EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

· Do not stand too close to the screen. Sit a good distance away from the computer screen, as far away as the length of the cable allows.

· Preferably play the game on a small computer screen.

· Avoid playing if you are tired or have not had much sleep.

· Make sure that the room in which you are playing is well lit.

· Rest for at least 10 to 15 minutes per hour while playing a video game.

Contents

Installing Deathtrap Dungeon

Minimum System Requirements

Pentium 133 MHz CPU, 16MB of RAM
CD-ROM, mouse and Windows '95™.

Installation

1. Insert the Deathtrap Dungeon CD
   into your CD-ROM drive. If the CD does <u>not</u> AutoRun when
   you insert the CD follow this procedure:
   - Doubleclick on the my computer icon
   - Double click on the CD ROM icon
   - Double click on the SETUP.EXE file to bring up
     installation menu.

2. Windows will automatically detect the Deathtrap install
   program. Follow on screen instructions to install the game.

Starting the Game

Place the Deathtrap Dungeon CD into your drive. Click on the start
Menu and highlight the Programs Menu. From the Programs menu,
select Deathtrap Dungeon then select the play Deathtrap Dungeon
tab to launch the game.
Note: To play the game, the Deathtrap Dungeon CD must be in the drive.

Configuring the game for 3D graphics card

The Deathtrap Dungeon Configuration option on the Windows 95 start menu
can be used to modify the game configuration to use a 3D graphics accelerator
card. This will only be necessary if Deathtrap Dungeon does not manage to find
your graphics accelerator card automatically, or if you add a new accelerator card to
your system after installing Deathtrap Dungeon.
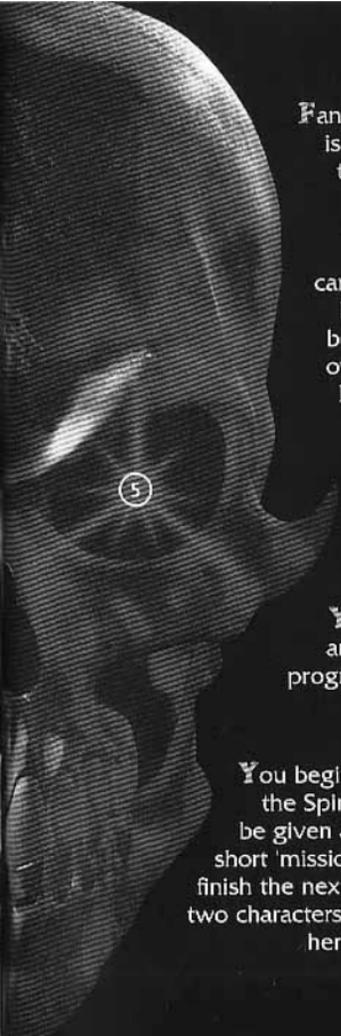
Deathtrap Dungeon, the Beginning.

Fang, the Town of Lost Souls, once known as the Town of Plenty is ruled with an iron fist by the tyrant Baron Sukumvit. Deep in the hillside overlooking Fang, he built a labyrinth of trap-filled passageways and rooms populated by stomach-churning creatures of evil. He named it Deathtrap Dungeon. All those who opposed him were despatched to the dungeon. None came out alive. Yet the Baron was a gambling man at heart and loved notoriety. He let it be known that anybody in the lands beyond Fang would be welcome to enter the dungeon of their own free will. If they killed the supreme beast, Melkor the Red Dragon, and came out alive he would offer a purse of 10,000 gold pieces and the freedom of the town of Fang.

The first year, seventeen brave warriors attempted 'The Walk', as it later came to be known. Not one reappeared. Now you have decided that you will attempt "The Walk".

Deathtrap Dungeon - the Quest

Your quest is to slay Melkor the Red Dragon and get out of the dungeon alive! As you progress deeper into the dungeon, you will need to collect all the weapons and magics you can to aid you.

You begin the game at the start of the first level, the Spire. As you complete each level, you will be given a summary of your performance, and a short 'mission briefing' on what you need to do to finish the next level. You have the choice of one of two characters to help you complete your quest, the heroine, Red Lotus, or the hero, Chaindog.

THE MAIN MENU

When you load the game for the first time, after the introductory sequence, you will be taken to the Main Menu which consists of six horned skulls, hanging on a wall. Clicking on a skull accesses one of: Restore Game, New Game, Save Game, Load Game, Setup and Quit. Use the mouse to make selections.

RESTORE GAME

Clicking on this skull returns you to your game in progress.

