



The Heroine

Welcome to Dungeon Stalker! Get ready for an exciting run through a dangerous dungeon. You'll encounter waves of enemies that will pursue you relentlessly. There's no way out... It's you against them until the end!



Your character is a fearless female archer stuck in a dungeon with no exits. Her only option is to fight and try to survive. As points are earned, you will level up and face increasingly more difficult and dangerous enemies in the dungeon. The object is to fight as long as you can and get as high a score as possible.

Features

High Score Saving

Dungeon Stalker features high score saving to the High Score Cart and the AtariVox/SaveKey. Each of the 4 skill levels available has its own top 5 high score table and will save your scores automatically to the HSC or AtariVox/Savekey, depending on which one is plugged in. If both are plugged in at the same time it will save to the High Score Cart only. If you don't have either plugged in the high score tables will still work, but you will lose the data when you turn your system off. When you select a skill level from the main menu, it will change the menu option to view the high score table to the currently selected level. When you achieve a high score, you will be taken to the high score entry screen to enter your initials and your score, and you will see your rank based on your score.

AtariVox Speech

Dungeon Stalker also has speech support for AtariVox. The game has over three dozen speech phrases that are used at various points throughout the game. Please note that the AtariVox is physically too large to fit in to the 2nd joystick port of the Atari 7800, you will need to buy a Sega Genesis extension cable in order to use it.

Menu

Dungeon Stalker features a main menu with a few options to select from. The top menu line is to select your skill setting, the second line lets you view the high score table for the specific skill setting you've chosen and the third line is for starting the game. Push up and down to select a line. Arrows indicate if a menu item can be changed to the left or right, and a button indicates that the option is activated with the fire button.

Attract Mode

Dungeon stalker also features an attract mode. If you don't make any selections for a period of time you will enter 'Demo Mode', where you will see the game play by itself for a while.

Weapons and Powerups



The Bow - You are equipped with a bow when you start the game, and with the default standard skill setting you will start with 8 arrows. You will notice that as you get low on arrows you will hear your heartbeat increase in speed and volume. It's stressful to get low on arrows! The bow shoots arrows a bit high on the bow, which is intended. You'll see why when you try and make a quick shot around a corner at a quickly approaching Skeleton Warrior.



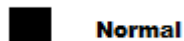
The Sword - The sword will appear randomly and give you approximately 20 seconds of invincibility. You cannot be harmed by enemies or frozen by bats or spiders. You will flash when you have this powerup, and will flash faster as you get closer to it running out. You will also hear a countdown timer sound that increases in speed as you get closer to the powerup running out. "God" will also appear in place of your lives remaining on the status bar. You will get 100 points for collecting a sword powerup.



The Treasure - The treasure randomly appears and only stays on the screen for a limited time. It gives you 500 points and after you collect 5 you will gain an extra life. The maximum number of lives you can have is 9. If you have an AtariVox plugged in, you'll hear a random speech pattern indicating you've earned an extra life.



The Quiver - The quiver will appear when you have run out of arrows. It will appear in a random location in the Dungeon. The quiver will contain between 5 and 8 arrows, it's random every time you pick it up. Note that the quiver will not appear on the Novice skill setting as that setting will give you unlimited arrows.



Normal

Arrows - There are two types of arrows in the game, a normal arrow and a shot blocking arrow. The enemy shot blocking arrow is larger and will stop your arrow in mid air if it collides with it. The appearance of the shot blocking arrow depends on your skill setting and level. The normal arrow has no special abilities.



Shot
Blocking

The Bunker



The Bunker is where you start the game and initially you are protected from all dungeon enemies. They cannot shoot you or enter the bunker. After reaching 37,500 points it will be damaged and it will no longer block enemy fire from the top, however enemies will still not be able to enter it. The bunker will change visually when it's damaged, the top will appear to be blasted. It's always blasted on the Expert skill level.

Enemies

There are 6 types of enemies in Dungeon Stalker, all described below. If you are at very close range (think point-blank range) to an enemy that requires two hits to kill and hold the fire button down, you will automatically fire two arrows to quickly take it out. It's a risky move but it can be an extremely effective strategy.



Demon Bat - The Demon Bat aimlessly wanders the map. While he won't chase you down, he'll fire as soon as he's in range! The demon bat requires one hit to kill, but is stronger when you reach level 5 and will then require two hits to kill.



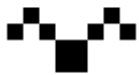
Snake - The snake won't relentlessly pursue you, but will usually choose a path that moves toward the player and is faster than the Demon Bat. The snake always requires two hits to kill.



Skeleton Warrior - The skeleton warrior is the fiercest enemy in the game. It will always move toward the player and moves the fastest. On Level 5, it shoots a powerful, larger arrow that will block your arrow shots if they collide. On expert mode all enemies shoot the shot blocking arrow on all levels. The skeleton warrior always requires two hits to kill.



Spider - The spider randomly wanders the maze and will steal one arrow from you if you touch it, and freeze you for a short period of time. The spider will also randomly stop and spin a small web that blocks your path. These small webs will slow your movement down even more than the large web and take four arrow shots to destroy. If you see the spider stop and pause, you have time to kill it before the web is created. The spider requires one hit to kill.

