

DEEP DUNGEON

FIRE

FIND
THE
HART

INSTRUCTION MANUAL

Five levels below the mountain lies its heart, and the Dungeon Lord is sitting in front of it. You have two empty hands, a staircase going down and nobody coming with you. Find what keeps each level locked. Then find the heart.

5

LEVELS

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ITEMS

1

HEART

TAUSCHKE INTERACTIVE

For the Atari 2600. Insert the cartridge with the console switched off, plug the joystick into the left port, switch on. Please read before your first game.

The Story So Far

01

You are a miner. Twelve years of ore, pit props and diverted water, and you know the upper galleries as well as you know the way home from the tavern. What lies below the upper galleries you do not know. Nobody ever went down there, because there was never a reason to.

Since spring there has been one. First the brook on the east slope ran dry, then the cattle stopped coming over the pass, then it snowed in June. The old people in the village say what they have always said, only this time somebody believes them: the mountain has a heart, and as long as it beats, the valley does well. It has stopped beating. The one down below took it.

In August a company went down, six armed men with torches, rope and two weeks' provisions. None of them came back. What came back were noises: a door falling shut, a blow against stone, then nothing at all. Their gear is still down there, spread across the levels, lying exactly where it fell out of their hands.

Five levels down to the bottom, that much is known from old surveys: the entrance hall, the catacombs, the darkness, the temple, and beneath them the chamber where he keeps the heart. Every level is bolted shut behind itself, with a door, a grate or something worse, and every one of those barriers has its key lying about somewhere. Usually where it is least convenient.

This morning the bailiff asked for volunteers. Nobody stepped forward. You are standing here anyway, on the top landing of the entrance hall, and there is a cold draught coming up.

■ What you are carrying

Nothing. No weapon, no light, no bandage, no map. You start with bare fists, and those are good for a rat and for nothing else. Everything you need is down there – otherwise you might as well have stayed up here.

The Controls

02

You play with one joystick in the **left** port. The right one stays empty, and the switches on the console do less than you are used to – except for two, and those do it thoroughly.

The Joystick



This is what the mountain looks like from inside: the corridor ahead, the bars above, and below the panel – the way you are facing, the level beside it, and under that whatever is in your hand.

YOU MOVE	THIS HAPPENS
Stick forward	One step ahead
Stick back	One step backwards, without turning around
Stick left or right	A quarter turn on the spot
Fire button	Strike, open, pull, pick up
Fire and left or right	One step sideways, facing stays
Fire and forward	Uses whatever is in your left hand
Fire and back	Pack open, once more: pack shut

The mountain counts in steps, not in yards. One push is one square, one turn is a quarter, and between them there is always a moment in which the stick does nothing. Holding it down does not make you faster, only further along.

■ One button, four meanings

The joystick has one button, and the mountain has more than one opportunity. So the button does not ask, it takes the nearest thing, always in the same order: if a monster stands directly in front of you, you strike it. Otherwise you pull the lever or work the altar. Otherwise you open or close the door. And if none of that is ahead of you, you pick up whatever is lying there.

After every blow your arm needs a moment before the next one. With the axe that takes noticeably longer than with the dagger. During that moment the button is deaf, and the monster is not.

The Console



The title screen. Fire begins the descent at level 1, Select leads to the code entry.

SWITCH	WHEN	EFFECT
RESET	any time	Back to the title screen, from any screen
SELECT	on the title screen	Opens the code entry
SELECT	in the code entry	Back to the title screen
Difficulty	A or B	No effect. The mountain makes no concessions
Color / B-W	either way	No effect

RESET works at once and does not ask twice. It will also pull you out of a fight you are currently losing, and it costs you everything you have found so far. The only way back down afterwards is the level code.

The Level Code



Four letters, one position at a time. Fire checks what you entered, Select backs out.

There is no saved game. What there is are four letters per level, and you get to see them the moment you enter a level by the stairs. They stand in the panel long enough to be written down, and then they are gone again.

On the title screen, Select opens the entry. Left and right choose the letter position, forward and back step through the alphabet, Fire checks. If the code is right, you stand at the start of that level, with the best weapon to be found on the levels above it, a burning torch and a potion in your left hand. If it is wrong, the panel says **BAD CODE** and gives you a moment to think about it.

