

Three disks of games for the TI99/4A Emulators
supplied in v9t9 dsk format. Also suitable for many other emulators.
Not Polyoptics and TImagination game documentation follows at the end.
References to Joystick refer to the coding- various emulators allow you to emulate the joystick.

disk contents and comments:

ssgames.dsk:

99VADERS - NotPolyoptics. S and D move left/right. TI Basic Only. Keyboard only.

Before loading use CALL FILES(1) then NEW then OLD.DSK1.99VADERS. Uses Keys S D G and 1.

3DMAZE - keys- direction by compass NESW and F for Forward to move (Alpha Lock ON)

CARCASSES = Cars and Carcasses by Not Polyoptics. TI Basic only. V1 was released to user groups, V2 was released commercially. This is Vn1. Press any key to turn left ONLY. Avoid trees. (Vn2 used 4 keys!)

GOLFP by W Alistair McMath. For Basic but converted to ExBas.

KHESANH by Not Polyoptics. Documentation below. Uses keys WERSDZXC and space.

KONG by SP Software. Keys E S D and space to jump holes and to jump to the girl.

MAZEARIEL = Maze of Ariel, Not Polyoptics. TI BASIC ONLY. Documentation below. Uses keys ESDX, 8 and L.

PATSCRAM = Patscram Mission by P Strassen. Set thrust with number keys 1-4 and then direction with ESDX (long hold for faster, short hold for small increase). Several screens.

PESTEROIDS by M C Sumner, PS Software. SD to rotate, M to move, L to fire.

PUZZLER by Malcolm Adams for New Day. Pattern Match and Find Pairs.

THEWALL Keys ES for left right and key O for upwards

ssgames2.dsk

QBONO by Mike Curtis Keys QEZC

SECRETAG = Secret Agent by Malcolm Adams. Keys SD and Q. Keep moving.

SIRPRANCE = Sir Prancelot by Neil Lawson. Joystick.

STARPROBE = Star Probe 99 by M C Sumner. Keys SD F and K

TNT by SP Software. Use keys ZX, ;>, SD. You may need to slow your emulator down for this game.

OCTAL by M C Sumner. Joystick. Rotate and fire.

WALLABY by M C Sumner for Counterpoint Software. Joystick. How long to keep the stick left or right indicates a jump or hop. Joystick down to duck. Climb ladders.

WALLS = Walls and Bridges by TImagination. Joystick. Snake type game. The computer won't wait for you to decide where to move so be ready for your turn. Full documentation is below.

WINGINGIT by Not Polyoptics. Lengthy documentation is below. Note the computer may take a second or two (!) to respond.

WONKY = Wonkapillar by M C Sumner for PS Software. Keys ESDX and hold space to set bomb to destroy walls.

The longer you hold space the longer the bomb takes to go off. A quick tap of space will probably blow you up too.

ZM1 =Zombie Mambo by TImagination. Part 1 : The Cemetery. TI Basic. Joystick required. Documentation below.

ZM2 =Zombie Mambo Part 2 by TImagination: The Crypt. TI Basic. Joystick required. Documentation below.

sjsgames3.dsk

B/HATCHERY = Billy Ball at the Hatchery by R Trueman. Joystick. Use the automatic lifts, don't fall. Stop above a caged baddy or, in distress knock over a hammer.

B/RESCUE = Billy Ball to the Rescue. By R Trueman. Keys QAPL & Space.

BOWLS by W Alistair McMath. TI Basic. Converted for ExBas.

B/CATCH = Billy Ball Plays Catch. Joystick operation. Fire to bop the bad guy when close.

CRAZYCLIFF by R Trueman. Requires Joystick.

FLIPFLAP - turn all the squares yellow by passing over them twice. JS.

FLOOR2 - Second Floor by R Trueman. For Joysticks. Don't stand still, don't reverse.

FLOORAWAYK by R Trueman. Keys SXCF and Space

FROGGER by Stephen Mynard (with speech).

HANGGLIDET - Hang Glider Pilot by Maple Leaf Microware. Use the winds to climb, try to land in the square. Watch the wind. Watch the tilt of the horizon and your height.

