Help for Deadly Rooms of Death ™

This program is a fully-working demo of D.R.O.D.™ complete with 3 levels, and many, many hours of normal play time.   If you like this game, please help support our efforts and order D.R.O.D.™ today.   You'll receive 22 more levels, explore hundreds of additional rooms, fight new monsters, and hear a great 50 minute long soundtrack!

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System Requirements

- Microsoft Windows™ 3.1 or 95 (or higher)
- 4.5 Megs free hard drive space
- VGA graphics card

Optional

- Soundcard
- A hint of patience
- Gobs of free time

YES!   You may give this demo of D.R.O.D.™ to a friend (or foe).   Shareware vendors, please see the files 'VENDOR.DOC' and 'LICENSE.DOC' in the game's directory.
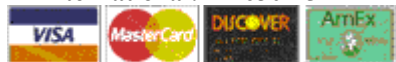
Story & Objective

The Objective…

The object is to descend through all twenty-five levels of DROD.   In order to complete a level Beethro must destroy all of the monsters in the level and find the level exit.   When all twenty-five levels have been completed, Beethro will collect enough money from King Dugan to retire from the thankless dungeon extermination trade and open a restaraunt.

"I'll call it 'Beethro's Roasted Roach Grill'!"

The Story…

Beethro Budkin strolled into the Grand Dining Chamber where King Dugan was finishing his massive morning meal.

"Away, foul commoner!   You disrupt my digestion with your poor hygiene!" bellowed the King, with bits of pork and potatoes erupting from his mouth.

"But sir," protested Beethro, "you sent for me."

The expression on the King's large face changed from anger to confusion to recognition to geniality in the space of two seconds.

"I really should have had you come in sooner," said King Dugan.   "It's unbelievable!   You let your guards eat their meals down in the dungeon, they spread crumbs all over the place, and all of a sudden the place is just swarming with cockroaches, not to mention goblins, serpents, evil eyes, and other nasty things.   It's really gotten out of hand."

Beethro straightened with pride.   "Not to fear.   I am a trained professional from a long line of dungeon exterminators.   I combine five generations of passed-down knowledge with the most state-of-the-art equipment to offer efficient extermination service at an affordable price."

"What kind of equipment do you use?"

"I've got a really big sword."

"Good!   When can you start?"

"As soon as we handle the details of payment.   Here are my standard extermination fees.   Just sign at the bottom." Beethro handed a contract to the King.

"These prices are outrageous!   Is the privilege of honorable service to the Crown worth nothing these days?"

"I can leave."

"No, no, no.   We need that dungeon cleared so that the prisoners can receive their torture in a clean and safe environment."

"Well, I'll give you a discount if you'll throw in a princess."

"You're ugly and you smell bad.   None of my daughters will have you!"

Beethro shrugged.   "Fair enough."

The King signed at the bottom of the contract.   "Right then.   Let me show you to the entrance."

With an accompaniment of ten soldiers, Beethro made his way to a large, metal door, covered from top to bottom with locks, bolts, and chains.   He unlocked and opened the door with a ring of keys handed to him.   The soldiers shrunk back, swords drawn, as the door creaked open to reveal a descending staircase.   Far down below, he could see oily, black cockroaches skittering about.   "Those cockroaches are as big as I am!" he exclaimed.

"Just get down there!" said the King and some of the soldiers forcefully helped Beethro through the doorway.   The door slammed shut behind him and the locks were rapidly put back on.   He heard a muffled yell from the other side.

"Don't come back until you're done!"

Contents

Quick Start & Keyboard Commands

These instructions are for people who don't like to read instructions.   Here's what you do:

1. Destroy all of the monsters in all of the rooms.
2. Find the staircase that exits the level.

Keyboard commands available during the game are:

7 - move northwest	**8** - move north	**9** - move northeast
4 - move west	**5** - wait	**6** - move east
1 - move southwest	**2** - move south	**3** - move southeast

q - swing sword counter-clockwise
w - swing sword clockwise
r - restart room
z - display coordinates of the current room

Monsters only move after you move.   Have patience--this game is played quite differently from others and takes some getting used to.

These keyboard commands can be changed with the "Settings" option available from the main menu.

You can wait as long as you want before moving.   (As long as you aren't in speed mode.)   The monsters in the room will move immediately after you move.   For effective maneuvering remember that monsters do not move simultaneously with your movements but right afterward instead, so you may step onto a vulnerable square as long as you destroy the threatening monster with that movement.   All of the above movements take one turn except for the last 4.