NEW GAME

Clicking on the New Game skull will take you to a screen displaying two ancient tomes, labelled Single Player and Multi-player. Choose the type of game you wish to play by clicking on the relevant book. There is a spinning axe, labelled 'Back' at the bottom of the screen. Clicking on this will return you to the Main Menu.

SINGLE-PLAYER GAME

From here you can select the character you want to play, either Chaindog or Red Lotus. Click on either to make your choice. Click on the first level, the Spire, to begin your descent into Deathtrap Dungeon. The other levels below the Spire cannot be accessed individually until you have completed them in the correct

sequence. Click on the image of the level to start. Once you have completed a level, you can always go back and play the level again via the New Game menu, by clicking on Single player game, and then selecting the level you want to play. You will only be able to play those levels you have already completed. Note that if you play one of the levels you have already completed, your hero will begin that level without any of the gear he or she may have picked up in the campaign game. Thus you can play all or some of the campaign game from beginning to end, and then go back and selectively play your favourite levels individually. Clicking on 'Back', will return you to the New Game Screen.

MULTI-PLAYER GAME

Up to eight players can compete via a local network. Clicking on 'Back', will return you to the New Game Screen. Clicking on Character Name lets you type in a name for your hero or heroine up to thirteen characters long. You can choose to be either the hero or heroine and must select a colour for your warrior by clicking on one of the red, green, yellow or blue shields. Below the coloured shields is a picture of the network level you have currently selected to play. Clicking on the arrows on either side of the picture will cycle through the various network levels available. Below this is a number, clicking on this will cycle through the number of people who are going to play the net game. A maximum of eight people can play at once.

You can also customize the kind of game you want.

The number of kills option allows you to specify either a standard deathmatch, or a last man standing style game. By specifying the number of kills as being 1 or more, a standard deathmatch game will be played, with the first person to reach that number of kills being the winner. By specifying the number of kills as being 0, a last man standing game will be started, in which the last person left alive is the winner.

You can also click on individual close combat or ranged weapon icons to select which of these you want to appear in your net game as pickups. A star icon on the right of the Close combat and Ranged weapons menu will select or deselect all close combat or ranged weapons that will appear in the game. Below that is a menu for selecting whether you will have health potions, spells, other potions and charms in the game. Clicking on the Hand of Chaos will randomly assign all the possible objects that can appear in the game.

To start a game, select the 'Start Game' message. Be sure to set the number of players and map to use before starting the game.

To join a game, select the 'Join Game' message. You do not have to specify the map or number of players if you are joining a game.

The game will wait for the correct number of players to join before starting.

Loading and Saving the game

Deathtrap Dungeon uses a system of 'savepoints'. This means that you can't just save the game at any old time. You can only save the game at certain safe points in the Dungeon. These are designated by floating Deathtrap Skulls in fields of glowing lights. There are two types of glowing light - white and red. When you are at a White Skull Save Point you can save the game at will. At a Red Skull, you will need to pay for the privilege of saving the game. It costs 5 Gold Coins to save the game at a Red Skull. This will be automatically deducted from your Gold Coin score. A Crown is worth 3 Gold Coins. If you don't have the cash, then you can't save the game until you find a White Skull. So, keep a look out for those Gold Coins and Crowns. To save a game at a savepoint press the space-bar or hit Esc to get to the main menu, and then select save game. Click on the savegame slot you want to save onto and then click on the picture that will appear to save the game. You can load a game at any time, via the main menu. Click on the slot you want to load, and then click on the picture to load it. You will restart the game at that savepoint.

SETUP

Clicking on this skull takes you to the workbench of an insane Chaos Alchemist Torturer. Littered about the table are: A pair of eyes, a pickled ear, a bunch of keys, and a set of bloodied tools and maces. Clicking on the spinning axe at the bottom of the screen will take you back to the Main Menu.

Screen Resolution.
Clicking on this cycles through various screen
resolution configurations. Choose the one
your system can handle best.

Screen Layout.
Clicking on this toggles between a Full Screen
Layout or a Cinematic Screen Layout.

Gamma Correction.
You can click on the plus or minus signs to increase
or decrease the brightness level on the screen,
or drag the slider to the desired level.

Screen Size.
Click on the picture or the plus and minus symbols
to customize the screen size to your preference.

THE PICKLED EAR - SOUND SETUP

Clicking on the ear takes you to the sound setup menu. Below the man stretched out on a rack is a skeletal scroll-bar. Clicking on the minus or plus symbols or moving the skull marker will decrease/increase the volume of sound effects in the game. Listen to the screams of the man on the rack to select your preferred volume level.