■ The code belongs to the stairs

Anyone who gets one level deeper by stepping into a pit sees **PIT FALL** and nothing else. No code. The shortcut saves you a few corridors and costs you the way back in – next time you will start one level higher up.



Everything the mountain tells you of its own accord is at the top and at the bottom edge: two bars above, four letters below. In between lies the corridor, and that tells you nothing.

The Bars



Above the picture: your hit points on the left, what is left of the torch on the right.

BAR	WHAT IT SHOWS
Red, left	Twenty marks of life. When it is empty, the descent is over
Orange, right	What is left of the torch. It only ever gets shorter

There are no numbers anywhere. The bars grow and shrink from the left, and that is all you need: one glance tells you whether to take the next corridor or drink the potion first.



Hit. The bar flashes, one mark less, and the spider is still standing there.

■ When it flashes red

A hit makes the whole bar light up for a moment. If it comes from a monster you are not even looking at, it costs one mark more. So: turn around once before every corner. What stands behind you hits harder than what stands in front of you.

The Panel



Below the view: the message, and under it the name of whatever you are holding in your left hand.

The panel speaks in groups of four. There is no more room than that, so the potion is called **POTN** and the heart **HART**. The lower line always carries the name of whatever lies in your left hand.

The upper line belongs to the messages. When none is due, it shows where you are instead: **N**, **E**, **S** or **W** for the way you are facing, the number of the level beside it, and on the right your left hand once more as a symbol. So **S 1** means: level 1, facing south. On the dark levels that is often the only thing you have to go by.

IN THE PANEL	WHICH MEANS
LOCK DOOR	Locked. Without this level's key it stays shut
NEED KEY	You are not carrying it
TAKE	Picked up
PACK FULL	The pack is full. Use something or leave it behind
TOO DARK	Dark level, no burning torch
NEED GEM	The altar wants the gem, and it wants it in your left hand
PIT FALL	You have just dropped one level
MURK CODE	The level code of the level you have just entered
BAD CODE	Those four letters are not right
HERO WINS	Done

The items are called **DAGR**, **SWRD**, **AXE**, **KEY**, **TRCH**, **POTN**, **SCRL**, **GEM** and **HART**. If it says **NONE**, the hand is empty.

The Pack



Six slots, plus the left hand and the weapon. The marker shows which slot you have selected.

Fire and stick back opens the pack, once more closes it. Left and right choose a slot, Fire swaps it against whatever is in your left hand. The name of the selected piece stands below the symbols, so that you can tell two keys apart.

Your right hand is not yours to fill. It always carries the best weapon you have picked up so far, and it swaps by itself the moment you pick up a better one. Everything else goes into your free left hand, and if that is taken, into the pack.

The mountain takes no break while you sort things out. The torch keeps burning, the monsters keep walking, only you stand still. Anyone who goes looking for the potion in the middle of a corridor may have found it by the time the skeleton arrives, and may not.

What You Can See

You look at the mountain through your own eyes, three squares deep. What is near stands bright and wide in front of you; what is further off gets smaller and darker, until the corridor ends in black. Openings left and right show up as gaps in the wall faces – a passage leads off there, and you do not yet know where to.

Only what lies straight ahead is visible. A key in a side passage, a ghoul two squares to your right: both are there, and you see neither while you are looking straight on. Turning is not lost time, then, but the only way to search the place.

Light and Darkness



Without light: one square deep, and the colours are out.



The same spot with a burning torch.

Entrance hall, catacombs and temple are lit. The third and the fifth level are not. Enter them without a torch and you see one square ahead, and a monster only once it is already hitting you. The panel says **TOO DARK** about this, and it is right.

A torch burns down whether you hold it or carry it in the pack. The orange bar shows what is left. Pick up a new one and it is full again – and whatever was left of the old one is gone with it. There is no carrying two torches at once.

Your Task

04

On every level the task is the same, and still no two are alike: the stairs down lie behind a barrier, and somewhere on the level lies the one thing that opens that barrier. A key, a lever, a plate, a gem. Find it, open, go down.

Locked Doors



A locked door, straight ahead. The key to it is lying somewhere on the same level.