HUNGHEX - Hungarian Hex by Stephen Shaw for Computer and Video Games Magazine

PATSCRAM Patscram Mission by Patrick Strassen. Load either file. 5 screens.

PATSCRAM/I

R32/2 -do not load this.

ROBIN/32K - Robin Hood by Neil Lawson,. requires 32k ram. Watch the clouds (=wind)

TI-TROGMAN by DCR Software, Keys ESDX.

VICTSEWER - Victorian Sewers by Stephen Shaw for Computer and Video Games Magazine.

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DOCUMENTATION - 99 VADERS;
99 VADERS TI BASIC from NOT POLYOPTICS

A fast action arcade type game in TI BASIC

ATTENTION! The world has been taken over (this may have escaped your notice) . UFO's are now overhead. From a huge mother ship smaller craft are attacking. Your country needs YOU!

From the chutes on the ship fall deadly vessels. If these land, they destroy you - you must destroy them before they land!

Seriously....Program Operation!

Use keys B & D to move your ship left and right and Use key G to fire.

You have three cannon. Do not let the ships from the outer chutes land!

Destroy the ships from the inner chutes if you can, as if too many hit the ground, your cannon is destroyed.

Also, make sure they do not land too close to you, or the wreckage will destroy you.

When you have destroyed sufficient attacking craft, the Mother ship will leave. Try to shoot the central exhaust tube for extra points. Then another wave of aliens will attack you. Each successive wave will be a little harder.

The initial high score is 5000. If you beat it, you can put your name up there. For each name position the letter A will appear. Change the letter using the E & X keys and press ENTER when the correct letter is shown. (Space is available too).

After the game has ended, press the ENTER key to start again

PS For a temporary respite press key 1 (number one) - Press S D or G to continue.

Distributor: Stainless Software

DOCUMENTATION - KHE SANH.

KHE SAHN is a game about guerilla warfare in South Vietnam during the Tet offensive in 1968. The elusive North Vietnamese and Viet Cong units, unencumbered by the need to defend military bases, could remain hidden in the jungle until the time to attack was right. The American forces, on the other hand, could only conduct an often futile search for the guerillas to hopefully preempt these attacks. This giant lion baiting game ended in 1972 when the American forces withdrew.

In this game the player is given five platoons of troops and four helicopters to search and destroy two companies of North Vietnamese regulars, controlled by the computer. The NVA are invisible.

To win the player must accumulate more points than the computer.

1. Setting Up

1a. The player is asked how many weeks he wants to play. Five is the standard number. Every week two new Vietnamese units begin at the edge of the screen.

1b. The screen shows a mapboard with a military base, four roads leading to it, an airbase, and a nearby Vietnamese village.

The American platoons are shown as A through E.

Helicopters don't appear until it is their turn to move (they are given a turn every random number of platoon turns).

The Vietnamese are there also, but they are invisible They are placed randomly on a random side of the board, and throughout the game will travel straight across to the other side of the screen.

The Vietnamese move every time the American platoons move a random number of times from between eight and thirteen

They do not move during helicopter moves

1c. The letter of the American unit whose turn it is appears on the screen; that unit is ready to move.

2 . Terrain

2a. Every once in a while a truck convoy travels down a road to the base. If the road is clear the convoy is successful. If a part of the road is destroyed the convoy will wreck, giving points to the NVA Thus it is important to fix the roads as soon as possible (see 4e).

2b. If part of the airbase is destroyed some helicopters will not appear, so fixing this is also important.

2c. The roads, village, airbase, and military base may be blown up by the Vietnamese.

3. American Platoons

3a. The A,B,C letters for the platoons stand for the standard military designations Alpha, Charlie, etc.

To move a platoon press E for north, S for west, D for east, X for south, W for northwest, R for northeast, Z for southwest, or C for southeast. Press space to not move.

3b. When a platoon moves on an NVA unit a machinegun sounds and that NVA unit is destroyed.

3c. Platoons aid in repairing destroyed road and airbase sections

3d. An NVA unit landing on a platoon will cause it to become invisible

4 . Helicopters

4a. Every once in a while the computer will beep and a helicopter will appear on the airbase. The helicopters are used to destroy NVA units, to defoliate the jungle so that NVA may be spotted, and to repair the roads and the airbase.

