



No. 5409-0920



MATTEL ELECTRONICS' DUNGEONS & DRAGONS™

Computer Fantasy Game

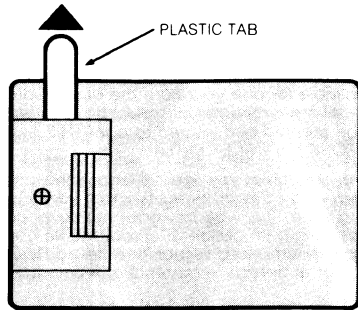
*DUNGEONS & DRAGONS is a trademark owned by and used under license from TSR Hobbies, Inc., This Computer Fantasy Game is approved by TSR Hobbies, Inc., the publisher of the Fantasy Role-Playing Games sold under the trademark DUNGEONS & DRAGONS®

OBJECT OF THE GAME: Slay the evil dragon as quickly as you can! Avoid flying bats and pits that trap you. Find the magic arrow and shoot the dragon! If your aim is good, you win! Score shows your game time. Be wary, but be fast. If you enter the dragon's lair, he'll devour you. If you take too long, the dungeon door will close, sealing you inside.

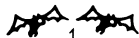
Illustrations: Mattel, Inc. 1981 Hawthorne, CA 90250
PRINTED IN JAPAN. All Rights Reserved

BEFORE YOU START

Game comes with 2 watch/calculator type batteries, already installed. A thin, plastic tab prevents battery contact. Find tab sticking out of the battery compartment door. Gently pull it out and throw it away. The game will come on and stay on. Gently push the ALL CLEAR button with a pencil or pen tip, to set the game computer properly. Game starts in Demonstration Mode.



BACK OF GAME



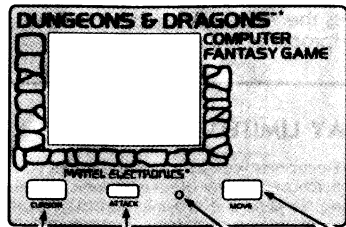
DEMONSTRATION MODE

Once battery contact is made, the game remains on all of the time. Demonstration Mode conserves battery power when the game is not in use. In this mode, the computer repeats a brief game play sequence, without sound.

To put the game in Demonstration Mode at any time, gently push the ALL CLEAR button with a pencil or pen.

To switch to Demonstration Mode at the end of a game, hold down the ATTACK button for 5 seconds.

PUT THE GAME IN DEMONSTRATION MODE WHEN YOU ARE NOT USING IT.



CURSOR ATTACK BUTTON ALL CLEAR BUTTON MOVE BUTTON



GAME CONTROLS

CURSOR: Press to select a direction in which to move the warrior or shoot the arrow. Each time button is pressed, a cursor arrow appears, pointing outward from the dungeon room in one of four directions (top, right, bottom or left).

MOVE: Press to move the warrior into an adjacent room, in the direction shown by the cursor arrow.

ATTACK: Press to shoot the magic arrow into an adjacent room, in the direction shown by the cursor arrow.

ALL CLEAR: Gently push with pencil or pen tip, to put game in Demonstration Mode.

START THE GAME

1. Press ATTACK button to get out of Demonstration Mode. Screen shows L 1, for skill level 1.
2. Press MOVE button 1 or 2 times, to select skill level 2 or 3. Press it again and you go back to level 1.



THE SKILL LEVELS:

Level 1 — Warrior possesses magic rope at start of game.

Level 2 — Magic rope is hidden randomly in an empty room at the start of the game, and must be found to be used.

Level 3 — There is no magic rope. Any step into a pit and the warrior has had it!

3. Press the ATTACK button again, to start game action.

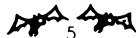
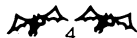
THE WARRIOR ALWAYS STARTS OUT IN THE TOP LEFT ROOM OF THE DUNGEON.

THE DUNGEON

Think of the dungeon as a grid, 10 squares across and 10 squares down. Each square represents a room that can be occupied by

	0	1	2	3	4	5	6	7	8	9
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

the warrior or other objects, some helpful, some dangerous. The rooms ACROSS the grid are numbered 0 through 9. The rooms DOWN the grid are letter A through J.



The dungeon is too big to be shown all at once. You see only the room occupied by the warrior. The exact location of this room on the dungeon grid is given by letter-number coordinates. Coordinates are displayed in the center of the room: letter first, then number.



