

Game Instruction Manual

DUNGEONETTE

THE NEW ADVENTURE



LOVE
RETRO

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AMIGA



AMIGAAAAA!

Artwork: Roar Tjørhom

DUNGEONETTE

THE NEW ADVENTURE

You play as a brave hero on a quest to enter the Dungeons of Doom and slay the Dark Lord. With your trusty weapons, armour and shield, you must navigate the maze of dungeons ahead and vanquish your foes. Collect bonus weapons, spells, treasures and find food to keep you from starving. The Dark Lord has sent hordes of monsters to stop you!



Loading:

Switch off your Amiga and remove any cartridges. Insert game Disk 1 then switch on your Amiga ...the game will now load. When prompted, remove Disk 1 then insert game Disk 2 and press Fire.

Requirements:



3.5"
Disk



1
Player



2MB
AGA

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The Kingdom of Amigea

On the quest to defeat the Dark Lord Aksnes in the Dungeons of Doom, you will have to traverse the lands spread across the Kingdom of Amigea to reach your goal. Other lands are guarded by boss guardians, such as Helen 'Queen of Melons', Roar the Dragon & the Ice Maiden, Moya.

On your journey you will encounter many strange inhabitants and creatures ahead.

Use food and potions to maintain your health, along with gold coins and treasure to purchase weapon and armour powerup's along the way. Some levels offer magic items which can only be used within the level they've been found.

The option to buy more powerful spells is also given in the shop as you progress.

You may also meet the ever helpful AmigaBill'bo on your travels, who will do his best to offer tips and bonus items to you. Heed his sage advice whenever possible!

As you progress, you'll be able to upgrade your armour, helmet and weapon several times and gain or even lose (yes really) experience points (XP) depending upon your overall playing skill and level.

The messages panel will attempt to alert you to various notices and features as you play the game.

On some levels; but not all, you'll be able to call up the floating realtime map (see Options), which will show your position within the current level.



**PUDDLEPOND
START**

Basic Gameplay & Game Controls:

Use a joystick plugged into Port-2

The fire button selects various menu items and also wields the currently selected weapon, whilst progressing through the game. The Space Bar or 2nd button on joysticks that support 2 buttons, uses the current spell.

On starting a new game you'll be presented with a the current level in play screen.

Starting a new game, you embark on your quest from Puddlepond which quickly gets you acquainted to the game.

Move your character around the various levels and press fire to do battle. Collect the many pickups and bonus items to be found on each new level.

Your Health, XP and Mana levels are shown on the right hand status panel, along with Helmet, Armour, Weapon, Magic items, Spells and Keys collected (if any). Below that are any other in-game messages.

Tip: If you finish a level with any keys leftover, it means you missed a more hidden or secret part of a level, which probably contained a useful bonus item etc. Explore!

Should you die, then a small ghost and gravestone RIP will appear at that point and the game is over. At that point, you'll be able to continue from the level reached or start a new game.

Please refer to the rest of this game manual for reference if you're unsure about a certain feature.

This quest awaits YOU brave knight!



Game Screens

Various screens from the game and their functionality.



The title screen, where you can start the game, see and change options and view the game credits.

The game map progress screen, showing the Level in play, Shop (\$) points and various Boss stages within the Kingdom of Amiega.



The main game screen showing the status panel on the right, gameplay view on the left and the realtime floating map option on some levels.

Helmets, Armour, Weapons and Spells

Helmets, Armour, Weapon and Spell upgrades can be purchased at the end of level shop for gold coins.



You start the quest with a basic tunic, tin helmet and dagger. Each can be upgraded as the game progresses.

A spell can be purchased which can assist as an additional effective weapon in battle against monsters and bosses.

Each spell only comes with limited Mana charge however, and will expire after some use. Eventually it will fully expire and become useless until you buy another.

Magic Items & Bonuses

These magic items and bonuses can found in the game and sometimes dropped by monsters when destroyed.



Old Barrels:
Usually contain food or gold etc.



Food:
Tops up health by approx 25%.



Ceramic Pots:
Usually contain food or gold etc.



Red Potion:
Restores full health.



Treasure Chests:
Usually contain lots of gold.



Green Potion:
Offers temporary shield for 45 secs.



Magic Ring:
Reduces drain speed on Mana.



Gold (Good Coin):
Usually found as 1, 10, 50 and 100.



Magic Amulet:
Scares off 'some' monster attacks.



Ratigans:
Quite common and worth 1 gold coin.



Magic Boots:
Increases walking speed.



Thief/Robber:
Will attempt to steal some of your gold if you're touched and you're carrying more than 50 gold.

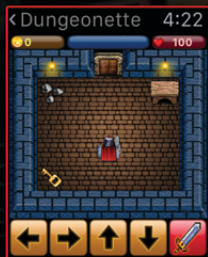


Keys:
Open locked doors.
Note: Also look out for secret levers and floor switches on some levels.

A brief history of Dungeonette



The original game was released for Apple Watch (2015) & later developed for ZX Spectrum Next (2018).



This all new version is written specifically for Amiga/CD32 and resembles those previous older releases in name only.

Dungeonette - The New Adventure is rewritten for stock Amiga A1200 and CD32 computer systems.

The game was designed and developed on and off over a period of approx 18 months from Q2/2023 to Q4/2024. It's written in 100% 680x0 assembly language.

Now mostly a hobby, this game was great fun to create on Amiga once again. Many hours were spent fine tuning it to make it as fun and engaging as possible for you to play.

We hope you enjoy playing this brand new game for Amiga. As a labour of love for the machine, I can honestly say the effort spent making it was considerable but enjoyable.

Thank You!

A handwritten signature in black ink that reads 'A. R. Cummings'.

Adrian R. Cummings / Author

Options & Geeky Stuff:

In game options shown on the Options page are...

M* = Map On/Off (toggle)

By design, the map is not available on some levels.

P* = Pause On/Off (toggle)

F = Filter On/Off (toggle)

V = PAL 50Hz or NTSC 60Hz (toggle)

Esc - Quit to Titles

**Has a button assigned to it on Amiga CD32 or A500 Mini controller.*

In the event you fail to complete the current level, the option to Continue the game or start a New Game is given on the Game Over screen. Note: If you power off your Amiga system, then all game progress will be lost!

Disclaimer:

This game was written for stock Amiga AGA A1200/CD32 with 2MB ChipRAM. It may manifest slowdown on an accelerated Amiga system due to possible ChipRAM access 'hobbling'.

Hard drive installation:

This game is only compatible in it's original shipped form with Amiga OFS and FFS Amiga file systems. We suggest using a WHDLoad patch for anything else. To install the game to your hard drive, simply make a directory, then copy ALL the files and data from the game disk(s) into this directory. However, to enable the game to find all the actual data when required, the directory name or path MUST be one of the following i.e...

dh0:Dungeonette

dh0:Games/Dungeonette

dh1:Dungeonette

dh1:Games/Dungeonette

The hard drive ID may be hd0: or th1: etc., that's OK.

A watermelon character with a crown and a red dress, looking angry. The watermelon has a green and yellow striped pattern. It has a crown on its head and a red dress with a white bow. Its eyes are red and white, and its mouth is open, showing teeth. It has green, spiky hands.

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Helen
'Queen of Melons'
The Hidden Wisp
Helen West (Sister-in-law)



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