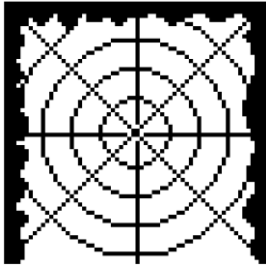


Bats - Bats randomly wander the maze and will freeze you for a short period of time if you touch them. Bats require one hit to kill.



The Wizard - The wizard appears when you've earned enough points to move up to the next level. The wizard has the ability to warp anywhere in the dungeon at a moment's notice and moves much faster than the other enemies in the game. His magical shots will always enter the bunker, you're never safe there from him there. The wizard requires one hit to kill.

Spider Webs



Large Web - be cautious in the large spider web in the top left corner of the dungeon. It will slow your movement by 50% making you much more susceptible to enemies. Occasionally the treasure will appear in the spider web so you'll have no choice but to enter it. The large web cannot be destroyed. The spider also has a greater possibility of reappearing in the large web than any other place in the dungeon.



Small Webs - The spider randomly stops and will spin a small web that blocks the corridor. The small webs will slow your movement down even more than the large web and take four arrow shots to destroy. Each shot destroys $\frac{1}{4}$ of the web, and you have to aim and hit each remaining fragment of the web just right to take it out.

Ranking

At the end of the game you will be ranked on your score. It is displayed on the high score table when you achieve a high score. You must achieve these scores in order to earn that rank. Only the most elite players can achieve the rank of Supreme Warrior!

Ranking	Score Needed
Corpse	0
Pig Flogger	15,000
Junior Apprentice	30,000
Apprentice	45,000
Warrior	60,000
Supreme Warrior	?



Skill Settings

Dungeon Stalker has four skill settings. The default skill setting is standard.

Novice - You start with unlimited arrows on level 1 with 6 lives and the spider will not create small webs in the dungeon. The skeleton warrior will have shot blocking arrows once you reach level 5.

Standard - You start with 8 arrows on level one with 5 lives. The skeleton warrior will have shot blocking arrows once you reach level 5.

Advanced - You start with 7 arrows on level two with 4 lives. The skeleton warrior will have shot blocking arrows once you reach level 5.

Expert - You start with 6 arrows on level three with 3 lives. All enemies have the large shot blocking arrows all the time and the bunker starts out in the damaged state, so you have no protection from the beginning of the game.

Level Progression

You will progress through 5 levels as you fight to survive in the dungeon. Each time you level up you will face increasingly more difficult and faster enemies. Once you have reached level 5 you will remain on that level for the remainder of the game. As you level up the bats will start to disappear, allowing you to focus on the more difficult task of taking out the enemies stalking the dungeon. On the Advanced and Expert skill settings you start out on level 2 and level 3 respectively but will still start a new game with zero points. It will take longer to level up on those skill settings. As you start a new level the color of the dungeon will change.

Level	Score Needed to Advance
Level 1	00,000
Level 2	07,500
Level 3	15,000
Level 4	30,000
Level 5	60,000

Scoring

This table shows the number of points awarded for collecting powerups and killing enemies.

Enemy	Points Scored
Sword	100
Spider	200
Bat	300
Demon Bat	400
Treasure	500
Snake	600
Skeleton Warrior	800
Wizard	1200

Strategy

Shot dodging - Because you are smaller than the enemies in the dungeon it is possible to dodge their shots when they fire at you in a vertical passage, there is plenty of space for you to move left and right to avoid an arrow.

Watch your aim - Be careful when you're shooting at bats! They are much smaller than any other enemy in the game and it's very easy to fire underneath them and miss them.

Duck and cover - If an enemy fires a shot near the top of a horizontal passage - you can easily duck into the passage below their shot and get a shot off to take it out. Enemies can't fire again until their current shot is off the screen.

Watch your step - Plan your moves in the Dungeon carefully and always be mindful of your path to the treasure, sword, quiver, and bunker. It's key to try and plot the safest path to your destination.

Choose your targets wisely - Bats are a quick way to rack up some points and level up more quickly, but watch out! The next path to the quiver when you run out of arrows could be a dangerous one.

Shot blocking - When you get to an enemy that blocks your arrows with theirs, it's key to get the vertical placement of your shot just right. Take them out from around a corner after they fire so you can see where their arrow is, then shoot just above or below it.

Keep your eye on the spider - The small spider webs that the spider spins are costly to get rid of - it takes time and consumes four arrows per web (the web is divided into four quadrants). The small web greatly slows your movement speed if you walk through one. If you see a spider pause on the screen and stop moving, it's creating a web. Try and take the spider out when you see him stop! If a spider happens to spin a small web in the bottom corridor it's much more difficult to remove it, you'll need to stand on top of it and push down on the joystick to fire down to take out all four sections. The spider will not spin webs on the novice skill setting. The spider also steals an arrow if he touches you, so it's worth trading an arrow for the points on a spider's death if he's about to touch you!

Use the sword wisely - Unlike the treasure, the sword will stay on the screen indefinitely once it appears. Always have a full quiver before you pick it up to maximize the amount of time you have to take out the enemies.

Credits

Special thanks to Robert Truccitto and Marco Sabbetta for their support and contributions during the development of Dungeon Stalker, to Albert Yarusso at AtariAge for making a cartridge release possible, and to everyone who made suggestions on the AtariAge forums. Many thanks also to David Exton for creating the label and artwork for Dungeon Stalker.