ROOM COORDINATES
(Warrior's Starting Position)

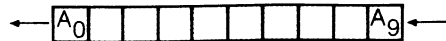
MOVING IN THE DUNGEON

The warrior can move up, down, right or left...NOT diagonally.

Since this is a magic dungeon, its outer boundaries do not stop movement. If warrior is moved beyond a dungeon boundary, he magically reappears in the corresponding room on the other side of the dungeon.

MOVE WARRIOR
LEFT FROM A0

HE ENDS UP
IN A9

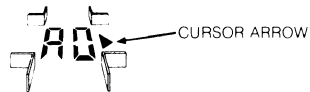


The same magic works when you shoot the arrow. If you shoot up from Room A0, the arrow will end up in Room J0.

HOW TO PLAY

MOVE THE WARRIOR THROUGH THE DUNGEON, one room at a time.

- Press CURSOR button until cursor arrow points in the direction you want to move.



- Then press MOVE button.

The dungeon room disappears and you see the warrior walking.

IF THE MOVE IS SAFE (no pits, dragon or bats), the screen shows a new dungeon room with new coordinates. IF THE ROOM CONTAINS MAGIC ARROW OR ROPE, the warrior automatically takes possession. You hear a short tune and an "arrow possession" symbol or "rope possession" symbol appears. Symbol remains until the object is used.

IF THE MOVE IS NOT SAFE, next event depends on the object encountered:

DRAGON — The warrior is dead. The game is over.

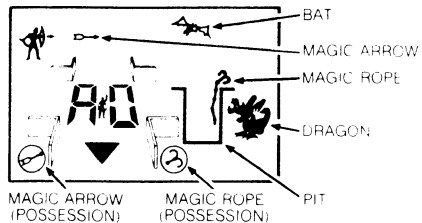
PIT — If warrior possesses the rope, it appears and he climbs out of the pit. Rope disappears into another room in the dungeon. Screen shows the dungeon room again. The warrior can continue moving.

If warrior does not possess the rope, he is trapped. The game is over.

BAT — The bat picks the warrior up and randomly drops him in any other room in the dungeon. If room is safe, screen shows new room and coordinates. If room is not safe, next event depends on what object is encountered. The bat flies off to a different room.

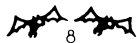
WATCH FOR FLASHING SYMBOLS ON THE TOP OR RIGHT SIDE OF THE SCREEN. These tell you that an object is located in an adjacent room. They do not tell you WHICH adjacent room or HOW MANY objects surround you. For example, you only see 1 pit symbol, whether 1, 2 or 3 pits are nearby.

More than one flashing symbol may appear at the same time, but this does not mean the objects are in the same room. Only one object may occupy a room at any given time (unless one or more objects are possessed by the warrior while in that room).



A short tune also plays when the warrior enters a room adjacent to the magic arrow or rope. A different, warning tune plays when the warrior enters a room adjacent to the dragon.

FIND THE MAGIC ARROW FIRST (and the rope, if playing on Level 2). Then go after the dragon. When you think you have found his lair, shoot the arrow into that room from an ADJACENT room. (The magic arrow only has a one-room range.)



- Press the CURSOR button until the cursor arrow points in the direction you want to shoot.
- Press ATTACK button to shoot the arrow.

IF THE DRAGON IS IN THE ROOM INTO WHICH YOU SHOT, the arrow automatically kills him and **YOU WIN!** You hear a Winner's Tune and see the dragon with an arrow in his chest. Your score for the game is displayed.

IF THE DRAGON IS NOT IN THE ROOM INTO WHICH YOU SHOT, you see a "POOF" and the magic arrow disappears into another empty room in the dungeon. The dragon also moves to another empty room, and you have to find both again.

IF YOU ARE TRAPPED, EATEN OR RUN OUT OF TIME, the game is over and you hear a short Defeat Tune. If you are trapped or eaten, the screen "freezes" on the last display. If you run out of time, the screen goes blank, then displays a time score of 99.

TO START A NEW GAME, REPEAT THE PROCEDURE ON PAGE 3.

WHEN YOU ARE FINISHED PLAYING, PUT THE GAME IN DEMONSTRATION MODE (page 2).



TIME SCORE

You see a time score **ONLY** when you slay the dragon. You do not see a score if you are trapped or eaten.