Below the Orc-band is another scroll-bar. This works in the same way as the Sound Effects bar, but controls the music volume in the game. Listen to the band, and choose your preferred volume.

THE BUNCH OF KEYS - KEYBOARD SETUP

Clicking on the keys takes you to a screen displaying the keyboard, mouse and, if enabled, joystick commands.

To change a command, use the mouse or the arrow keys to select the key command. Pressing return opens up that slot.

To change the command to use a key on the keyboard, select the key you want to use for that command.

To change the command to use the mouse, use the left and right mouse buttons to cycle through the possible mouse commands and then press return to enable the one you want.

To change the command to use the joystick, use the joystick to select the command required and then press return to enable it.

If you change your mind, hit escape. This will restore the default key command. Clicking on the 'Default Options' buttons restores all commands to the default position.

THE MACE AND BLOODIED TOOLS - HARDWARE SETUP

Mouse sensitivity can be adjusted here. If you have a joystick attached and configured, you will see that joystick type and may check the joystick calibration and buttons using the pentagram. To configure mouse or joystick actions in the game, you will then need to return to the Keyboard Setup Menu.

QUIT

Click on this skull to leave the game. Click on 'YES' to quit, and 'NO' to return to the Main Menu.

CONTROLLING YOUR HERO

These commands are defaults only. You can customize your controls via the Main Menu, by selecting Setup, and then selecting the Bunch of Keys.

Default Keyboard commands

Movement

[Up arrow key]	Walk forward
[Left arrow key]	Turn left
[Right arrow key]	Turn right
[Down arrow key]	Walk backward
[A key plus up/down arrow key]	Run
[A key plus left/right arrow key]	Turn Quickly
[Z Key plus left/right arrow key]	Sidestep
[Z key plus up/down key]	Shuffle forward/back
[Return key]	Jump, or climb if facing the wall. If the climb is too high the character will jump on the spot. Note that the faster you are moving the further you will jump. The jump indicator in the top left of the screen will show how far you can jump.
[Return plus arrow key]	Jump in arrow key direction

Combat

[Caps lock plus up arrow key]	Overhead cut
[Caps lock plus left arrow key]	Thrust
[Caps lock plus right arrow key]	Slash
[Caps lock plus down arrow key]	Parry
[Caps lock plus right and left arrow key]	Back Attack
[S]	Shoot selected spell
[Caps Lock]	Shoot ranged weapon

Miscellaneous

[Escape]	Takes you to the Main Menu
[Spacebar]	Activate or use an object in the game, for example opening a door, or operating a mechanism such as a lift or pulling a lever.
[Tab]	Selects first-person view. The arrow keys enable you to look around whilst the Tab key is held down and (Caps Lock) will fire a ranged weapon in the direction you are looking.

Function Keys

[F1 then number key]	Calls up Close Combat Weapons menu and selects a close combat weapon.
[F2 then number key]	Calls up Ranged Weapons menu and selects a ranged weapon
[F3 then number key]	Calls up the Spells menu and selects a spell
[F4 then number key]	Calls up Potions menu and selects a potion

Health

You start the game with 100 hit points,
displayed as a number beside a white skull
in the top left hand corner of the screen.
If this total reaches zero,
you are dead.

Movement

Holding down the up arrow moves your character forward.
Down moves backwards. Left and right arrow keys make your
character turn. Holding down the 'A' key whilst holding down an
arrow key makes him or her go faster in the selected
direction. Holding down the 'Z' key with the left or right
arrow keys makes him sidestep left or right. Holding down
the 'Z' key with the up or down arrow keys makes him or
her shuffle or edge forward or backwards slightly. If on a
ledge, your character is guaranteed not to fall off the edge
whilst shuffling.

Combat

Holding down the Caps Lock key and hitting the arrow keys enables
your hero/heroine to attack. Various combinations of hacking, slashing,
thrusting and parrying are possible by holding down Caps lock and an
arrow key. Practice a little first. If you have selected a Ranged Weapon,
pressing Caps Lock will fire that weapon instead. Hitting the 'S' key
casts your currently selected spell. Spells can be cast while the Hero or
Heroine has a weapon selected. Deathtrap Dungeon uses an auto-
aiming system. You will fire at the nearest target in line of sight. To fine-
tune the direction in which you fire, press TAB to enter first person view,
and use the arrow keys to move your line of sight around the screen. You can
shoot in both 3rd and 1st person views.