Ordinary doors you open and close with the fire button, and it is worth shutting them behind you: a monster walking into timber is better off there than one walking after you. Locked doors are another matter. Walk into one and the panel says **LOCK DOOR**. Press fire in front of it and the key takes itself out of your hand or your pack, provided you have it, and is used up afterwards. If you do not, it says **NEED KEY**.

Every level has its own key. The iron one from the entrance hall opens nothing at all down in the darkness; the silver one is wanted there.

Grates and the Magic Door



The grate in the catacombs. No key in the world helps here.



A wall like any other – and yet you walk right through it.

A grate does not open because you are standing in front of it, but because somewhere on the level a lever has been pulled or a plate has been stepped on. The magic door in the temple is opened by the altar and by nothing else. Both say **LOCK DOOR** if you try anyway.

And then there are the walls that are not walls. They look like any other piece of masonry, but the step forward goes through. Places like that give themselves away by the floor plan: a corridor that ends for no reason, a branch that leads nowhere, a room that looks bigger from outside than from inside. Where there is no way on, walk into the wall once.

The Stairs



The stairs down. One step onto them and the next level has you – with everything you carry, and with the marks you have left.

What the Mountain Has by Way of Machinery



The pressure plate. Your weight is enough, and somewhere a grate lifts.



The teleporter in the temple. One step, and you are somewhere else.

THING	WHAT IT DOES
Lever	Sits in a wall. Fire pulls it, somewhere a grate lifts
Pressure plate	Works the moment you step onto it
Altar	Gem in the left hand, stand in front of it, fire. The magic door opens
Teleporter	Moves you to one fixed other place on the same level
Pit	Drops you one level and costs you three marks
Illusory wall	Looks like stone, lets you through
Stairs	One level down, with everything you carry



A pit. It leads down, but not to where you wanted to go.

What Lies Around



The iron key, two squares ahead. Walk up, stand in front of it, fire – and it is yours.

ITEM	PANEL	WHAT IT IS GOOD FOR
Dagger	DAGR	The first weapon. Better than a fist, no more than that
Sword	SWRD	Twice the damage of the dagger, just as quick
Axe	AXE	Hits hardest, takes longest to swing
Iron key	KEY	Opens the locked door of its level, then it is gone
Silver key	KEY	The same service, down in the darkness
Torch	TRCH	Light. Burns down, in the pack as well
Potion	POTN	Ten marks back, up to full at most
Scroll	SCRL	Three fireballs, then it is ash
Gem	GEM	Belongs on the altar in the temple
Heart of the Mountain	HART	The end of the road

You pick things up with the fire button, and from the square in front of them, not from the square they are on. A better weapon you carry at once, everything else goes into your hand or into the pack. If that is full, the panel says **PACK FULL**, and the find stays where it was.

Fighting



The giant spider, one square ahead. Strike now or step aside.



A skeleton in the catacombs. It has seen you and it is coming.

FOE	HOW IT BEHAVES	BLOWS
Rat	Wanders about and does not hunt you. Bites whoever stands next to it	few
Giant spider	Comes at you from three squares away, and it is quick	a few
Skeleton	Takes up the chase from five squares away	several
Mummy	Slow and tough. Usually stands in front of something you need	many
Ghoul	Sees you from six squares away and hits hardest	many
Dungeon Lord	The last one. Follows you across the whole room and does not stop	very many

You can only hit what stands directly in front of you, and only the nearest thing is ever drawn. How much a blow achieves depends on the weapon in your right hand and on nothing else. There is no experience to gain: what you do better down below than up top comes from what you have found and what you have learned.

Slain monsters do not stay slain. Enter a level a second time and everything is standing where it stood at the beginning. What you picked up, though, stays yours.

Fire from the Hand



The scroll is lying in a chamber in the temple.



The fireball on its way. It takes the first thing standing in the lane.

Fire and stick forward uses what is in your left hand. With the potion that means ten marks back, more than full is not possible, and the flask is empty afterwards. With the scroll it means a fireball flying straight ahead, hitting whatever stands in the lane within the next three squares. It does more than any blow with the axe.

