

# LORD OF THE RINGS: DUNGEONS DEEP (TI-86)

*A Fantasy Role-Playing Game By Chidi.O*



## HELP WANTED!

CALLING ALL ADVENTURERS, NOBLE AND BRAVE! LONG HAS THE EVIL DRAGON SMAUG OCCUPIED MY KINGDOM UNDER THE MOUNTAIN! OUR REALM IS IN PERIL AND IN NEED OF TRUE HEROES. DELVE DEEP INTO EREBOR AND VANQUISH THE EVIL CREATURES WITHIN! SLAY THE RED WURM AND BRING ME MY ARKENSTONE! DO THIS AND YOU SHALL BE REWARDED WITH 1 / 14 TH OF THE GREAT DWARVEN TREASURE.

— THORIN OAKENSHIELD —

## RACES

<b>Human</b>	+1	CON
<b>Dwarf</b>	+1	STR
<b>Hobbit</b>	+1	DEX
<b>Elf</b>	+1	INT

## Classes:

**Fighter:** the classic warrior archetype.

- ❖ Tier 4 weapons and armor.
- ❖ No spellcasting
- ❖ Great HP; No MP.

**Wizard:** high damage arcane spell-caster.

- ❖ Tier 1 weapons and armor only.
- ❖ Elite spell damage; No heals.
- ❖ Bad HP; Great MP.

**Priest:** holy healer spell-caster.

- ❖ Tier 1 weapons and armor only.
- ❖ Top healer; bad damage spells.
- ❖ Bad HP; Great MP.

**Paladin:** a warrior of the light.

- ❖ Tier 3 weapons and Tier 4 armor.
- ❖ Can cast some priest spells.
- ❖ Good HP; Bad MP.

**Druid:** nature spell-caster.

- ❖ Tier 2 weapons and armor.
- ❖ Good heal and damage spells.
- ❖ Ok HP; Good MP.

**Burglar:** the nimble thief.

- ❖ Tier 3 weapons and Tier 2 armor.
- ❖ No spellcasting
- ❖ Ok HP; No MP.
- ❖ Good at lock picking; disarming traps; fleeing battle; +2 AC.

**Ranger:** a wilderness warrior.

- ❖ Tier 3 weapons and armor.
- ❖ Can cast some druid spells.
- ❖ Good HP; Bad MP.
- ❖ Good at disarming traps and fleeing.

**Travel to the town tavern and create your party of (4) heroes, each with a unique race and class. Then slay monsters to gain loot, EXP and level ups!**

## Ability scores:

**Strength (STR):** increases weapon damage and weapon accuracy.

**Dexterity (DEX):** increases armor (AC)

**Constitution (CON):** increases hit points (HP)

**Intelligence (INT):** increases spell damage/heal, spell accuracy and magic points (MP).





## LAKE-TOWN

Esgaroth, or Lake-town, is a small settlement of Men which lies south of the Lonely Mountain (Erebor). The town will provide a rest stop and many needed provisions for your brave heroes!

### Lake-town locations:

#### Party:

- ❖ Cast non-combat spells.
- ❖ View party member info.
- ❖ Equip weapons/armor/potions
- ❖ Swap party order. **\*\*1<sup>st</sup> and 2<sup>nd</sup> party ranks are for tanks\*\***
- ❖ Press 2<sup>nd</sup> to access party in Erebor (dungeon).

#### Armory:

- ❖ Buy weapons/armor. (potions on last page)
- ❖ Sell your equipment.

#### Temple:

- ❖ Rest your party to restore HP and MP for 10 gold.
- ❖ Cure diseases like rabies and paralyze for 20 gold.
- ❖ Revive dead party members for a hefty fee.

#### Guild:

- ❖ Promote members to the next level (max 15<sup>th</sup> level) for a fee.
- ❖ View quest info.

#### Tavern:

- ❖ Create a new hero.
- ❖ Sub in a hero from your 'bench' roster.
- ❖ Delete a hero from your 'bench' roster.



ESGAROTH

COMPLETE SPELL LIST

## MAGIC MISSILE

*Cost 3 MP. (Wizard)***Effect:** Blast a single monster for 7-14 damage.

## CHARM PERSON

*Cost 3 MP. (Wizard)***Effect:** Paralyze humanoid and giant-like creatures.

## HEALING WORD

*Cost 3 MP. (Priest/Druid/Ranger)***Effect:** Heal an ally for 7-14 HP.

## CHARM UNDEAD

*Cost 3 MP. (Priest/Paladin)***Effect:** Paralyze undead monsters.

