3/18/92

VirtualDungeon II: ANTKILL v1.1

Release history:
  v1.0 initial release
  v1.1 fix multi-char bios call weirdness

Greetings from NEUROSPORT!

     Welcome to the second of the new VirtualDungeon(tm) series
of games from NEUROSPORT!

A DOS Compatible, EGA HI RES or VGA STD Color Graphics, 286(AT)/386
or faster is recommended for this game.

     In VirtualDungeon II: ANTKILL(tm), you will climb into a gigantic
Anthill and find your way to the Brood Queen and her children to save
your town.

If you missed VirtualDungeon I:

  In VirtualDungeon I: BOB'S DRAGON HUNT(tm), you will battle Dragons
  of various types and attempt to kill as many as possible to
  save your town. (available as DRAGHUNT.ZIP on most boards).

  To start the game, type "ANTKILL". You may turn off the sound by
typing "ANTKILL -ns" to start the game.

An explanatory note on VirtualDungeon(tm):

  The VirtualDungeon(tm) is best described as a 3-D simulation of
reality, in this case a Fantasy. Many actions you would think
to do will have similar results AS IF YOU WERE THERE! A list
of commands is available by pressing "?" and is also at the bottom
of this file for you to print out, if desired.

Some History on the Development of the VirtualDungeon:

  In early 1990, bored with $50 games that were played out
inside of 3 days, two programmers decided to create a game
environment that would be literally endless in variety,
flexibility and adventure. Having cut our teeth on most
excellent forerunners such as D&D, MORIA, NETHACK and LARN
(to name only a few) we conceptualized and created the original
game engine incorporated in MAJIK ADVENTURE(tm) in early '91.
Specifications included the ability to pack immense quantities
of individual spells (100's), customized monsters (over 260) and
items (over 260 separate items with 1000's of magical variations)
into the 640K memory of the PC. By mid '91, we had released our first
shareware game QUICKMAJIK(tm).
  Based on feedback from users and publishers, we then started
development on a 3-D graphics system that could run on an AT class
machine and represent objects in true perspective with volume.
Through the use of assembly code and sweat (blood and tears), we

finally achieved the ability to display over a thousand 3-D plates
in real time (or close to it).
   In early '92 we released CRYSTAL DECEPTION(tm) for mail order and
Bob's Dragon Hunt and ANTKILL as shareware.

Here are some basic tips to improve survivability in ANTKILL:

  a) (g)et your weapon in-hand first,
  b) (w)ear your armor next,
  c) use the "+" and "-" keys to turn around and see your immediate
     area, use e(x)amine command to look at a location,
     item or monster, use (S)tatus command and select yourself,
     ie. press "S" and press Enter, to examine your character,
  d) keep your back to a wall(always good advice whenever given!),
  e) wear your magic jewelry and (d)rop that heavy stuff you can't
     use such as extra shields or poleaxes,
  f) if you can't kill a measly Worker Ant with one blow,
     try and find a better weapon!
  g) watch out for twitchy fingers!

  Look for VirtualDungeon III: NIGHT ON BALD MOUNTAIN in two or
  so months. In VirDun-III, you will climb into a Volcano to find
  the Pit from which various Undead emanate and destroy the Fiend
  creating them!

******************* IMPORTANT NOTICE!!!!!!! ***********************

   If you liked ANTKILL(tm), PLEASE HELP SUPPORT more fine SHAREWARE

type games from NEUROSPORT by registering your copy and sending $15.00

now (or what you can afford) to:

            NEUROSPORT
            4206 Scott Drive
            Rowlett, TX 75088

Be sure to include your name and address!

We rely on your contributions and value you as a customer.

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Consider receiving THE VIRTUALDUNGEON NEWSLETTER(see below) for an
additional $5.

   The (struggling) Authors wish to Thank You! for your support in advance
and look forward to providing more Fantasy and SF games for your
enjoyment!

Hope you are not afraid of Insects!

Bob and Faron
NEUROSPORT

Ps.

To our Users:

You may leave E-mail for us at the following:

     Compuserve - 70244,1215
     Delphi - WICKEY

 Thanks for your feedback! We have incorporated additional delay times for
several special effects that 40 Mhz '386 users reported as too fast. Wish we
could afford that kind of equipment to develop and test on. You may
also use one of those SLOW programs (VARISLOW, etc.) to slow down play. We
added the ability to save your character in this game, but still think
Bob's Dragon Hunt is too quickly finished to need a save. If we get enough
requests, we'll add it in. We will be re-vamping Bob's Dragon Hunt w/said
delays + artwork mods and re-releasing it in a couple of months or so. A
list of commands is at the end of this file for you to print out.

