# Help & Instructions for Quenzar's Caverns

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## About the Game

Quenzar's Caverns is a shareware product copyrighted and sold by Pulse
Ventures Ltd.  This game allows you to evaluate the game for an indefinite
period of time as it will let you play a static dungeon over and over again.
The game should be possible to finish in under an hour once you have played it
for a while.  If you decide to register this game, you will receive the
capability to randomly generate dungeons and set the number of shock trapped
rooms; you will also get a tip sheet to play the game even better.  Randomly
generated dungeons will change the play of the game every time.  I appreciate
any feedback from players of this game.

## Background

You are in a world where magic works, and creatures from mythology are real.
Quenzar's Caverns is about you, a hero or heroine, who has decided to rid the
land of an evil wizard named Quenzar.  Quenzar has been plotting to take
control of the kingdom for years.  From his hidden, underground fortress he
has been using his magic and sending out his minions to terrorize the
surrounding lands.  He is an evil man whom few people have seen and survived.
Quenzar is also reported to be dabbling in necromancy and has dealings with
evil beings from other planes of existence.

## Object of the Game

Your mission is to kill Quenzar.  You enter Quenzar's underground fortress at
a random location, and the entrance point mysteriously seals up behind you.
Quenzar's fortress is also known as the Dungeon of Doom, and is full of traps,
treasures, and guardians.  You must gather up better equipment and magical
items to help boost your abilities to fight Quenzar.  The entrance to
Quenzar's inner sanctum, where Quenzar dwells, is randomly located in one of
the rooms in the dungeon.  Entry to the sanctum can only be gained by finding
the gold key randomly located in another room.

## Map Grid Display & Dungeon Features

The dungeon is randomly generated each time you play.  The number of monsters,
types of rooms, placement of traps and treasures, and where you start is
different from one game to the next.  This means some games you play will be
harder and some will be easier.

The dungeon is a magical construct of a two-dimensional grid of 100 rooms with
some unusual features.  Moving off any edge of the map will place you in the
room directly opposite of your last position on the opposite edge of the map.
In other words, the dungeon wraps-around.  Magically shock trapped rooms are
the second unusual feature of the dungeon.  These rooms will be randomly
scattered throughout the dungeon, and they can be very lethal if you enter
these rooms.  Each magically shocked trapped room is always active, even after
you have set it off by entering it, so re-entering the room will zap you again
if it didn't kill you the first time.

The numbering for the rooms always goes left to right (for a column position
or X position) first, then top to bottom (for the row position or Y position)
second.  So room 3, 5 is the room at the intersection of column 5, row 3.  The
numbering around the grid display reflected this numbering system.

Your current position in the dungeon is displayed in a box directly above the grid along with the direction of your last move. Underneath the grid display are two text boxes which will indicate the furniture contents of the room and if any monsters are present.

Your current position on the dungeon grid is indicated by having the box you are in colored BLUE. Rooms you have already visited are marked in YELLOW. If you enter a magically shock trapped room, the room will be displayed in RED to warn you. In addition to showing your position, the dungeon grid also shows you the number of trapped rooms adjacent to your current and previous positions, helping you map your way around.

You have a rune of warning tattooed on your arm that warns you of magical traps. The rune tattoo can tell the number of magical traps nearby, but not their exact location. The number of traps it detects will be displayed on the dungeon grid at your current location. Traps will only be detected in the true north, east, south, and west directions. For example, if the dungeon grid displays the number 3 at your current position, then all the rooms around you, except in direction you entered the room have magical shock traps and should be avoided! You should backtrack out of the room and find out the safe rooms to enter by deduction.

Each room can contain up to one monster and one item of furniture. When an item of furniture is present in the room you are in, a picture of the furniture is displayed in the left picture box in the Room Contents group box. The right picture box in the Room Contents group box displays a picture of the monster that is present in the room if there is one. A room without furniture displays an empty room with a doorway in the left picture box, and a room without a monster displays a blank picture in the right picture box.

Each item of furniture will contain one and only one item of treasure.

## Movement
Movement around the dungeon is achieved by using the mouse to click on the 4 arrow buttons located in the center of the screen display. You can only move true north, east, west, and south. Remember the dungeon edges wrap around to the other side.

## Entering A New Room
When a you move into a new room, the game first checks to see if you have entered a magically shock trapped room. After this, the room's contents will be displayed, and your new position is updated on the grid along with the number of trapped rooms adjacent to the current room. If there is no furniture or monsters present in the room, you can move onto the next room. If furniture is present, then you can search it. If a monster is present, you enter combat mode.

## The Action Log List Box
This is a scrollable text box at the bottom of the grid display screen. This box displays all events that happen to you while you are in a room. The box will list the results of your searches, any traps you set off, and the results of any combats in the room. Whenever you leave a room, the action log is reset.

## Combat

Whenever a monster is encountered, the game will enter combat mode. This means only the Attack, Defend, Grenade, Flee, and Talk buttons will function. These buttons can be used in any combination. Monsters only attack when you choose the Attack, Defend, and Flee buttons. Using the Grenade button is a free attack if you have a grenade(s). Talking is not always an option, as a monster may not want to talk, and a unsuccessful talk attempt will not give a monster a free attack on you.