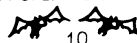
For each 5 seconds of time used, you get 1 point. Maximum number of points possible is 99. (After 99 the game automatically ends.) **THE LOWEST SCORE IS THE BEST SCORE.**

GAME DETAILS

PITS Twelve pits are randomly placed in empty rooms, at the start of the game. Pits are placed at least one room away from each other, except where dungeon boundaries occur.

	0	1	2	3	4	5	6	7	8	9
A										
B			U							
C							U			
D	U		U						U	
E							U			
F	U		U							
G										
H							U			
I									U	
J			U		U					

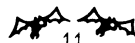
SOME POSSIBLE PIT LOCATIONS. ACTUAL PLACEMENT IS RANDOM. THE ONLY WAY OUT OF A PIT IS WITH THE MAGIC ROPE. IF THE WARRIOR FALLS INTO A PIT WITHOUT THE ROPE, THE GAME IS OVER.



THE DRAGON The dragon is randomly placed in an empty room at the start of the game. He does not move, unless you shoot the magic arrow and miss him. He then moves to another empty room. If the warrior enters the dragon's room at any time, the dragon eats him and the game ends.

THE MAGIC ARROW The magic arrow is the only weapon that will slay the dragon. It is randomly HIDDEN in an empty room at the start of the game. When the warrior enters the room containing the magic arrow, he automatically takes it. It remains with him, at all times, until he shoots it. If his shot misses the dragon, the arrow disappears into another empty room and must be found again. Only one magic arrow per game. Arrow can be shot across dungeon boundaries (see page 8).

BATS Four bats are randomly placed in empty rooms, at the start of the game (only one bat per room). **BATS CAN MOVE!** Every 10 seconds, any or all of the bats **MAY** move to empty, adjacent rooms. No diagonal movement. When a bat moves, you hear a 4-note signal.



2 THE MAGIC ROPE The magic rope is the only object that will rescue the warrior from a pit, providing he possesses it before falling into the pit. The rope exists only in level 1 and 2 games. **NO ROPE IN A LEVEL 3 GAME.** (See page 4.) If the rope is hidden, the warrior automatically takes possession when he enters the room containing it. He keeps it until he uses it. Once the rope is used, it disappears into another empty room and must be found again. One rope per game.

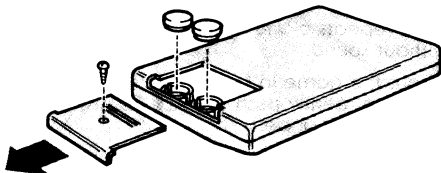
BATTERY LIFE AND REPLACEMENT

The computer and liquid crystal display in this game use very little power. The two A76 batteries (installed) may give up to years of average game play, if the game is left in Demonstration Mode when not in actual use. (See "Demonstration Mode", page 2.)

TO REPLACE THE BATTERIES:

1. Turn the game over and remove the screw in the battery compartment door using a small, Phillips head screwdriver. Slide the door off.

2. Using your fingernail or a tiny screwdriver, pop out the old batteries and throw them away. Insert two A76 or LR44 (or equivalent) batteries.



3. Replace the battery compartment door. Tighten the securing screw but do not over-tighten.

4. Press the ALL CLEAR button, to reset the game properly.

90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90 Day Warranty Period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser when returned either to the dealer with proof of the date-of-purchase or when returned prepaid and insured with proof of the date-of-purchase to either of the following locations: In the Eastern United States: Mattel Electronics Eastern Service Center, 10 Abeel Road, Cranbury, New Jersey 08512, or in the Western United States: Mattel Electronics Western Service Center, 5000 W. 147th Street, Hawthorne, California 90250.

Units returned without proof of the date-of-purchase or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a service charge of *\$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to a **MATTEL ELECTRONICS SERVICE CENTER.**

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

*Service charge subject to change without notice.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS SERVICE CENTER

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from a Mattel Electronics Service Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.

2. Carefully print on the box or carton the following name and address:

In the Eastern United States:
MATTEL ELECTRONICS EASTERN SERVICE CENTER
10 Abeel Road
Cranbury, New Jersey 08512

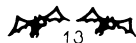
In the Western United States:
MATTEL ELECTRONICS WESTERN SERVICE CENTER
5000 W. 147TH STREET
HAWTHORNE, CALIFORNIA 90250

Also, don't forget to show your return address.

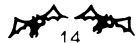
3. Put parcel post stamps on the package, insure the package, then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for *\$10.00 as payment for the repair service.



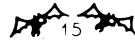
12



13



14



15