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Main Menu Commands

This is a summary of the commands shown on the main menu that appear when DROD first loads:

Continue - Continues from the level and room you were at when you last exited DROD.   If someone else plays DROD after you, then you will continue from that game.   If no game has ever been played this is the same as choosing "New".

New - Starts a new game from the first level or the fourth level with Registered DROD.   Your current game will be lost if you haven't saved it.

Settings - Brings up a dialog box with the following options available:
Sound Effects - Checked on or off.
All - Check this on if you want all of the sound effects.   (May slow down your game.)
Music - Checked on or off.
Sound card type - fine tunes the music to sound best for your sound card.
Keyboard commands - Use to redefine the commands to different keys.
Game mode - Normal (you have as much time as you want to take your turn.)
Game mode - Speed (your turn is forfeited after a specified number of seconds.)

Restore - Allows you to restore a game saved with the "Save" command.   Note that you can use the "Continue" command instead, but "Restore" is useful for keeping track of multiple games.

Save - Saves your current game.   When you restore the game, the room will be restarted with Beethro at the room entrance and all elements in the room reset.

Order - Brings up information on how to order the registered version of DROD with 22 more exciting levels.

Instructions - If you are reading this, then you've mastered the instructions command.

Demo - Beethro plays some levels without your help.

Exit - You should spend all of your time playing DROD and should never have to exit the game so this command is irrelevant.

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Objective

The object is to descend through all twenty-five levels of DROD.   In order to complete a level Beethro must destroy all of the monsters in the level and find the level exit.   When all twenty-five levels have been completed, Beethro will collect enough money from King Dugan to retire from the thankless dungeon extermination trade and open a restaraunt.

"I'll call it 'Beethro's Roasted Roach Grill'!"

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Keyboard Commands

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q - swing sword counter-clockwise
w - swing sword clockwise

r - restart room
z - display coordinates of the current room
escape - go back to main menu and pause the current game
f1 - bring up the quick help screen

These keyboard commands can be changed with the "Settings" option available from the main menu.

You can wait as long as you want before moving.   (As long as you aren't in speed mode.)   The monsters in the room will move immediately after you move.   For effective maneuvering remember that monsters do not move simultaneously with your movements but right afterward instead, so you may step onto a vulnerable square as long as you destroy the threatening monster with that movement.   All of the above movements take one turn except for the last 4.

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Game Elements

Beethro is you.   He and his sword take up two squares.   Keeping the sword between Beethro and the monsters is the key to staying alive.   For more information about movement, see Keyboard Commands.

The **monsters** Beethro destroys in a room will come back to life if all of them are not destroyed.   You will want to refer to the authoritative Monster Reference for more information.

Like **walls** in the real world, these are obstacles that prevent movement.

Crumbly walls are ready to fall apart, but have to be looked for as they blend in with solid walls.
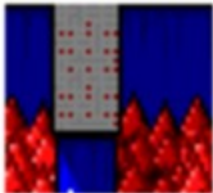
Pits are not particularly dangerous since Beethro is too experienced of an explorer to accidentally fall into them, but be careful of **trapdoors** that can leave him shanghaied and monsters that fly across pits.   Trapdoors fall away to pits after stepped upon once.

Yellow doors are opened and closed by striking **orbs** with Beethro's sword. When an orb is hit, bolts of magical lightning will shoot from it opening, closing, or toggling from one to four doors. There are some very tricky puzzles that are based on these doors. Unlike green and blue doors, yellow doors are always the same when a room is revisited.

Red doors are opened when all of the trapdoors in a room have collapsed. Unlike green and blue doors, red doors are always the same when a room is revisited.

Green doors are opened when all of the monsters in the room are defeated and stay open when the room is revisited.

Blue doors are opened when all of the monsters in the level are defeated and stay open when the room is revisited.

Each level has at least one **exit** which must be found before the level can be completed.

The **mimics** are unleashed when Beethro drinks a **mimic potion**. After Beethro drinks the potion you use the movement keys to position a star where you wish the mimic to appear. When you've reached the desired location and the star is flashing to indicate a valid destination, press the wait key ("5") and a mimic will appear. Mimics are copies of Beethro and they move exactly as he does. Pushing the mimics against obstacles will change their position relative to Beethro.

When Beethro drinks an **invisibility potion**, he becomes invisible to monsters.   However if he steps within 5 squares of a monster, it will be able to smell him.