A scroll holds three charges, and only one fireball is ever in flight. When an item is used up, the first piece from the pack moves into your hand.

When It Goes Wrong



Enter a level and its code stands in the panel.



And when it is over, there it is once more.

At zero marks the descent is over. The screen shows you a skull, the words **YOU DIED** and below them the code of the level it happened on. Fire takes you back to the title screen, RESET does the same. From there it is either all the way from the start or, with those four letters, back down again.

And When It Doesn't



The heart beats again, and the rank below it says how close it was: A for coming back almost unharmed, D for only just making it.

Picking up the heart ends the matter. What counts at the end are the marks you have left when you do – so it pays not to drink the last potion too early.



One deeper than the other, and each with its own way of holding you up. Up top it is doors and rats, down below darkness and ghouls. In between every level gets a little bigger, every barrier a little more roundabout and every foe a little tougher.

LEVEL	NAME	WHAT BLOCKS THE WAY	LIGHT
1	Entrance Hall	Locked door, key in a side chamber	lit
2	Catacombs	Grate, lever behind a wall	lit
3	The Darkness	Locked door, key with the mummy	dark
4	The Temple	Grate and magic door, plate and altar	lit
5	The Lord's Chamber	Locked door, and the Lord behind it	dark

What you bring with you decides more than anything else. Leave the torch lying in the catacombs and the third level stays pitch black; go down without the scroll and all you have against the Lord is your axe.

Level 1: Entrance Hall



A rat, two squares ahead. The most harmless thing in the whole mountain.

You begin at the top left, facing south. The dagger is lying in the very first corridor, and you should take it before you do anything else. The iron key is in a chamber in the south-east, with a rat trotting about down there. The spider lurks in the middle of the hall and is the only serious danger here. Behind the locked door at the bottom right, the stairs are waiting.

Take the time here to practise turning, striking and opening doors. Further down nobody will ask whether you have got the hang of it yet.

Level 2: Catacombs



The lever in the catacombs, behind a wall that is not one.

A grate stands in front of the stairs, and somebody put the lever for it behind an illusory wall. The floor plan is the hint: in the west wing a corridor ends without leading anywhere. That is exactly where it carries on.

Three skeletons walk about here, and they take up the chase earlier than you would like. In return, the sword lies in the south and the first torch in the west. That torch is the real find of this level: without it there is no point entering the next one at all.

Level 3: The Darkness



The mummy in torchlight. The silver key lies behind it, and it has noticed you.

Only one thing counts here: light. With a torch the darkness is a level like any other; without one it is a groping from square to square in which you notice the mummy once it is already hitting you. The silver key lies in the west, and the mummy beside it is on its way before you have it in hand.

Two pits are set in the short routes in the east. They throw you into the middle of the temple, cost you three marks and the level code – and there are no stairs leading back up from there. Take the southern loop and you get to the locked door in the south-east dry.

Level 4: The Temple



The altar. It wants to see the gem, and it wants it in your left hand.

The temple locks twice: first a grate, then the magic door. The grate is opened by the pressure plate in the west wing, simply by standing on it. For the magic door you need the gem, and that lies in a chamber without a door – the only way in is the teleporter in the north, and the only way out the one standing inside.

Order matters more than speed: the plate first, or you will not get into the corridor with the altar at all. The gem, on the other hand, is there for the taking once you have found the teleporter.

This is also where what you need down below is lying: the axe, the scroll and a second torch. Two ghouls walk about in between. Take everything that fits in the pack.

Level 5: The Lord's Chamber



The Dungeon Lord, one square in front of you. Neither of you gets any further here.

Dark, sprawling and full of ghouls. The key to the last door lies in the south-west, and the way there winds through half the level. If the torch burns out on the way, you feel your way along the wall for the rest. Behind the door is the room where all of it ends: the Lord, the heart and nothing else.

He takes more and hits harder than anything you have seen so far, and he stays on you wherever you go. Hence the scroll: it reaches him from three squares away, and three charges are a start your axe cannot offer. When he falls, the heart lies open.

From the Notebook

06

A notebook is lying in the first corridor of the entrance hall. It belonged to one of the company that went down in August, and it stops in the middle of a sentence.