Jumping and Climbing

Hitting Return causes your character to jump straight up. If you hit return whilst walking or running forward the character leaps forward. The faster you are running the further he or she will leap. You'll need a long run up for those canyon spanning leaps! The jump indicator in the top left corner of the screen shows how strong your jump will be, depending on how much of a run up you've had. Hitting Return and a left or right arrow key will make your character jump to the left or right. Hitting Return and the down arrow makes the character jump backward. If you hit Return whilst facing a wall or block, he or she will climb up it, if possible. When the character jumps on the spot, then the climb's too high for him or her.

Activating Things, Searching for Things

Levers, doors, platforms and other devices are generally operated by moving close to the device and pressing the Space Bar on your keyboard. This might, for example, open an unlocked chest, start a platform moving, reveal a hidden door, or even activate a trap, killing your character!

Finding your way around.

You can mark the floor of the dungeon with a chalk arrow. The amount of chalk you have is displayed as the eighth icon at the end of the Ranged Weapons menu. To use the chalk, call up the ranged weapons menu 'F2' and hit the number 8. You have a limited supply of chalk, but the stock is renewed at the beginning of every new level. Use it to navigate the labyrinthine depths of the dungeon.

Poison

If you are poisoned, a green skull icon will appear. The screen will also flash briefly in green. One antidote charm, when used, will remove all current poison icons - otherwise you will begin to lose health points at a steady rate until you die horribly.

Duration of spells, potions and swords

Spells are picked up and stored. You can use them at will. A spell's effect is instantaneous. Most potions and charms can be stored and used at will. The duration of a potion or charms' effect is limited. Whenever a potion or charm is activated an icon will appear on the screen or a special effect will appear around your character. When the icon or special effect has faded, then the effect of the potion or charm has expired. The magical weapons (Red, Venom, Silver, Black spirit swords and the Magic Warhammer) are special cases. Their power wanes with use, until they are drained completely, and fade out of existence. Picking up another one of these weapons will replace the old one with the new, fully charged weapon, as you can only ever have one of each.

FUNCTION KEY MENUS

Your currently selected weapon and/or spell are displayed on the screen as an icon in the top right hand corner of the screen, also showing the ammo available for that weapon (if applicable), and the number of spells you have of the type selected. There are four menus, Close Combat, Ranged Weapons, Spells and Potions and Charms. Hitting F1-F4 calls up the relevant menu as a row of boxes along the bottom of the screen, displaying as icons the weapons and other objects you may have picked up

during your quest. Each icon will have a number in the bottom right hand corner. Hitting that number key will select/activate the relevant weapon, spell or charm. Some icons will have a number in the top right hand corner. This displays the number of each spell or charm you have, or the amount of ammo you have for that Ranged Weapon. Any charms you have that are currently active will be displayed as icons in the top left hand corner of the screen.

F1: CLOSE COMBAT WEAPONS

If a numbered icon fills a box, this indicates you have picked up that weapon. Selecting the number key will arm the hero/heroine with the relevant weapon, and highlight that number. Only one of each weapon can be carried. An icon of the selected weapon will also appear in the top right hand corner of the screen.

1: Sword.
The standard armament of any Deathtrap contestant.
*Type: Edged.*

2: Warhammer.
A highly satisfactory way to crush the skulls of the enemy. Slow, but devastating. *Type: Blunt*

3: Red Sword.
The Red Sword is a powerful weapon, and the bane of dragons and demons. *Type: Edged/Red Magic*

4: Black Spiritsword.

This is a dreadful weapon, capable of inflicting great damage. But beware, for every wound dealt to an opponent, the wielder suffers equally.

Type: Edged/Black Magic

5: Silver Sword.

The Silver Sword is the bane of the Undead, and will send their shrieking souls back to hell.

Type: Edged/ White Magic.

6: Venom Sword.

The Spines of the Venom sword are imbued with the deadliest toxins known to man. Especially effective for out-poisoning the poisoners of the Dungeon, the Giant Spiders and Scorpions.

Type: Edged/Poison.

7: Magic Warhammer.

This is the only weapon that can harm the Rockmen. Use with joy.

Type: Blunt/Grey Magic

8: Unarmed.

Fist, feet, and headbutts.

