

**COLECO  
VISION™**

Guide No. 099066

**CARTRIDGE INSTRUCTIONS**

# DUNGEON & TROLLS



*Explore the labyrinth in search for gold and fight monsters on your way!*

**COLECO**



## Introduction

You are a young adventurer who seeks celebrity and richness. The king of Deimos, capital of the southern coast of the Iron Weapons, offers a game for the amusement of his fellow citizens: the Labyrinth of the Golden Suffering.

The game is quite simple. Each participant is imprisoned in a labyrinth with only one exit door. Once inside, the door is magically locked. In order to exit, you have to find the magic key hidden somewhere in the maze. All along your way, you will find gold coins that you are authorized to keep with you. Unfortunately, if you wish to enjoy your wealth one day, you will also have to fight numerous monsters to finally escape this frightening place.

## How to play

Use the controller to move your character on screen. Press fire button to shoot in the direction you are moving.

You've got Hit Points (HP) which represent your life. When no hit point is left, you are dead.



♥: 150

You've got Armor Points (AP) which represent the condition of your armor/shield. Each time you're hit, you lose AP. If no AP is left, you loose HP.



□: 000

The more Weapon Damage you've got, the more damages you make when you hit a monster.



This represents the number of daggers, arrows or spells left, or for a warrior, the condition of his sword. Zero means there's no amunition left or your sword is broken.



## Choose your hero

At the beginning of the adventure, you can choose your character class.



## Warrior

Warriors are determined combat adepts. This class has got more Hit Points than the others and warriors deal out the most damage. Nevertheless, swords are fragile and you must be close to enemies to hit them.

Max HP: 150

Minimum weapon damage: 3

Weapon durability: 8

Weapon range: short



## Wizard

Wizards are scions of arcane magic. Wizards tap the true power that permeates the cosmos, research esoteric rituals that can alter time and space, and hurl balls of fire that incinerate massed foes. Wizards wield spells the way warriors brandish swords. This class has got less hit points than the others and at the beginning wizards make little damage. In the other hand, they've got plenty of spells with a far range.

Max HP: 70

Minimum weapon damage: 1

Weapon durability: 25

Weapon range: long



## Archer

This class is between warrior and wizard. His shots are slower than the thief's.

Max HP: 100

Minimum weapon damage: 2

Weapon durability: 12

Weapon range: medium



## Thief

A thief is a versatile character, capable of sneaky combat and nimble tricks. The rogue is stealthy and dextrous. This is a medium class, between warrior and wizard: The thief's dagger throwing is faster than the archer's shooting.

Max HP: 100

Minimum weapon damage: 2

Weapon durability: 12

Weapon range: medium



## Monsters in the labyrinth

### Bats

Bats are nocturnal flying mammals. These are the weakest creatures in the labyrinth.



### Snakes

Weak creatures with random movements, they may stay static sometimes, but beware not to wake them up in this case.



## Spiders

You think you've cleared a room? Beware of these random creatures, they can be deadly.



## Skeletons

Skeletons are the animated bones of the dead that attack until destroyed. You can break their body, but when you'll come back in the room, they will be there again!



## Trolls

The most dangerous enemies in the labyrinth, they are very strong and hard to eliminate. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven but in fact, they are very agile.



## Useful items

### Health potion

When you drink it, you recover your Hit Points.



### Force potion

When you drink it, your Weapon Damages increase.



### Ammunitions

You get spare daggers, arrows, spells or sword depending on your class.



### Shield

It gives you a replacement shield or armor by increasing your AP.



### Gold chest

This is why you are here for.



### Skull

Examine the corpse of your dead enemy, you could find useful items!



## Unique items

### Keys

The red key opens red doors. The blue key opens blue doors. The golden key is the magical key to open the escape door.



### Torch

It allows seeing in dark zones.



### Protection ring

It is a magical protection against monsters.



### Fire ring

This is a protection against fire traps.





Art by Damien Duriez

## How to reach us

bfg - Gamepassion

<http://bfg-gamepassion.blogspot.fr>

Collectorvision

[www.collectorvision.com](http://www.collectorvision.com)

## Credits

Program & SFX by Michel Louvet

Graphics by Crapahute

Package ©2014 Collectorvision Games, Inc.

Made in Canada by Collectorvision Games, Inc.

Montreal, Quebec. Printed in Canada.

Box and manual by Vincent GODEFROY - [www.colecoboxart.com](http://www.colecoboxart.com)

**COLLECTORVISION**  
Games