4b. To move a helicopter input the coordinates where you want it to go. Do not press enter. The board is 24| spaces vertically and 32 horizontally.

The player must input '0' before one digit coordinates; thus, input 0101 for the upper left corner, 0132 for the upper right.

4c. If there is no enemy where the helicopter has gone it defoliates the jungle there and a new helicopter appears (or it is time for the platoons to move again). NVA moving over a marker will cause it to disappear.

4d. If the helicopter has gone to a place where there are Vietnamese, there is a one in seven chance that it will be shot down. Otherwise, the enemy will be destroyed.

4e. To repair the road or the airbase requires a cooperation of arms. First, a platoon lands on an explosion marker, then moves away,

leaving a space. Then a helicopter goes to the space and leaves a defoliation marker. The road or base is then repaired. (Exception: if a truck has crashed on an explosion marker before the Americans have had time to repair the road it leaves a wreckage marker. The only way to repair this is to leave a platoon on the marker for the rest of the game.)

4f. It is good strategy to deploy the defoliation markers in a pattern to give the Americans early warning of the Vietnamese locations.

5. Vietnamese Units

5a. The Vietnamese exploded something three spaces away, in a straight line. explode everything in their path. When a unit has it is generated to a random place from zero to down and to the left. The unit continues from there

5b. Remember, since the Vietnamese are invisible and move at a random rate they are sometimes diabolically unpredictable.

5c. The game ends when both Vietnamese companies are destroyed, or both escape off the screen, or a combination of these.

6. Calculation of Points

6a., Americans receive points for destroying NVA units and for successful convoys.

6b. Vietnamese receive points for exploding things, for wrecked convoys, for destroying helicopters, and for escaping off the edge of the screen.

DOCUMENTATION - MAZE OF ARIEL

MAZE OF ARIEL is a strategy game for one person. For some reason you have been placed in a maze where there is one other inhabitant; a dragon! Also, as you will find, the maze is continually changing.

To negotiate this plight you have a lantern and four grenades for blowing up walls. If you make it to the other side you get three more grenades. If you make it across five times you have won and you are rescued. You have 500 player moves to accomplish this.

The screen consists of a maze made from five character types; ones that will not permit movement in each of the cardinal directions (up, down, left, or right) and a fifth that blocks all movement.

You may move the dot in the four directions indicated by the arrows. If you are in a chamber and want to blow up the wall, use the lantern by pressing 'L'. This will show you whether the wall that blocks you is in that chamber or an adjoining chamber. If the lantern shows only one wall between you and your destination press '8' for the grenade and the wall will be blown up.

The dragon appears in a random compartment and chases the dot. It will knock down walls in pursuit, and so can sometimes be used to open a passageway. The dragon has difficulty crossing the black compartments

DOCUMENTATION: WINGING IT.

WINGING IT. TI BASIC. by NOT POLYOPTICS. (c)1981.

This flight simulation uses all of the console memory : the program will not run if a disk system is attached.

You gun the 85 hp Manasco and your Arrow rolls slowly down the runway, then, faster and faster. Your airspeed increases, 30 knots, 60 knots, 90 knots. Slowly, you pull back on the stick, eyes on the horizon indicator. Suddenly the horizon marker drops, the altitude shows ten feet... you're flying!

WINGING IT is a Not Polyoptics simulation of flight in a 1932 Manasco Arrow Monoplane.

COCKPIT INSTRUMENTS:

FUEL indicator

ALTIMETER (reading in feet)

SPEED (in knots) - as you go slower your controls react more sluggishly.

GM: Ground Map: This is a bird's eye view of the terrain around where the airplane is. The plane takes off from Airport One.

BW: Bad Weather: This map shows bad weather around the plane's location. Bad weather can cause icing on the wings or buffeting of the plane. Avoid it!

NB: If bad weather is visible, you may be suffering from turbulence or icing. You do not have to be ON the bad weather indicators.

TRIM TAB: This shows the tabs position from 1 (fully down) to 9 (fully up). The tab is a device on the elevator which is used to dampen the effect of the elevator. Thus the tab should be down (under 5) when climbing, up when diving.

COURSE: (in degrees): This is counted clockwise from North. Thus a heading of 180 is due South, 270 is due West and so on. North is at the top of the maps.