**Attack** button: Attack at full strength and regular dexterity. Monster also attacks at full strength and dexterity.

**Defend** button: Attack at 80% strength, 70% regular dexterity. Monster hits at full strength but half its dexterity. Use when you are weaker in PV than the monster unless you feel lucky.

**Grenade** button: You get to use grenades which do 5 to 25 damage each, and monster does not get to hit back. Grenades are pretty lethal most of the time, and are handy to use in a pinch.

**Flee** button: There is a 50% chance of fleeing each time, but if you fail, monster gets a free attack at normal chances to hit. If you successfully disengage from the monster, you can leave the room.

**Talk** button: Call this threat, bribe, plead. Compare hero PV to monster PV value to determine if you are weaker or tougher. PV (point value) is based on the beings current strength, adjusted dexterity, weapon value, shield value, and armour value. Talking also compares your intelligence (wits) against the monster's intelligence, and incorporates a random monster reaction value to adjust the amount of money that maybe required.

## Weapon Damage

Damage done in combat is calculated by a formula that uses your strength and the damage value of your weapon. The higher your strength, and the higher the damage value of the weapon you are using, the more damage you will do. The damage value of your current weapon in use can be seen under the Damage heading on the Character Statistics and Inventory Screen. Damage that is not absorbed by armour is deducted directly from the strength of the Target.

## Armour and Shields

Armour and shields absorb damage that is inflicted on you by monster attacks, and traps. However, the heavier the protection you are wearing, the lower your dexterity becomes. The amount of dexterity loss you suffer from wearing a particular type of armour or using a shield can be seen in your Adjusted Dexterity on the Character Statistics and Inventory Screen. The amount of armour protection you are offered by a combination of worn armour and shield in use is shown under the Armour heading on the Character Statistics and Inventory Screen. Try on the different types of armour and shields to see how they affect your dexterity and level of protection. Padded armour is the least effective type of armour, and magical plate is the most effective type of armour. A small shield is the least effective type of shield, and the Dragon Shield is the most effective type of shield. When your adjusted dexterity is below 10, you have less then a 50% chance of hitting. An overall armour rating of 4 is a good enough to stop most damage inflicted by smaller monsters, or weakly struck blows.

## Seeing your Current Strength Along With Your Opponent's
Your current strength, along with your opponent's strength is displayed in the top right hand corner of the display.  Watch this display carefully when you are in combat as it will tell you when you are near death.  **NOTE:** You can use potions, items, change weapons, shields, and armour in the middle of a fight. This is a big advantage for you!!!!

## Death
You are killed or the monster is killed when their strength is reduced to zero.  When a monster is killed by you, you automatically pick up any gold coins it had, and its equipment (if any) are automatically displayed in the Items In Room list box.

## Searching Furniture
Furniture may be searched via the **Search** button.  The search button is only lit up when there is furniture to be searched.  All furniture maybe searched, but furniture may be trapped too.  When an item of furniture is searched, the hidden item on it is automatically found.  Fountains, bookcases, fireplaces, and beds are never trapped.  Only one item can be found per item of furniture.

1. Fountains only contain potions.
2. Statues, trap doors, chests, pools of water, and garbage pits
   can contain an assortment of stuff and are more likely to be
   trapped as a result.
3. Fireplaces only store cutting utensils.
4. Bookshelves only contain scrolls.
5. Desks and Tables may have potions, rings, and scrolls.
6. Closets store shields.
7. Wardrobes store armour.
8. Weapons racks store weapons of course.
9. Gold colored altars store special items such as the Dragon
   Sword, Dragon Shield, Compass of Guiding, and the Lens of
   Identity.
10. Black altars store holy hand grenades.

## TRAPS
There are two types of traps in Quenzar's Caverns.  There are magically shocked trapped rooms, and traps on furniture.  Magical shock traps were discussed earlier.  **The gold altars, the gold key, or the entrance to the sanctum will NEVER be found in shock trapped rooms**.  The second type of trap are traps found on items of furniture.  There are furniture items which are trapped.  These traps maybe disarmed if you spot them.  The chance of spotting a furniture trap is based upon your intelligence.  The chance of disarming a trap is based upon your adjusted dexterity.

## Inventory
There is an armour value and weapon value to tell you how good your weapon and armour protection are.  The higher the values the better.

## Foes & Monsters
Can tell how tough they are from their PV value.  Some monsters will use weapons, and you can take these weapons from them if you kill them. Goblins are generally a nasty bunch as they have weapons and armour. Vampires, minotaurs, and minor demons are very strong with good dexterity. Blobs of slime are tough, but don't hit too well.  Rats, bats, and spiders are

not too strong, and are usually just annoying.
**Slithering Horror -** This is a special and terrifying monster in the game as it can move from room to room.  It is not very fast, but it has good armour and is very strong.  It is a good idea to avoid it if you can.  The game will issue a warning if it is in an adjacent room.  Sometimes a warning will not be received if you both move into another room from unadjacent positions.

