

DUNGEONS AND DRAGONS NUMBER 1

(C) 1977 - 2014 Richard Garriott - Ported by Santiago Zapata

Player Stats Hit Points - Amount of damage before your dead
Strength - Affects damage caused to enemies
Dexterity - Makes easy to hit monster and evade
Constitution - Can survive almost dead
Charisma - Nothing happens
Wisdom - Make easy to find trap
Intelligence - Make easy finds traps
Gold - Use it to buy weapons, magic and HP

COMMANDS

SYMBOLS

1 - Move	0 - Floor
2 - Open Door	1 - Wall
3 - Search for Traps and Treasure	4 - Door
4 - Use a weapon	5 - An Enemy
5 - Combat the enemy	6 - Gold treasure
6 - Look around	9 - The adventurer (you)
7 - Save Game	
8 - Cast Spell	
9 - Buy Spell	
11 - Buy HP	
0 - Do Nothing	

Start the game

- The instructions are not in the program (Type "NO")
- Enter a Dungeon number 1 to 8
- Continues Reset - the game starts again after kill all monsters
- You can only play this game if your name is "SHAVS"
- You can buy NORM to show item price or FAST
- Type number of the item to buy the item
- When done buying type "-1"
- EQ LIST show the items: "YES"
- COMMAND LIST "YES" for show the commands
- The first command use "6" to look around
- With you good luck.

FIGHTER AND MU.

Fighter can use all weapons but no magic spells MU can use spell depending his classification (Wizard or Clergy) Command 8

P . S . - Look for the secret salesman