## REVIVIFY

*Cost 14 MP. (Priest/Druid)***Effect:** Revive a dead party member to 1 HP.

## RESTORATION

*Cost 5 MP. (Priest/Druid/Paladin/Ranger)***Effect:** Cure a disease like rabies/paralyze.

## CHARM BEAST

*Cost 3 MP. (Druid/Ranger)***Effect:** Paralyze animal creatures.

## LAY ON HANDS

*Cost 2 MP. (Paladin)***Effect:** Heal an ally for 3-6 HP.

## FROST SHARDS

*Cost 4 MP. (Druid)***Effect:** Blast a group of monsters for 12-24 damage.

## GREATER HEAL

*Cost 7 MP. (Priest/Druid)***Effect:** Heal an ally for 20-40 HP.

## GUIDING BOLT

*Cost 4 MP. (Priest)***Effect:** Blast a single monster for 10-20 damage.

## CHARM FIEND

*Cost 3 MP. (Wizard/Priest)***Effect:** Paralyze devil and demon monsters.

## FIREBALL

*Cost 6 MP. (Wizard)***Effect:** Blast a group of monsters for 40-80 damage.

## FLAME HANDS

*Cost 4 MP. (Wizard)***Effect:** Blast a group of monsters for 20-40 damage.

## METEOR

*Cost 7 MP. (Wizard)***Effect:** Blast a group of monsters for 60-120 damage.

## TELEPORT

*Cost 8 MP. (Wizard)***Effect:** Teleports the party to the entrance of any dungeon level or used to flee a battle.

## SMITE

*Cost 8 MP. (Paladin)***Effect:** Blast a single monster for 25-50 damage.

## BLIZZARD

*Cost 7 MP. (Druid)***Effect:** Blast a group of monsters for 35-70 damage.

## ICE VOLLEY

*Cost 8 MP. (Ranger)***Effect:** Blast a group of monsters for 21- 42 damage.



## COMPLETE EQUIPMENT LIST

## WEAPONS

Name	Damage	Tier	Cost
Dagger	2-4	1	5
Club	3-6	2	5
Short Sword	4-8	3	20
Great Club	5-10	4	50
Quarterstaff	3-6	1	25
Mace	4-8	2	50
Longsword	6-12	3	100
Battleaxe	7-14	4	150
Wizard Staff	4-8	1	250
BattleMace	5-10	2	400
War Hammer	8-16	3	650
Greatsword	10-20	4	900
White-staff	5-10	1	1000
Ancient Mace	7-14	2	1500
Ebon Blade	12-24	3	2500
Numenor Axe	14-28	4	4000
Mithril Dagger	6-12	1	2500
Mithril Mace	9-18	2	4000
Mithril Sword	16-32	3	6000
Mithril Lance	18-36	4	9000
Whip	3-6	3	15
Pike	4-8	4	30
Broadword	7-14	3	150
Sickle	5-10	2	80
Halberd	8-16	4	200
Spiked Staff	4-8	1	40
Orc Smasher	6-12	2	900
Sting Sword	10-20	3	1500
Terror Maul	12-24	4	2500
Vorpal Sword	15-30	3	4400
Durin's Mace	8-16	2	2800

## ARMOR

Name	AC	Tier	Cost
Robes	1	1	15
Padded	2	2	30
Hide	3	3	75
Ring Mail	4	4	100
Wizard Robes	2	1	50
Leather	3	2	100
Chain Shirt	4	3	150
Chain Mail	5	4	250
Gray Robes	3	1	500
Studded	4	2	750
Breastplate	5	3	1200
Full Plate	6	4	1500
White Robes	4	1	1500
Elven Leather	5	2	2000
Dragon Scale	6	3	3500
Numenor Plate	7	4	5000
Eru Robes	5	1	5000
Mithril Shirt	6	2	8000
Mithril Armor	7	3	10000
Full Mithril	8	4	12000
Scale Mail	4	3	50
Dwarven Mail	5	3	2000
Battleplate	6	4	3500
Dragon Mail	6	3	5000
Durin's Plate	7	4	7000

## Potions:

**Potion:** heals a hero for small HP (25 gold).

**Antidote:** cure a heroes' disease (30 gold).

**Ether** restores small MP to a hero. (50 gold)

**Great Potion:** heals a hero for large HP. (100 gold).

## - The Dungeon -

Erebor is an ancient mountain stronghold and the sub-terranean realm of the dwarves. Once a great kingdom, it's now occupied by the powerful dragon Smaug and other vile monsters. It's easy to get lost in the mountain's labyrinth-like tunnels. But, for those heroic and determined, wealth and glory wait in the kingdom under the mountains!

