

Dungeon Crawl
(c)1995 Neale Davidson

The Beginning:

There once was a land of Kobolds which terrorized the human lands around them. Not that the Kobolds were particularly fierce or deadly creatures, mind you, as any skilled human warrior could easily reck havoc on their ranks, but they had a nasty habit of preying on the weak and helpless. After their last daring raid, you have been hired to enter the Kobold Dungeon and rid the land of as many Kobolds as you possibly can.

Install:

Simply place all files into one directory. This game uses the mmsystem unit to produce sound-effects. As a result, some machines without sound capabilities may not be able to use this game. Simply either delete the game or invest in a sound card.

Game Parts:

Player: This is you, a heroic warrior wearing armor and weapon. You can take up to 100 hits of damage before dying. You should be able to cause a heck of a lot more. You can move yourself in the maze by left-clicking on the direction you wish to travel. You can attack whatever's in the adjacent hex by right-clicking there.

Kobold: There are four varieties of these nasties. The Soldier wears a cheap shield and causes only a small amount of damage with each hit. They die when struck. The Shaman is tougher, and has a minor ranged attack through in. They turn into Soldiers when struck. The Necromancer is very powerful, capable of three hits damage each attack, with a ranged attack, and they can also spawn Soldiers!

King: The last variety of Kobold is the king. He resides on level ten and has all the powers of his minions. He can even spawn Necromancers to do his bidding! Killing him takes several hits, and he is capable of delivering a great deal of damage.

Doors, Keys: You will need to use a key to open a door. For obscure reasons which are best kept to programmers and wizards, you are only allowed to keep one key on your person at a time. A door will open automatically if you move into it while carrying a key. Later levels have lots of doors and keys.

Potions: Very helpful, they let you get back 10 hits per potion. Use one simply by moving onto it.

Teleporters: Magical gateways which move you from one location in a dungeon to another.

More Information:

Dungeon Crawl is the first step for me in building a CRPG engine. This project stressed the use of tile graphics and some windows bitmap basics. It remains a fun time-waster with lots of noises! Good luck and see you on the other-side.

TPW 1.5 Source Code is available for \$20.00 to the following address.

Neale Davidson
Scrolls of Virtue
PO BOX 187
Lafayette IN 47902