

Climb a mysterious 12-story tower that has been cleverly designed. This game entirely programmed in Basic is a cross between puzzle and dungeon crawler.

This game needs Locomotive Basic 1.1.
Insert disc and type:
Run «DUNGEON.BAS»

Controls:
joystick or Keyboard (arrows+space)
Q to quit or restart the dungeon.

This game is a freeware.
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DUNGEON OF THE SILVER STAR - AMSTRAD CPC

DUNGEON OF THE SILVER STAR



AMSTRAD

DUNGEON OF THE SILVER STAR



Thou: determined, but don't go in headlong if you don't want to get stuck quickly.



Wall: solid wall, which cannot be moved.



Floor: you can move freely on it. Each move costs you 1 stamina point. If your stamina reaches zero, you die.



Rough soil: walking on it causes you to lose 5 stamina points.



Slippery ice: you slide on it until you reach a solid wall or other type of floor.



Forced move: moves you one square in the direction of the arrow.



Teleport: teleports you to the other teleport location (push fire or space).



Door: opens with a key.



Single use key: open a door.



Go downstairs: push fire or space.



Go upstairs: push fire or space.



Gold coin.



Coin purse: contains 10 coins.



Box: can be pushed but not pulled. You can only push one at a time, and only on standard floor.



Stamina potion: regenerate 20 stamina points.



Shop (push fire or space to enter): Be careful, the seller is a trickster: all the objects he sells for gold are not necessarily useful.

~ GOOD LUCK!