Scrolls contain information that may or may not be useful.   Beethro must step on the same square they are in to read them.

Force arrows prevent movement in the opposite direction they point.   The north-pointing force arrow could be stepped onto from all directions except northwest, north, and northeast.   Once Beethro steps onto a north-pointing force arrow he can leave in all directions except southwest, south, and southeast.

The **map** shows the rooms in Beethro's immediate vicinity that have been explored.   If the room has had all of its monsters removed it will be white.   Otherwise, it will be red.

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Monster Reference

A lot of people got themselves killed to bring you this information:

Roaches
Roach Queens
Wraithwings
Evil Eyes
Serpents
The Living Tar
Spiders
Goblins
Brains
The 'Neather

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Roaches

The first thing you need to know is that these are not the same kind of roaches that camp out underneath your kitchen sink.   These are *dungeon roaches* that average five feet in length and come equipped with long, flesh-tearing teeth.

Luckily, they have tiny brains and will simply move towards Beethro without any regard to his slashing sword.   All but the simplest obstacles will thwart them, so Beethro can maneuver them to his advantage by forcing them to run into walls.

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Roach Queens

The Roach Queen will never attack you directly.   In fact she'll do her best to evade you so that she can concern herself with bearing deadly roach offspring.   Every thirty turns she lays eggs in all empty adjacent squares.   The eggs will hatch to full-grown dungeon roaches after just three turns, so watch out!

It is useful in some situations to know that an egg cannot be layed in a square that Beethro is standing in.

Wraithwings

These nasty bloodsuckers attack with confidence in numbers, but a solitary wraithwing is a complete coward.   They like to congregate in rooms with pits where their ability to fly gives them an advantage over their prey.

Evil Eyes

These odd creatures roam dungeons in groups looking for a suitable nesting area.   When the nesting area is found, they position themselves in such a way that an explorer entering that area will fall into their line of sight and wake them from sleep.   Once woke, they rush the explorer, often from several directions at once, and leap onto his body secreting acids to soften him for digestion.   After the meal, they return to their selected positions and sleep until someone else approaches.

The evil eye while in its sleeping state will only be woke if Beethro steps in a square that is in its direct line of sight. It is possible at times to sneak up on eyes, but they may be dispatched with a sword blow when awake too.

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Serpents (Registered version only.)

Serpents are heavily armored and entirely invulnerable to Beethro's sword.   The only way to destroy a serpent is to lead it into a dead end.   Of course, if Beethro walks into the dead end in order to lead the serpent, it will be a dead end for him too.   A serpent cannot move diagonally.   Unlike other monsters, a serpent will never walk onto a force arrow even if it is going in its direction.

The serpent will generally move towards Beethro but not always.   This is not random--you will want to understand the serpent's movement behavior to solve different rooms.

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Spiders (Registered version only.)

These arachnids would be easy to defend against if you could only see them.   Their light blue skin allows them to hide on certain levels where the color of the floor is similiar.   If you watch closely, you can spot spiders when they blink.

The Living Tar (Registered version only.)

The Living Tar is a substance full of deadly complexities.   Within the oozing pitch of the tar, you will find two dangerous lifeforms to be dealt with: tar babies and tar mothers.

The tar can only be penetrated at flat areas around its perimeter.   Corners withstand sword punctures.   It is possible to carve some tar into a shape that cannot be reduced any further because there are no exposed flat areas to strike. The four squares of tar below are an example of this:

When tar is stabilized it poses no threat at all and can be left alone.   But when Beethro cuts through the tar with his sword, it reshapes itself dynamically and tar babies may spring from the new formation.   It is difficult to explain the rules for tar reshaping in words, but if removing a square of tar by hitting it with the sword causes adjacent tar areas to be only one square wide or high, those affected squares will change to tar babies.

Tar babies will attack on the turn following their formation and in the same manner as dungeon roaches.   They are the only element of the Living Tar that can destroy Beethro, though he may become trapped by growing tar.

If a tar mother is present in the room, the tar will grow outward every thirty turns.   The only way to stop this growth and stabilize the tar is to destroy the tar mother by carving a path through the tar to her.   The expanding tar may create tar babies as it tries to fill crevices less than two squares wide.

If there is more than one tar mother in a room, all tar mothers must be destroyed to stop the tar from growing.

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Goblins (Registered version only.)

The goblins used to fashion tourist trinkets to sell to explorers, but have lately found that it is easier to just kill them and take their possessions.   These devious creatures have a healthy fear of a sharp blade, and unlike other dungeon creatures won't rush Beethro if his sword is wielded in their direction.

