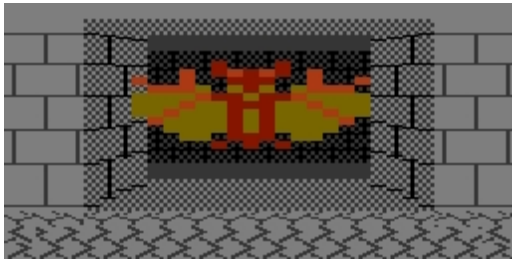
Each time you complete a level, the game will automatically save your progress. This will create a game save file on the current disk drive – make sure the disk is not write-protected! Once a level is complete, you can return to the beginning of the next one with the same stats you had previously earned. Please note that you cannot save the game mid level.

Pausing

The game can be paused at any time by pressing the “P” key. To return to play, press the START button.

Also note that the game is paused when you are viewing the Combat Menu.

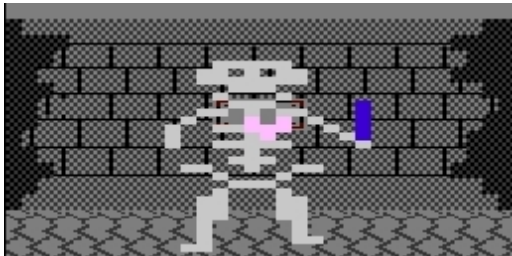
Monster Index



B.F. Bat



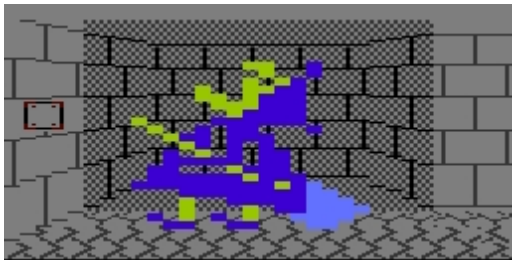
Feral Chicken



Skeleton



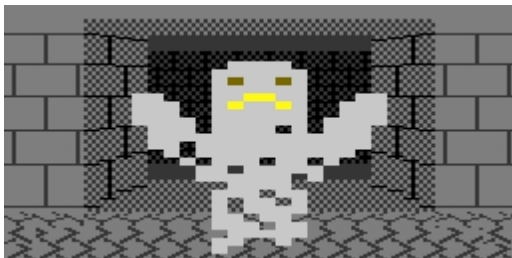
Zombie



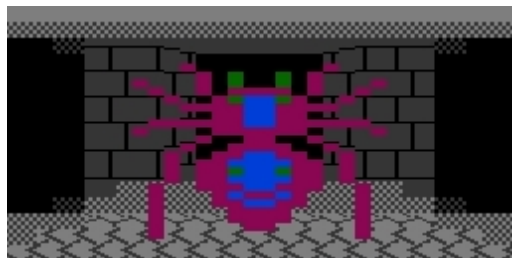
Witch



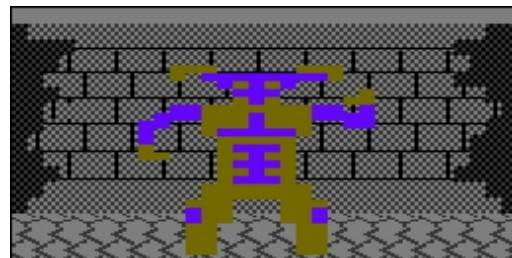
Snake (Poisonous)



Ghost



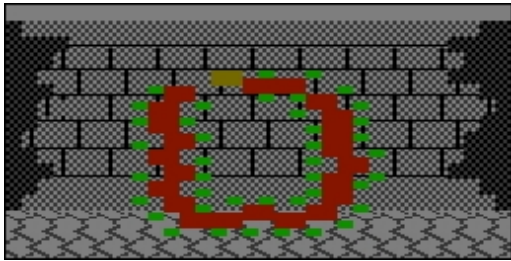
Spider (Poisonous)



Minotaur



Giant Rat



Tapeworm



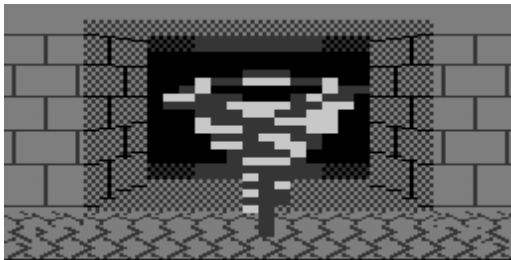
Bear



Dragon



Cow Demon



Whirlwind

Recognition

A lot of work went into this project, including a great deal of time and effort by the beta testers. I'd like to once again take this time to personally thank **Bob Follett** for his tireless testing, relentless pursuit of perfection and the many excellent suggestions and ideas that he contributed to this program.

Many thanks to the other beta testers - _The Doctor_, gambler172, slx, vazquezrick, Lord Thag and bhall408 !

A huge thank you to **Avery Lee** and his awesome Altirra Emulator! Altirra was a key element of my development cycle, along with Excel and Notepad. Not only did Altirra provide perfect emulation, it also allowed significant time savings when compiling. Without Altirra, I really doubt I could have created Dungeon Hunt.

Some rough calculations – DHII required approximately 1600 compiles. On a standard Atari, each one of those compiles would have taken around 7 minutes to complete. That's over 180 hours of compiling time alone! Never mind things like slow native editors, bad disks, overheating hardware, etc.

And of course, a big thank-you to you, the die-hard Atari fan who has maintained a very long relationship with these quirky machines and who has encouraged the development of this game (and many others) with your endless enthusiasm!

James, Daniel & Bob - the development team