Keep those letters coming!

 We already have most of the artwork for VirDun-III:NIGHT, but are probably
going to begin work on a new SF game (we are Fantasy AND SciFi freaks).
We have been planning the SF series for a while but are just now getting
started. It is going to take some time, so will interrupt completion
of NIGHT. The SF series will begin with a Starship Troopers (a la Heinlein)
scenario with futuristic weapons (but with our special twist of
you-are-there viewpoint), smaller suits than Battle Tech(tm) (perhaps
2 to 3 tons rather than 20+) and various missions. The shareware version
may be a single mission. The SF series culminates in a full-blown,
integrated Cyberspace thriller, release date late '92 or early '93.

Bob and Faron

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If you wish(!) to enjoy an advanced player level, fully stocked,
multi-level dungeon experience in 3-D,

          *** NEUROSPORT is proud to introduce: ***

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          !   !
          !   CRYSTAL DECEPTION(tm)   !
          !   !
          !   a VirtualDungeon(tm) adventure !
          !   !
          !***********************************!

       SAVE YLLOD AND SHATTER THE CRYSTAL DECEPTION!

          BUILD ONE OF SIXTEEN CHARACTER CLASSES
              INTO A WORLDSHAKING POWER!

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          HOURS OF ADVENTURE IN THE VIRTUALDUNGEON(tm)

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        HUNDREDS OF FANTASY'S MOST DANGEROUS MONSTERS IN 3-D!
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Available now through mail order by sending $30 + $3 S&H = $33.00
check or money order to:

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                         Rowlett, TX 75088
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Please remember to include your return mailing address. The game
will be sent on 5-1/4" 360K diskette unless you specify otherwise and
includes a User's Guide.

THE VIRTUALDUNGEON NEWSLETTER

If you want to be placed on our mailing list for future products
and Dungeon Questions and Answers, please send an additional $5. This
will entitle you to receive for one year the VIRTUALDUNGEON NEWSLETTER
which is published quarterly.

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If you do not have a computer with enough UMPPHHH to play this
game, try QUICKMAJIK(tm) for DOS Compatible (8086)XT/AT machines in
CGA/EGA/VGA. You should be able to download this from your local BBS
or on-line service and it may also be called QMAJIK or MAJIK or QUICKMAJ,
etc.

We also have a full-feature dungeon game available for
DOS Compatible XT/AT machines with CGA/EGA/VGA called

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          ***********************
          *                     *
          * MAJIK ADVENTURE(tm) *
          *                     *
          ***********************
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which features an incredible number of spells, monsters
and items in full color or CGA Mono.

To mail order MAJIK ADVENTURE, send $20. + $3 S&H = $23
check or money order to:

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             NEUROSPORT
             4206 Scott Drive
             Rowlett, TX 75088
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Please remember to include your return mailing address. The game
will be sent on 5-1/4" 360K diskette unless you specify otherwise and
includes a User's Guide.

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A NOTE TO SOFTWARE CATALOG PUBLISHERS, SIG's, Private Individuals:

If you wish to include this game in your catalog, NEUROSPORT
will give you permission in advance provided you agree to the
following terms:

  1. This notice and all files included with the original version
     of the archived program are to be included with no modifications.
  2. No more than a nominal fee is to be charged.
  3. You may change the archive protocols subject to provision 1 above.
  4. You notify us, in writing, of your intent.

Subject to the above conditions, you may freely proliferate this game.

NEUROSPORT

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                  ANTKILL(tm) COMMAND LIST

(arrowkeys)take a step/strike   (s)earch
(/) see previous messages   (t)hrow
(.)wait   (w)ear
(?)help   e(x)amine location
(INS) center viewpoint   (z)ap
(>) go down tunnel/dig down   (B)ash
(<) go up tunnel   (C)ommune with Gods
(d)rop   (D)isarm trap
(e)quipment list   (E)at
(g)et from pack   (I)nvoke item or ability
(i)nventory list   (O)ption selection
(j)ump   (P)ut in pack
(k)ick   (Q)uit game (asks if save)
(n)ame Monster or Item   (R)ead scroll
(o)perate Item(chest)   (S)tatus Screen
(p)ickup   (T)akeoff
(q)uaff   (W)eight check
(r)un   (Y)ell

(+) turn right   (-) turn left
(*) turn around   (ENTER) turn to near enemy
(shift pgup) zoom in   (shift pgdn) zoom back
(shift right arrow) turn head right (shift left arrow) turn head left
(shift up arrow) look upwards   (shift up arrow) look downwards