Despite being relatively intelligent, the goblin has a difficult time finding his way around complex obstacles to get to his prey.

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Brains (Registered version only.)

This ominous blob of neurons is not directly dangerous, because it never moves or attacks.   The brain expands its consciousness to all of the monsters in the room so that it can communicate with them.   When an explorer enters the room, it alerts all of the monsters and gives them instructions on what paths to take to get to the intruder.

Fighting monsters endowed with the brain's intelligence becomes much harder as simple obstacles can no longer be used to prevent monsters from finding Beethro.   When all brains in a room are destroyed, the monsters will return to their normal intelligences.

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The 'Neather (Registered version only.)

The legend goes that a king of past grew tired of his annoying young son and jokingly suggested that the lad go play in the castle dungeons.   Taking his father seriously, the boy wandered deep into the dungeon chambers and was never found again.   It is said that he did not perish, but lived the rest of his life in the dungeons by preference. Becoming a master of his new habitat, he learned all of the secrets of the underground world and formed alliances with the monsters that dwealt there.   He named himself the 'Neather and schemed to rise from the dungeons to claim the throne when his powers were able.

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YES!   You may give this demo of D.R.O.D.™ to a friend (or foe).   Shareware vendors, please see the files 'VENDOR.DOC' and 'LICENSE.DOC' in the game's directory.

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Why Register?

Dear Friend,

Deadly Rooms of Death is an unusual game with many new game elements you will not find anywhere else.   The result is that you have to be patient and *think* or you won't get any enjoyment out of DROD.   This really is a lot to ask of people.   I'm not being sarcastic.   Most people use up all their intellectual concentration on more important things (work, school, daytime soaps) and prefer less demanding diversions.

But *you*, on the other hand, have surplus brainpower!   I can tell this because you've endured my pointless rambling long enough to read this far.   But my point is......um......oh yeah......DROD--you either like it or you don't.   And my guess is that you *do* like DROD at least a little bit.   I hope you don't mind my saying that the thought of you liking my game fills my heart with a warm glow of affection.   Perhaps, in appreciation of the many months of labor I've spent to bring you DROD, you've experienced similar emotions.

I want to continue these good feelings between us.

When you receive your copy of Registered DROD, you'll get 22 more levels to explore, each one with a unique puzzle theme.   There are 350 rooms total and most rooms take about a half hour to solve.   So it will likely take hundreds of hours for you to complete the game.

If you liked the first 3 levels, you'll *love* the 22 registered levels, because the rooms are more complex and challenging with plenty of new monsters and elements introduced.   In some rooms you just kill monsters, in others you avoid them, and in others you get them to do things for you.   Some rooms require you to plan several moves ahead like a chess game.   There are rooms with hidden obstacles and rooms with monsters arranged in precise formations that will seem unassailable.   You will find (if you pay attention) secret areas to explore--some that must be located and conquered to win the game.   Of course, there's also heaps of new graphics and music to keep the game fresh.

In short, Registered DROD is not more of the same, it's where all the real fun begins.   The best parts of DROD are all packed away in the registered version, so if you like these shareware levels you can't go wrong with Registered DROD.   Joyful tears well up in my eyes when I think of the great adventures that lay ahead of you.

Gushingly,

Erik Hermansen,
Creator of DROD

Ordering Registered DROD
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Solving Technical Problems

Sound Problems

***Problem*:** Music won't play at all.
***Solution*:** Run the Media Player application that comes with Windows and use it to play any of the .MID files in the DROD\DAT directory.   If the Media Player fails to play a .MID file then there is a general problem with your configuration to be solved.   You will want to refer to Windows and sound card documentation to determine how to configure your system.   If the .MID files will play with Media Player but you cannot hear music when DROD is running, select "Settings" from the DROD main menu and check that the "Music" option is checked.

***Problem*:** Sound effects won't play at all.
***Solution*:** Run the Media Player application that comes with Windows and use it to play any wave file (try "c:\windows\tada.wav"). If the Media Player fails to play a .WAV file then there is a general problem with your configuration to be solved.   You will want to refer to Windows and sound card documentation to determine how to configure your system.   If the .WAV files will play with Media Player but you cannot hear sound effects during DROD games, select "Settings" from the DROD main menu and check that the "Sound Effects" option is checked.

