MakeItSo Software proudly presents:

NDUNGEON Version 0.9 Beta

Hello Newtoneers !

NDungeon has been developed as part of a larger programming project of NANUG, the North Atlanta Newton User Group and grew in the process beyond all dimensions and borders ;) So this is the first release, representing the stand-alone version for one player. The final product will (hopefully) include several interfaces to allow playing via IR, Appletalk, and other services (Hmm, maybe play by Mail ;))

This is the second "semi-official" beta release of NDungeon.
It is still under development but I decided that it has reached a state, where any further development should take the "users/players" suggestions into account.

What the game is so far:
It is a 40 Room labyrinth with about 10 Monsters.
It also includes two shops and a lot of goods.

You can attack, flee, cast and meditate (always meditate before you cast a spell) !!

It all begins with you standing at the entrance of NDungeon. Your goal is, to find the room, where the princess is hidden
(Somewhat logical, isn't it ??)

I am distributing two versions:

Version 1) No sounds. Requires about 250k on your Newton.
Version 2) A lot of sounds. Requires 900k on your Newton (No this is no typo)

I suggest in any case to try Version 2 if you can give it about 40k of heap space and the mentioned amount of RAM. It has a lot more atmosphere.

Version 1 is simply Version 2 without the sounds. I am working on some compression techniques right now and maybe will be able to press some sounds in the "small" versions too.

Send any bug reports, suggestions for objects, monsters, or other additions to:

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Things to come before the end of the beta state:
        Soups and an editor to develop your own labyrinth, monsters and   objects.
        IR-Connectability to play one against one or join in finding the   princess..
        AI-Monsters (well, at least monsters that can walk and follow
        goals like collecting items or following the party.
        The functions use and talent in the battle view will work and have
        some rather neat effects on the group or the enemies.
The final release will also include a much larger labyrinth and some kind of training area for
the newbie. (Thank' s to Mark for the suggestion)

Thanks go to Mark for support and a lot of suggestions......
And to Konni for her patience.

Have fun and enjoy........

P.S.:

I am currently thinking about putting it in the shareware-pool and would like to know if you
are willing to pay for this game if you receive
further updates, dungeons produced by other players (Think of a pool of dungeons you can
choose from !) and other products by MakeItSo Software ? And how much do you think you
would be willing to spend ?
The Shareware fee I currently would announce is about 25 $