Type: Blunt

F2: RANGED WEAPONS

Selecting one of the number keys will arm the hero or heroine with the relevant weapon, (if an icon is present). Hitting Caps Lock fires the weapon. Only one of each ranged weapon can be carried, except for bombs. The amount of ammo you have for each weapon is displayed as

a number in the top right corner of the icons on the menu. An icon of the weapon selected will also appear in the top right hand corner of the screen, along with a number showing how much ammo you have for that weapon. When you pick up ammunition (firework rockets, grenades, blunderbuss shot, and dragon's bile) it will be added to the total ammo for that weapon (assuming you have the weapon). If you do not have the weapon to use the ammo, the ammo will be picked up, but will not be displayed until you pick up the weapon.

1: Blunderbuss

The Blunderbuss uses the alchemists' black powder to throw clouds of nails and lead shot at the enemy. Very effective, but ammunition is difficult to come by.

Type: Ballistic.

2: Bomb

Powerful thrown weapons, with a short fuse. Make sure you don't get caught in the blast from your own bomb!

Type: Explosive

3: Grenadier's Companion

The 'Companion' launches deadly sulphurous grenades at the enemy.

Type: Explosive.

4: Infernal Device

The Infernal Device hurls firework missiles of great power at the enemy. Rare, so use wisely. Firework ammunition is rarer still.

Type: Explosive

5: Firethrower

The firethrower can bathe an opponent in roiling clouds of flame. Use with care as the ammunition, dragon's bile, is not easy to get hold of (as you can imagine). *Type: Fire*

6: Flamelance

The Flamelance fires ethereal pulses of magical energy, causing the target to disintegrate, pulse by pulse. The Flamelance itself will disintegrate once its charges are used up. *Type: Energy*

8: Chalk

The chalk isn't a ranged weapon, of course, but selecting it will mark the floor of the dungeon with a chalk arrow. Use it for navigating the labyrinths of the dungeon.

F3: SPELLS

Pressing the number key selects the spell, (if an icon is present). Pressing 'S' will fire the currently selected spell. You can cast a spell even if you have a weapon in your hand. The spell selected will also be shown as an icon in the top right hand corner of the screen, along with a number displaying how many of that spell you currently possess. There is a limit to how many spells of a type that you can pick up. When you reach that limit, you will no longer pick up those spells until you have used some of them.
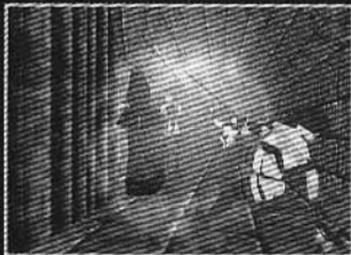
1: Firefly.

A charming charm that sends a river of light flowing around your body, like little sparkling fireflies. Useful in those dark and dreadful places (ie everywhere).

2: Starspell.

The Starspell fires a ball of bright light that banishes the shadows of the underworld's eternal night as it passes. It also damages the Undead.
Type: Energy/White Magic.

3: Fireball spell.

Hurls a ball of fire at the enemy.
Type: Explosive/Red Magic.

4: Razorspell.

Hurls a cloud of razor sharp blades through the air. Anyone caught in its path feels a tad cut up about it, to put it mildly.
Type: Edged/Grey Magic.

5: Jetspell.

Fires an avalanche of rocks at the enemy. Stone 'em, single-handedly.
Type: Blunt/Grey Magic.

6: Greater Razorspell.

Ouch!! This spell, once cast will remain as a glowing field of deadly energy for a brief time.
Type: Edged/Grey Magic.

7: Arc of Power.

Calls on the power of the Storm god to strike
your enemies with bolts of incandescent
lightning. Shockingly effective.

Type: Energy/Blue.

8: War Pigs of Doom.

A bizarre spell, said to be the product of a deranged
mage, the War pigs spell summons strange suicidal
pigs from another dimension. Their sole aim in life is to
explode. Preferably next to someone.

Type: Explosive/Red Magic.

F4: POTIONS & CHARMS

Selecting a number key will activate the potion or charm, (if
an icon is present). Some potions and charms start
working as soon as you pick them up. The number of each
charm you possess is displayed on the top right hand corner
of that icon. When a charm is activated it will also be displayed
in the top left hand corner of the screen. There is a limit to how
many charms and potions of a type that you can pick up. When you
reach that limit, you will no longer pick up those charms and potions
until you have used some of them.

1: Health Potion.

Health potions are a must.
Collect as many as you can,
and use as few as you can!

2: Antidote.

One dose of antidote cancels the
effects of all your current poisonings.

3: Strength.

When used, the strength potion increases the damage you inflict. A lot.

4: Speed.

These potions greatly increase your speed.

5: Charm of Icy Cool.