Horizon indicator. This is a simulation of a ball horizon showing the planes relative pitch (nose up or down) and roll (wing position).

When the middle marker is going down, the plane's nose is going up. When it goes up the plane's nose is pointing down. When the outer two markers are turning clockwise, the plane's wings are turning counter-clockwise, and vice versa. Note: This is a correct simulation. When looking at a ball horizon you aren't looking at what the plane is doing, you're looking at what the plane is doing to the ball horizon. 0 0 0 =NOSE UP 0 0 0 =NOSE DOWN O ● O = Nose straight down!

Normally the horizon markers are dark at the bottom (for land). If they are all light at the bottom and dark on top, you are upside down.

Controls

a. There are five console controls: trim tab, throttle, brake, rudders, and weapons. These are found on the left side of the keyboard.

b. There are twelve stick positions: forward left, forward, forward right; full left, left, right, full right; back left, back, back right, full back left, and full back right. These keys are found on the right side of the keyboard.

c. Due to the unique ability of the TI-99/4 of split keyboard, one command from the left side and one

command from the right side of the keyboard can be made simultaneously.

2e. This is a list of the effects of the key controls

Keyboard Left:

1	Stops the engine.
2	Lowest the throttle.
3	Raises the throttle.
4	Tops the throttle.
Q	Ground brake.
S	Lowest trim tab setting.
D	Raises trim tab setting.
Z	Full left rudder.
X	Half left rudder.
C	Half right rudder.
V	Full right rudder.

Keyboard Right:

8	Elevator down. Ailerons counterclockwise.
9	Elevator down.
0	Elevator down, ailerons clockwise
U	Full ailerons counterclockwise.
I	Ailerons counterclockwise.
O	Ailerons clockwise.
P	Full ailerons counterclockwise.
J	Elevator up, ailerons counterclockwise.
K	Elevator up.
L	Elevator up, ailerons clockwise.
M	Full elevator up, ailerons counterclockwise
<	(comma)Full elevator up, ailerons clockwise

If you think of the right hand side of the keyboard as the aircraft joystick, this gives you 12 positions.

8	9	0
U	I	O
J	K	L
M	<	

Flying

1. To take off press 4 until the engine RPMs are up to 2000. When the speed gets to about 80 mph pull back on the K key and take off. Watch out for cross-winds, but don't overreact.
2. Make small aileron adjustments with the rudder. Experiment with combinations of aileron and rudder controls to get a feel for how the plane makes turns.
3. Trim tabs are small adjustments on the rudder. At a more than 5 position your lift is increased; at less than 5 your drag is increased. This is valuable at high speeds so that you don't climb too quickly into a stall, or at low speeds use the trim tabs to increase lift to keep the nose up.
4. To land: Put trim tabs to 5, reduce throttle to about 600 RPM, put nose down slightly (halfway between middle and top) until altitude gets to 100 feet, then pull up until nose marker is in the middle. Keep your wings level. Try to land at 70 mph or less.

HINTS

1. Don't forget: The horizon indicator blocks show the opposite of the real position of the plane. Thus if the left block is up and the right block down, you are in a left turn (unless you are upside down, in which case you're in a right turn). If the nose block is in the upper part of the horizon indicator you are diving (again, unless you are upside down, when you would be climbing).
2. If the green (land) half of the horizon indicator blocks are above the blue (sky) half, you are upside down.
3. You may use two keys at the same time, one from the right (stick) side and one from the left side.
4. Press the key or keys you want until the desired effect appears on the instrument panel. It takes 3 or 4 seconds for information to be processed.
5. You are suffering turbulence and/or icing if you see bad weather on the bad weather map. You don't have to be on it to be in the bad weather.
6. Beginners should fly without weather to get the feel of things first.
7. All controls have the opposite effect when you are upside down.
8. When you go slower your controls react more sluggishly.

Aerobatic maneuvers

1. Loop: Throttle to 2000, build up speed by dropping the nose a little. When you get to about 100 mph pull back on the K key until you've gone all the way around.
2. Roll: As in above, work up speed to 100 mph, put your nose up a little, and press the extreme left or right aileron controls to roll.
3. Spin: If you find yourself in a spin, go to full throttle and pull back on the extreme left or right (M or <) opposite the spin of the plane until you have pulled up or crashed.
4. Using these basic maneuvers, you can create maneuvers of your own. Do a victory roll for every maneuver you come up with.