Write the code down the moment it appears in the panel. Forget it and you walk the whole way again, and the second time the same skeleton is standing at the same corner.

Walk a new level once from end to end while the bar is still full. You will know afterwards where the barrier sits and what is lying about. You can collect it on the way back; none of it runs off.

Pick up the second torch only when the first has almost burned down. A new one fills the bar up, and whatever was left is thrown away with it. The same goes for the potion: at eighteen marks out of twenty you are pouring eight of them away.

Turn all the way around before every corner. What catches you from behind costs more, and on the dark levels you will not see it coming anyway.

Rats do not have to be killed. They wander about and do not come after you; you just should not stand about next to one. A fight you do not start costs you nothing.

Walking backwards without turning is worth more in the last fight than any other trick: you keep him in view, and what you keep in view you can also hit.



All the way down, behind the last thing standing in your way: the Heart of the Mountain.

The company got as far as the temple. The notebook does not reach any further. From there on you are the one writing.

Appendix

07

When you cannot find a way out, look here ...

The next five pages lay every level open: every wall, every item, every monster, and every link between a lever, a plate, an altar and the door it opens. If this is your first time down there, turn the page. Half of the mountain is walking a corridor to its end and seeing what stands there.

But if you have been going in circles for half an hour because the door stays locked and the key is nowhere: here is where it lies.

How to read a floor plan

Every level is a grid of 16 by 16 squares. The numbers along the top are the east-west axis, the numbers down the left the north-south axis; a square is therefore called **3.9** – three to the right, nine down. North is up, exactly as the compass in the panel shows it. Black is rock, grey is corridor. Whatever lies on a square is drawn on it: items as the same picture you see in your hand, monsters as a digit, doors, stairs and mechanisms as a letter. The key below each plan lists only the symbols that really occur on that level.

■ Three things the plan shows and the corridor does not

Illusory walls look like rock in the game and carry the symbol ~ on the plan. You simply walk through them.

Links are spelled out in the lines below the plan: which lever, which plate, which altar opens which door – and where a teleporter takes you.

Pits name the level you land on. The fall costs three marks and is not a detour but a shortcut downwards – only one you cannot undo.

And the four level codes

If you did not write them down, here they are. Level 1 has none – that is where every game starts anyway. Entering by code gives you the best weapon of the levels above, a full torch and a potion in your hand.

LEVEL	CODE	WEAPON ON ENTRY
2 Catacombs	KRAB	Dagger
3 The Darkness	MURK	Sword
4 The Temple	GOLD	Sword
5 The Lord's Chamber	LORD	Axe

Level 1: Entrance Hall



The iron key lies at 11.11, the locked door at 12.13 and the stairs right behind it. The dagger is at 1.6, the potion at 10.4. The two rats wander about aimlessly; the giant spider at 11.7 stands in your way.

Level 2: Catacombs



No key, a lever: the one at 3.5 opens the grate at 12.13. You get in through the illusory wall at 5.4, which looks like solid rock from the corridor. The sword lies at 3.13, just short of the grate, the torch at 3.9.

Level 3: The Darkness



Dark: without a torch you see only the square in front of you. The silver key lies at 3.7, guarded by two mummies, the door at 12.13. The pits at 11.5 and 13.9 drop you to level 4 – three marks of damage and no way back up.

