

OFFICIAL
**Advanced
Dungeons & Dragons**
COMPUTER PRODUCT

**DUNGEON MASTERS
ASSISTANT
VOLUME I: ENCOUNTERS**

AMIGA DATA CARD

Before Beginning Play:

Please make a backup copy of the disk for use. The disks have no physical copy protection so you may use the normal Workbench copy program to make these backups. Once the copy has been made, simply put your master disks away and use the copies for play. Do not write protect your copy of the game disk, as the program periodically saves to disk.

Refer to your Amiga Introduction Manual for questions concerning Amiga Workbench Commands.

Loading Instructions For Floppy Disk Users:

- 1) Boot with **Kickstart 1.2** or greater. (Amiga 1000 users only)
- 2) Insert your **Workbench** disk, version 1.2 or greater.
- 2) Insert your *Dungeon Masters Assistant Vol:1* Disk.
- 3) Double Click on the Drive Icon containing your game disk.
- 4) Double Click on the SSI Icon in the opened window to begin the game.

NOTE: If you run out of space on your current copy of the disk, make additional changes on another copy of your original disk.

Loading Instructions For Hard Disk Users:

- 1) Boot with **Kickstart 1.2** or greater. (Amiga 1000 users only)
- 2) Double click on the **Workbench Drive Icon** to open the **Workbench**.
- 3) Click on the empty folder and use the duplicate command to duplicate it.
- 4) Rename the copy of empty folder **DMA1**.
- 5) Insert your *Dungeon Masters Assistant Vol:1* Disk in **df0**.
- 6) Double click on the **Shell** or **CLI** to open it.
- 7) At the *prompt>* type **copy df0:#? dh0:DMA1 all**.
- 9) At the *prompt>* type **endcli**.
- 10) Double click on the **DMA1** folder to open the folder.
- 11) Double click on the SSI icon in the opened window to begin the game.

ESC Key: The escape key can be used anywhere in the program to return you to the last menu that you were looking at.

The menus in *Dungeon Masters Assistant Vol:1* differ from those listed in the manual. Here is a Menu Tree to help you follow these differences. Select the letter in front of the menu to make your selection. Some menu items bring up submenus. Selecting **Quit** Menu returns you to the previous menu that you were viewing.

Main Menu

G.	Generate Encounter	E.	Monster Encounter Editor
M.	Monster Editor	T.	Edit Miscellaneous Tables
R.	Roll Dice	Q.	Quit Program
U.	Utilities		

Generate Encounter

T.	Table Encounter	L.	Level
M.	Monster Specific Encounter	G.	Generation
R.	Read Information From Disk	Q.	Quit Menu

Monster Editor

A.	Add a Monster	M.	Modify Monster List
C.	Copy Monster Record	Q.	Quit Menu
D.	Delete Monster Record		

Monster Encounter Editor

A.	Add Monster Encounter	C.	Copy Monster Encounter
M.	Modify Monster Encounter	Q.	Quit Menu

Edit Miscellaneous Tables

E.	Edit Encounter Tables
T.	Edit Treasure Tables
Q.	Quit Menu

Utilities

L.	Line Feed Toggle	M.	Master Index Rebuild
D.	Data Path Name(ie: DF1:)	E.	Encounter Index Rebuild
P.	Printer Path Name	S.	Save Configuration

Add Monster Encounter: Edit Monster Record

M.	Main Data	Q.	Quit Menu
D.	Description		

Modify Monster Encounter: Monster List

1. Select Monster.
2. Go to Edit Monster Record.

These commands can be used from any of the Text Description Screen.

Alt S: Save Text to File	Alt I: Insert a New Line
Shift Left: Move Cursor Far Left	Shift Up: Page Up
Shift Right: Move Cursor Far Right	Shift Down: Page Down
Alt Y: Delete to End of Line	Alt D: Delete Line
Alt O: Toggle Insert/Overwrite Mode	F1: Help Summary
Alt Q or F10: Exit Editor and Save File.	Alt P: Send Text to Printer

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