GAMES

- a. If you wish to fly without playing a game press 0 when asked.
- b. Game 1 is an aerial search for a fallen magnetic meteorite. The object is to find the meteorite and fly over it. The number displayed below the trim tab is a Geiger counter. It is the product of the latitude of the plane minus the latitude of the meteorite, plus the longitude of the plane minus the longitude of the meteorite. After finding the meteorite you must then land.
- c. Game 2 shows a flying saucer on the ground map moving in a random pattern. The pilot must fly over the flying saucer and release his weapons. If the saucer flies out of sight of the ground map the pilot must rely on dead reckoning to find it again.
- d. Game 3 challenges the pilot to cross the river border shown on the ground map before an enemy plane can catch up to him. The river border is to the west. When the plane catches up to him the pilot must dive, climb, or turn to avoid getting shot. Watch out for gas tank hits!

GAME HINTS

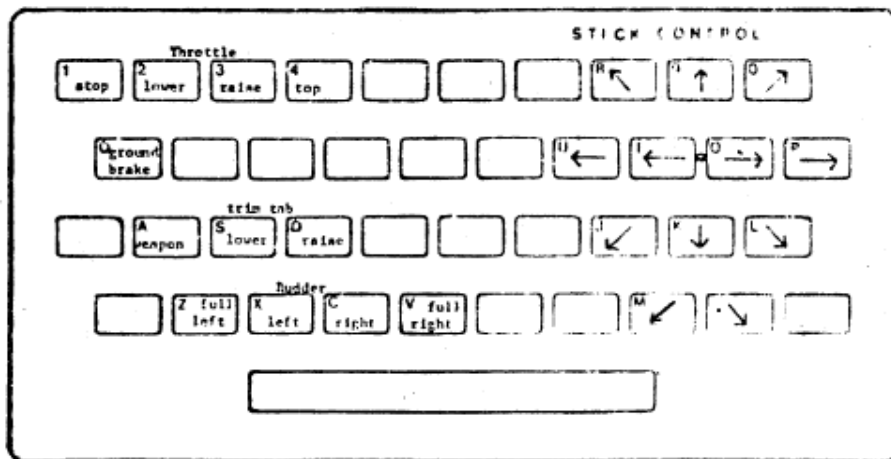
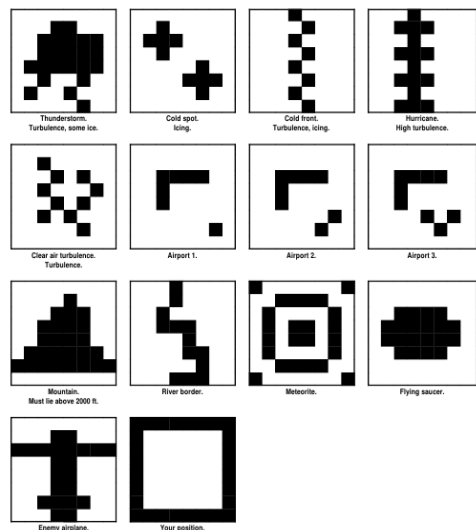
1. Game 1. There are two indicators, underneath the compass, that tell you how far away and in what direction the meteor is. The first is the difference in latitude between you and the meteor, the second the difference in longitude. If you are north of the meteor, the

first will be a letter less than the letter O. If you are west of the meteor the second will be a letter less than O. North and west are negative directions, south and east are positive. The closer to two letter Os on the indicators you get, the closer to the meteor you are.

2. Games 2. The flying saucer moves randomly. You must follow it. Land on it.

3. Game 3. The best strategy is to head west immediately and gain altitude so that when the enemy plane shoots your gas tank you can glide across the river.