## Picking Items Up
Items in a rooms may be picked up by selecting an item from the Items in the Room list box, then pressing the **Get Item** button.  This will place the selected item in your inventory.  Press the **Statistics and Inventory** button to see your current statistics and inventory.

## Carrying Capacity
You can carry a maximum of 16 items at any time.  You must use up items or drop them to carry more items if you are over your limit.

## The Statistics and Inventory Screen
This screen is activated by pressing the **Statistics & Inventory** button on the dungeon grid screen.  This screen displays the statistics for your character, what items you are currently using, and lists the items you are carrying.  Your character's name is displayed at the top of the dialog.  Under your character's name are your physical attributes and your adjusted physical attributes.

**Max Strength**: The maximum strength of your character when they are physically well and unwounded.  Your maximum strength can be raised or dropped by using various magic items or potions.  Strength can be reduced by being wounded in combat or by traps.  When your strength reaches zero, you are dead.  Various items can restore your strength to full when you are wounded.

**Max Dexterity**: The maximum dexterity of your character when they are unencumbered by armour or shields.  This value can be raised or dropped by using various magic items or potions.

**Intelligence**: The regular intelligence of your character.  This value can be raised or dropped by using various magic items or potions.

**Current Str**: Your current state of health.  It will always be less than or equal to your Max Strength.

**Modified Dex**: Your current dexterity after your Max Dexterity is modified by armour, magic items, or shields.

**Modified Int**: Your current intelligence after your Intelligence is modified by magic items.

Underneath your character statistics is the inventory section of the screen.

**Collected Gold:**   The number of gold coins you have in your possession.

**Gold Key Status Box**: This box will indicate if you have found the gold key and have it on your person.

**Ready Weapon**: This indicates your ready weapon or if you are unarmed.

**Ready Shield**: This indicates your ready shield or if you are not using one.

**Ready Armour**: This indicates your ready armour or if you are not wearing any.

**Weapon**: This indicates how much damage your weapon can do.  The higher the number, the better.

**Armour**: This indicates how much damage your current combination of armour, shield, and magical protection will absorb.

**Character's Inventory list box**: This list box displays all of the equipment and items you are carrying.  An item can be selected by clicking on it with the mouse.

## Using Items
Once an item has been selected from the Inventory list box, clicking the **Use Item** button will use it.  The item will be displayed as being in use, or it will be expended.  Using a weapon, shield, or armour will automatically unuse your last matching item type of ready equipment.

## Unusing Items
Once an item has been selected from the Inventory list box, clicking the **Unuse Item** button will unuse it.

## Dropping Items
Only items that are not in use can be dropped.  An item can be dropped by selecting it from the Inventory list box, and clicking on the **Drop Item** button.  Be careful with this option as dropping any item makes it disappear permanently from the game!

**Done** button: Exits the Statistics & Inventory screen.

## Finishing The Game
You must find the gold key, then use it to open the door to Quenzar's sanctum. Once inside the sanctum, there is no turning back.  You will have to fight a guardian monster, then Quenzar.  You should have some fairly powerful weapons, and armour before you do this.  Having at least one restoration potion will be invaluable.

## Fighting Quenzar
Quenzar is fairly tough and uses magical spells and protection.  Be well armoured when fighting him.  Once you have killed Quenzar, the game ends and you get a victory screen.  You can now play again or quit.

## The Game Menu
The game menu displays options to enter your name, restart the current game, start a new game, set the number of shock trapped rooms in the dungeon, set your starting strength and dexterity, and the number of grenades you start with.  Before any of these options come into effect, you must restart the game or replay the current game!

## Treasures
**Weapons**: Magic weapons never break, while normal weapons have a chance of

doing so.  All magic weapons are more powerful than regular weapons.  Glaives, halberds, spears, great axes, and great swords are all two-handed weapons, so you cannot use shields with them.

**Shields**: Shields never break, and reduce dexterity but increase protection.

**Armour**: Armour never breaks, and reduce dexterity but increase protection. All magic armour offers more protection than armour of the same type that is not enchanted.

**Rings**:  Do a number of things that affect your strength, dexterity, and intelligence.  A cursed item can only be removed after being decursed.

**Scrolls**: Scrolls do good things.  There is a remove curse scroll to decurse cursed items, so they can be removed.

**Potions**: There are a number of potions.  Pink potions are always healing potions, and red potions are usually restoration potions that cure all your wounds.  Some red potions are poison potions that do 1-3 damage.

## SPECIAL ITEMS
Special items are found at gold colored altars.  There will only be one of each of these items in each game.

**Dragon Sword, Dragon Shield**: Best weapon and shield once used by Tarron the Dragonslayer hundreds of years ago.
**Compass of Direction**: Tells where entrance to Quenzar's sanctum is and where the key to open the door is.
**Lens of Identity**: Identifies all items.  Might be wise to use this before you use unknown potions and items.

## Starting Inventory
You start with a healing potion (pink), and a restoration potion (heals all hits) which is red.  Your active weapon is a short sword, with a dagger as your backup.  You are using a small shield which does not reduce your dexterity.