GENERAL INSTRUCTIONS FOR PROGRAMS

Programs may be noted as having an AUTORUN feature. Such programs will RUN automatically when loading from cassette is completed.

CAUTION: AUTORUN programs will lose this feature if copied. Also, vital parameters and variable values may also be lost, making copies run improperly. Loading rate of all programs has been increased, resulting in a faster load that is silent.

SIDE A

MULTIDIE (AUTORUN━━━━━)

This program will roll any number and type of multi-sided dice (also called polyhedral dice) you need during a game. Die rolling is quick and silent, and can be easily repeated. (Do not roll more than 100 dice at a time, nor dice with more than 500 sides...)

Input the desired number of dice after the "#" symbol and press GO. Then, input the desired number of sides you want on each die and press GO again. If you input a zero (0) for the number of dice, the computer will roll again using the same number and type of dice you used last time. Screen color changes with each different type of die rolled, as a memory aid.

FANTASY PEOPLE (AUTORUN━━━━━)

This program is designed to be used with ADVANCED DUNGEONS & DRAGONS (TM TSR Hobbies, Inc.) as a first level character generation program. When active, it rolls dice for all six standard character attributes: strength (STR), intelligence (INT), wisdom (WIS), constitution (CON), dexterity (DEX), and charisma (CHA). If the STR roll is 18, a percentile (100%) roll is made for the exceptional strength bonus.

The resulting factors are then displayed, along with applicable bonuses and/or penalties and the permissible character classes for that character.

FANTASY PEOPLE is a good program for rolling lots of players or non-player characters at one time, saving long minutes of hunting information and calculating bonuses.

SIDE B

DUNGEON GRAPHICS I: Corridors (AUTORUN━━━━)   *SZ=43*

In fantasy role-playing games involving underground complexes, this program allows a gamesmaster to show the group of adventurers a perspective view of the corridor ahead. To operate, simply input the number code for each feature you want included in the view, then input zero (0) to display the picture. Always enter codes in numerical order beginning always with #1 (basic corridor).

Once a view is displayed, pressing CLEAR returns you to the options list. If you don't need to look at the options list, press RETURN, which allows you to set up a new view immediately.

OPTIONS LIST

1=BASIC CORRIDOR	2=DEAD END	3=DOOR IN END	4=DOOR RIGHT	5=DOOR LEFT
6=TURN RIGHT	7=TURN LEFT			

3-way intersections: 8=left, right, back   9=right, back, straight
10=left back, straight

11=4-Way intersection   0=DISPLAY VIEW
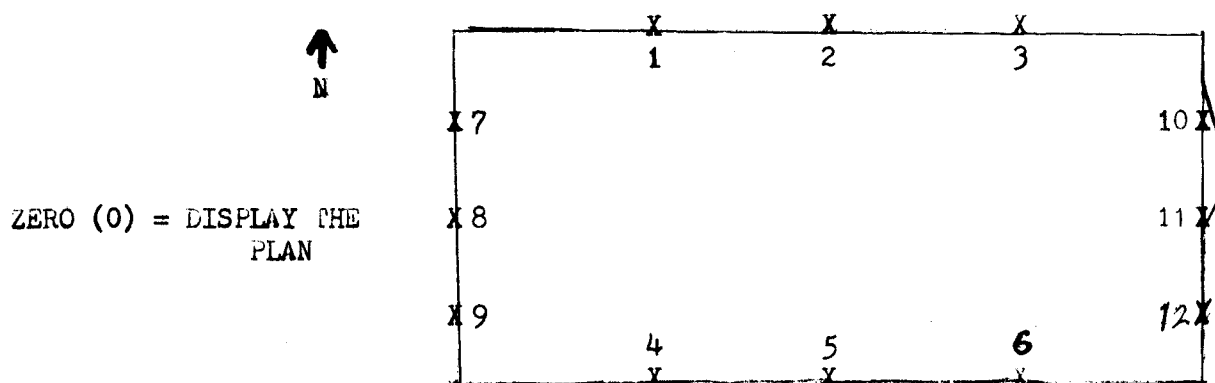CLEAR=options list   RETURN=draw again/no list

DUNGEON GRAPHICS II:Floor plans (AUTORUN-~~━━━━━~~) $3Z = 984$

This program is also for illustrating location in fantasy role-playing games involving dungeon complexes, but it draws floor plans of rectangular rooms instead of corridors.

To use, input the dimensions in feet of the room to be shown. (Minimum 10 N/S, 10 E/W; maximum 30 N/S, 150 E/W) Then, input locations for doors as per the following sketch:

↑
N

ZERO (0) = DISPLAY THE
PLAN

```
        X        X        X
        1        2        3
 X 7                         10 X
 X 8                         11 X
 X 9                         12 X
        4        5        6
        X        X        X
```

Once a plan is displayed, the following inputs and functions are operational:

CLEAR = Go back to instructions
RETURN = Replot door locations only
NEXT = Replot doors and size without instructions
BOX = Replot room size only

MORE PROGRAMS AND OTHER BALLY BASIC MATERIAL AVAILABLE SOON!

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Specialist in game-related software for Bally BASIC and TRS-80 L2/16K

Watch the ARCADIAN for announcement of ALARM II, a home security system for the Bally computer!