***Problem*:** Music sounds a little strange.   (Instruments that sound out of place.)
***Solution*:** Select "Settings" from the DROD main menu and listen to the music after choosing each of the 3 sound cards to determine which sounds the best.   If the music sounds bad with all 3 sound card settings, you can turn the music off.

Graphics Problems

***Problem*:** Screen colors look ugly, fonts hard to read, screen object arrangement is weird.
***Solution*:** With less than 256 colors, the useful checkerboard floor pattern disappears on many levels and lots of graphics look ugly due to dithering.   With higher than 640 by 480 resolution, the font that appears on the scrolls gets hard to read, it is easy to miss game details with the small size of squares, and the arrangement of screen objects looks a little strange.   With some video drivers, you may have other problems.   The recommended screen mode is 640x480 with 256 or more colors.   You can give the other modes a try, though.

***Problem*:** You want to run DROD in a window.
***Solution*:** You can't.

General Problems

***Problem*:** The game locks up, crashes, or causes system errors.
***Solution*:** Turn off the music and sound effects.   If the game doesn't lock up without music and sound effects, it is possible that sound is not configured properly on your system.   If the game locks up with music and sound effects,

try running the game without any other programs running.   Reboot Windows after any errors.

Problem: The character you control moves too slowly.
Solution: Close any other programs running.   If the character still moves slowly (quarter of a second per move or slower) try turning off the "All" or "Sound Effects" options in the "Settings" dialog.

Problem: The character you control does not move when buttons on the keypad are pushed.
Solution: The NumLock should be on if you want to use the numeric keypad for gameplay.   The NumLock should turn on automatically when you are in DROD and revert to it's previous setting when you leave, but with Windows NT and possibly other configurations you have to set the NumLock yourself.   If you are still unable to move with the keypad, check the "keyboard commands" in the "Settings" dialog.

Problem: While running DROD, the key repeats quickly and the NumLock turns on.
Solution: This behavior occurs automatically when you start DROD and reverts when you exit DROD or switch to another application while DROD is running.   If this causes problems with other applications, you may want to exit DROD before using them.

Problem: I can't figure out this @*$% room!
Solution: Don't call technical support!   If you have Internet access, some good Usenet newsgroups to post questions to are rec.games.puzzle and rec.games.misc.   If you are asking a question about a specific room, use the "z" key to get room coordinates for that room, then state the room coordinates in your message so that other players can figure out which room you're talking about.   If it should happen that a web page for DROD comes into existence, the place to look for a link to it would be the Webfoot homepage at http://www.webfootgames.com.

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Webfoot Technologies' Catalog of Great Games

Man does not live by DROD alone.   You should check out these other great Webfoot games.   For the most up to date info on released and upcoming titles, see the Webfoot Technologies Inc. homepage at:

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A very addicting puzzle/strategy game!   Rotate the falling nuclear particles and align 3 or more.   When 3 or more particles are aligned, they disappear in an atomic chain reaction.   Watch out!   The particles fall faster and faster as each level goes by.

Interpose $39.95
Interpose features incredibly AWESOME smooth scrolling graphics, megabytes of animations, and an epic movie soundtrack. One of the BEST action games available for the PC to date! The CD-ROM also features CD-Audio theme music by composer Lars Kristian Aasbrenn.
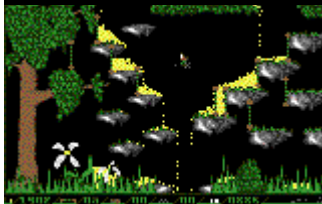
H2O $19.95
H2O features 40 levels of mind-bending puzzles, smooth-scrolling playfields, and an awesome soundtrack. Guide a falling stream of water to the drain-pipe at the bottom of the scrolling screen. Be warned! Game play is extremely addicting.

Tronic $19.95
A favorite classic, Tronic, features 50 levels of fast moving action made up of great graphics and music.   Catch special bonus pieces to gain special powers.   Level editor lets you create and play your own Tronic games.
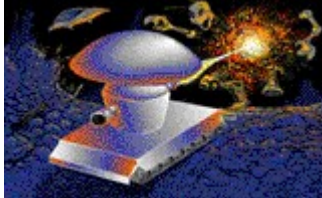
Cyborg: Hopy-ONE $9.95
The bio-droid, HOPY-ONE, was created to research a virus that has infiltrated the galaxy.   HOPY-ONE's mission is to collect samples of the virus to aid in the production of a vaccine.   Features 35 levels and 640x480 hi-res graphics.

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