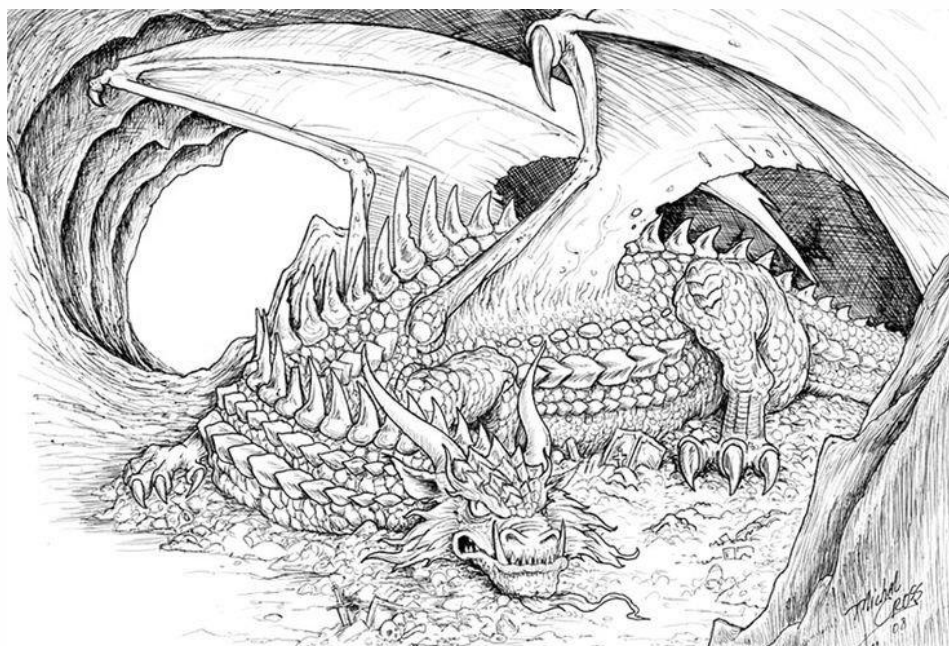
### What will you find in Erebor?

- ❖ Many, many monsters!
- ❖ Treasure chests filled with loot, but beware of traps!
- ❖ 3D-like maze with halls, rooms, twists, and turns.
- ❖ Illusionary walls, secret chambers/passages.
- ❖ Campsites to rest and recover.
- ❖ Mysterious magic teleporters.
- ❖ Locked doors and levers
- ❖ 4 large dungeon levels to explore.
- ❖ The great dragon Smaug and the legendary Arkenstone!



## HERO ADVANCEMENT

<u>EXP Points</u>	<u>Level</u>
0	1
300	2
900	3
2700	4
6500	5
14000	6
23000	7
34000	8
48000	9
64000	10
85000	11
100000	12
140000	13
190000	14
250000	15



## ABILITY SCORE MODIFIERS

<u>Score</u>	<u>Modifier</u>
7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8

**Note:** Ability score modifiers increase your heroes' weapon damage, magic damage, HP, MP, AC and more. For instance, a strength of 15 would give a +2 damage to a weapon attack!

## LEVELING UP

Heroes gain experience points (EXP) by slaying monsters in Erebor. Leveling up will increase a heroes' health and magic points, as well as occasionally raising a random ability score. A hero can also gain new magic spells through level ups. When a character is ready for a level up, a "Promote" will display on her info screen. You must then visit the Guild in Lake-town and pay a fee to complete the heroes' promotion.



## INSTALLATION

Simple and easy. Copy ALL of the files from the install folder on to your TI-86. Note: the game takes up about 55K memory, so ensure you have enough space.

## RUNNING THE GAME

Once all the files are on your TI-86, simply run the LOTR1 program and the game will start.

## BEGINNER'S GUIDE

If you are starting the game for the first time, you will have no heroes. Go to Lake-town and enter the tavern. There you can create new heroes to fill out a party of (4). Your heroes will start with NO equipment, so head to the armory after and buy them weapons/armor, or they will die very fast! (Also, ensure your tanks are in party slot 1 and 2) From there, exit the town and your heroes are ready for the dungeon, Erebor!

## CONTROLS

- ❖ Arrow buttons – move player or cursor, activate objects
- ❖ 2<sup>nd</sup> button – Select, confirm decision, advance text. Open player menu in the dungeon.
- ❖ Exit button – Cancel decision, go back, close menu.

## AUTHOR'S NOTE

Thanks for your interest in this game and I hope you enjoy it. If you beat the game, let me know at [flawlessoz@gmail.com](mailto:flawlessoz@gmail.com).

