

Quenzar's Caverns Version 1.2
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1. RUN TIME REQUIREMENTS

Quenzar's Caverns requires Microsoft Windows 3.0, or Windows For WorkGroups, or Windows 3.1, a VGA graphics adaptor, and a mouse. The game runs best on a 386DX33 or better machine with at least 4 megabytes of memory. In addition, this game requires the VBRUN300.DLL to run as it is a Visual Basic program.

2. INTRODUCTION

Quenzar's Caverns is a low-cost, Windows, dungeon adventure game that combines elements of text and action games in a graphical format. Each game is randomly generated for continued challenge and can be replayed. The game involves combat with monsters, avoiding traps, negotiation, and equipment to be found and used. Careful management of your resources is required to finish the game. The game is designed to be played in under an hour once you are experienced. There are basic and advanced skill levels.

3. WHAT'S NEW

There are a number of improvements in version 1.2 over 1.1:

1. There are 4 more monster types.
2. Additional graphics of monsters and end-graphics.
3. Monster strengths and attributes have been better tuned.
4. Monsters can have special abilities now. For example, bats are hard to hit because they are small and fly around, vampires can permanently drain your strength, medusas can turn you to stone, and black hounds can breath fire.
5. New weapons, and more consistent weapon damage values. Polearms now do more damage.
6. New magic items to use. Three magical amulets, a magic helmet, and a pack which allows you to carry more.
7. Items in your inventory are now numbered to let you know how many items you are carrying.
8. Clicking on a visited room box on the map will show you the contents of that room.
9. Each game is now assigned a game number! Each game number can be replayed so favourite dungeons can be used more than once.
10. A setup dialog has been added to allow the user to choose either the advanced or basic game, enter their name, and to randomize which magical

- items appear in the game. This replaces the large number of menu picks in the last version and makes the game play more consistent.
11. There are two less trapped rooms making your life a little easier.
 12. A magical healing spirit has been added into the game who will heal you in exchange for gold, giving you something else to spend your hard earned money on.
 13. Improved help file and details about the game describing the monsters.
 14. The combat system was rewritten to support extra capabilities, and to report on CRITICAL HITS.

KNOWN BUGS

- a. Bugs relating to the end-screen bitmaps appearing blocky in 1.0 are fixed. However, in some screen resolutions and font sizes, the bitmaps still appear too small.
- b. Rarely, an item name might be missing the first character in your inventory list, but this is harmless as it is a display problem that disappears on screen refresh.

4. QUENZAR'S CAVERNS AS SHAREWARE

Quenzar's Caverns is marketed as shareware and is not free. The concept of shareware allows users a chance to try software before buying it. After a trial period (usually a month as a maximum, but more often dictated by conscience), continued use of a shareware program expects you to register it. If you enjoy playing this program please register it, as it encourages me to continue to develop low cost, interesting games that might not otherwise see daylight.

Registration information is contained in the program under the About menu option of Quenzar's Caverns. Additionally, there is a short registration form included as a text file called register.txt.

Pulse Ventures Ltd. has copyrighted Quenzar's Caverns, and retains all rights to it, with a few specific exceptions stated in the section DISTRIBUTION REGULATIONS.

5. PRODUCT DISCLAIMER

Users of Quenzar's Caverns must accept this disclaimer of warranty:

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6. INSTALLATION INSTRUCTIONS

Quenzar's Caverns files can be installed in any directory.

The original Quenzar's Caverns is an archived .ZIP file. Simply copy the archived file to the desired directory and unarchive it there.

Once all the files are in the appropriate directory, Quenzar's Caverns can be installed in a Windows Program Manager application group.

A new program item can be created in a group by:

* Make sure you are in the Program Manager Dialog. The caption at the top of the dialog should read "Program Manager".

- * Click on the File menu from the Program Manager's menu bar.
- * Click "New..." from the File menu.
- * Select the Program Item radio button and click on the OK button.
- * A new dialog box appears, so click on the Browse button.
- * This brings up a common dialog box titled "Browse".
- * Find the directory you left the Quenzar files in by using the Directories list box, and clicking on the correct directory. Make sure you are on the right disk drive.
- * Once you have the right directory, you should click on the QUENZAR.EXE program file to highlight it.
- * Press the OK button again, and again on the next screen, and you have installed Quenzar.

Quenzar's Caverns can now be started like any other Windows application.

NOTE: double clicking on the program name from the File Manager also will run Quenzar.exe.

7. DISTRIBUTION REGULATIONS

Pulse Ventures Ltd., specifically grants the right to copy and distribute the Quenzar's Caverns game package, with the following restrictions below. If you do not follow the restrictions, then distribution is not permitted.

- * The Quenzar's Caverns game package must be distributed complete and UNMODIFIED from its original form. The complete game package is defined as the files listed in the PACKLST.TXT file.
- * The Quenzar's Caverns package including all related program files and documentation files cannot be modified in any way.
- * Quenzar's Caverns must be clearly identified as SHAREWARE.
- * Shareware Distributors and BBS(s) may charge a handling fee not to exceed \$9 U.S. for distribution of the program. The recipient of Quenzar's Caverns must be informed in advance, that the handling fee does not cover the payment for the Registration Fee for Quenzar's Caverns.

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