A must for every adventurer who seriously considers taking on Dragons. The Charm of Icy Cool helps the bearer resist the burning effects of fire for a brief time.

6: Warding.

The Charm of Warding creates a magical shield that absorbs damage. The effects of the Charm last until all the shields are destroyed.

7: Anti-magic Charm.

This charm absorbs the baneful effects of hostile magic. The effects of the Charm last until all the shields are destroyed.

8: Invisibility.

The Invisibility charm renders you invisible for a brief period of time.

Instant effect Charm

The following charm starts working as soon as you pick it up.

Ankh of Vitality

An Ankh provide a surge of health for the bearer. The Ankh adds a hundred hit points, even if it takes you above your starting total.

KEYS
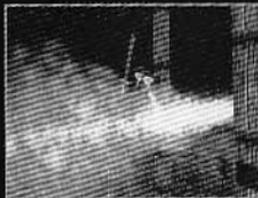
Various keys are hidden throughout the dungeon levels. Which ones you have are displayed as an icon in the bottom right hand of the screen. Keys are colour-coded in red, silver and gold and only work on the level they are found in.

TREASURE
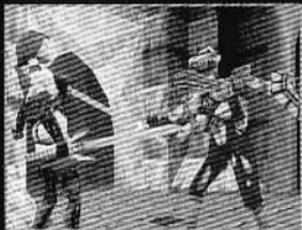
In Deathtrap Dungeon, treasure takes the form of Gold Coins and Crowns. The number of Gold Coins and Crowns you pick up in a level effects your score at the end of that level. Gold Coins and Crowns can also be used to buy saves at save points. (See 'Loading and Saving the game').Your total gold is displayed as an icon on the bottom left hand corner of the screen.

THE DENIZENS OF DEATHTRAP DUNGEON

Many evil creatures have flocked to Baron Sukumvit and Melkor the Dragon, eager to share in the booty and tribute from the town of Fang. A high ranking demonlord from the Palace of Agony in the Pits of Hell has joined with the dragon. He has brought with him troops from the Legion of the Damned. These include an army of the Undead - rotting Zombies, vicious Skeleton Warriors, soul-chilling Ghosts - and Shock troops and Slayers from the Abyss - cackling Imps, ferocious Pit Fiends, black-hearted Warrior Priestesses, four armed Demonesses, and like-minded devils of the dark.

Other creatures of Chaos have also answered Melkor's call to arms. The dreaded Insect Warriors have established a Hive deep in the dungeon where their winged stingers and chitin-bladed soldiers have carved out a domain all their own. The Orcs of the Taloned Eye tribe have sent a battalion of savage troopers, led by one of their Shamans, Ugluk Stormfart, and a trio of petrifying Medusae to defend the Dungeon. True to form, they have set up camp in the Sewers. Skabulus, King of the Ratmen has also arrived in force with a full brigade of musketeers and swordsmen, led by his Lieutenants, hideous hybrids of Ogres and Ratmen. They have fortified their area of the dungeon with battlements and pill-boxes, a near-impregnable ring of defences around the Dragon's Lair. Dragon Knights, fallen warriors who have sold their swords to the dragon, have also come to serve, along with the Rock-monsters, brutal beasts of stone, motivated by malice and greed. Chaos Alchemists have come to ply their evil trade, seizing the innocent townsfolk of Fang for their insane experiments, creating rabid minotaurs, and mechanical monstrosities to grind, crush and burn those foolhardy enough to assay the perils of the Dungeon.

These are just some of the dangers you will face on your quest to slay the Dragon. Only the best of heroes can triumph against such odds. Are you the best?

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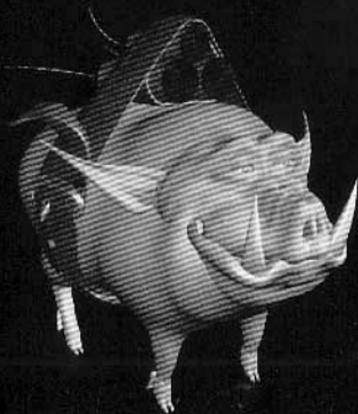
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All telephone charges incurred by you in connection with this facility will
be met by you. Eidos Interactive shall pay postage costs in returning to
you any program which is returned to Eidos Interactive by you under this
agreement but shall not be responsible for postage costs incurred by you
in returning the program to Eidos Interactive.

Important - Limited Warranty

Eidos Interactive Ltd reserves the right to make changes and improvements to this product at any time and without notice. Eidos Interactive Ltd warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of Eidos Interactive Ltd under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

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