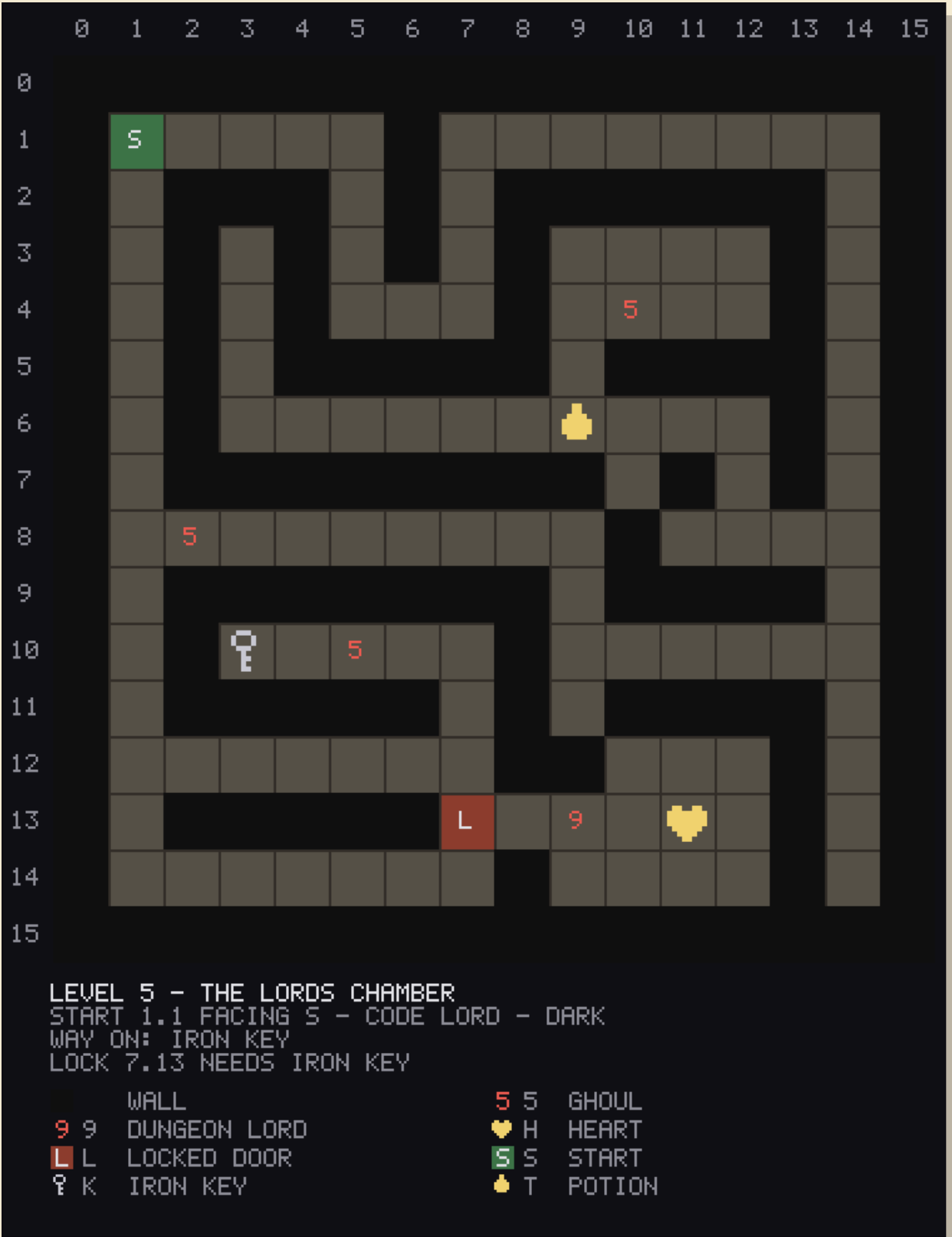
Level 4: The Temple

LEVEL 4 - THE TEMPLE
 START 1.1 FACING S - CODE GOLD
 WAY ON: GEM
 TELEPORTER 9.1 LEADS TO 14.12
 TELEPORTER 13.12 LEADS TO 10.1
 PRESSURE PLATE 3.9 OPENS GRATE 11.13
 ALTAR 11.14 OPENS MAGIC DOOR 13.14

	WALL		5	GHOUL
	STAIRS DOWN		A	ALTAR
	GRATE		M	MAGIC DOOR
	START		T	TELEPORTER
	TORCH		G	GEM
	PRESSURE PLATE		R	FIRE SCROLL
	POTION		X	AXE

Two locks, one behind the other: the pressure plate at 3.9 opens the grate at 11.13, and only the gem from 14.11 on the altar at 11.14 opens the magic door at 13.14. The teleporter at 9.1 sets you down at 14.12, the one at 13.12 takes you back up to 10.1. Take the scroll at 11.11 with you – there is none below.

Level 5: The Lord's Chamber



Dark and full of ghouls. The iron key lies at 3.10, the last locked door at 7.13. Behind it stands the Dungeon Lord at 9.13, and behind him, at 11.13, lies the Heart of the Mountain.