IF YOU CRASH YOU MUST RUN THE PROGRAM AGAIN



Map Illustrations:

Top Row: Thunderstorm; Cold Spot; Cold Front;

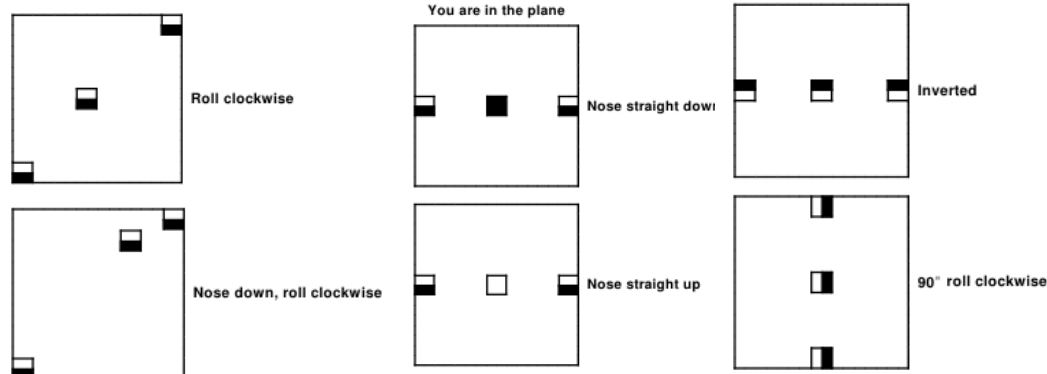
2nd Row: Clear air turbulence; Airport 1, 2, 3

3rd Row: Mountain; River; Meteorite; UFO

Bottom row: Enemy plane; YOU.

Keyboard layout ABOVE

SOME HORIZON POSITIONS:



DOCUMENTATION: WALLS AND BRIDGES (TImagination):

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* * * THE SCENARIO * * *

In feudal society, armed aggression was an accepted means to settle disputes. Warlords often staged conflicts as violent "games," with the prize going to the one whose Knights performed best in battle. The Dukes of Bridgeford and Wallings devised such a conflict.

Each starts with 10 Knights equally armed. The terrain is partitioned into sectors. A cursed forest and pit of molten lava beckon men to their doom. Dragons, Demons, and Boogiemens stalk about, possessing strange powers. The Tournament is held in 10 Rounds. One Knight from each side alternately advances, capturing sectors as he goes. Once captured, a sector may not be reoccupied by either Knight during that Round. Venturing into a prohibited sector means instant death for a Knight and victory for his opponent. The Duke whose men attain the highest total score after 10 Rounds wins the Tournament and gains control of all the land.

* * * PLAYING THE GAME * * *

At the start of each Tournament, the user has several OPTIONS which determine the MODE and DIFFICULTY of the game . . .

(1) PLAYERS (1 OR 2): Selects 1 or 2-Player MODE.

The Duke of Walling's Knights are manoeuvred with the LEFT joystick (Player # 1). The Duke of Bridgeford's Knights are maneuvered by either the computer

(1-PLAYER MODE) or the RIGHT JOYSTICK (Player # 2 in 2-PLAYER MODE) .

(2) DIFFICULTY (1 TO 3): A higher DIFFICULTY FACTOR increases the speed of the PLAYER RESPONSE TIMER (used to control how many sectors a Knight will advance), the aggressiveness of the monsters, and (in 1-PLAYER MODE) the skill level of the computer.

(3) SECTOR MARKS (Y OR N): All available sectors appear as light green areas on the playing field. Adding SECTOR MARKS helps players to judge the relative distances between objects. Choosing No SECTOR MARKS adds to the difficulty of the game.

(4) ADVANCE LIMIT (1 TO 5): Sets maximum number of sectors a Knight may advance in each move. The ratio of DIFFICULTY FACTOR to ADVANCE LIMIT provides a wide variety of skill levels. **The best combination for the novice player is DIFFICULTY set to 1 and ADVANCE LIMIT set to 5, with SECTOR MARKS turned On.**

After the 4 OPTION values have been entered, the first of 10 Rounds will begin. Each Round starts with a cleared game field as shown in the figure below:

```

                The Forbidden Forest
                XXXX  XXXX
                XXXX  XXXX
                xxxx  xxxx

                II      II      The Duke of Bridgeford's
The Duke of Walling's II      II      Knight (Player #2)
Kntght (Player # 1 )  II      II

                XXXXXXXX
                XXXXXXXX
                The Pit of
                Molten lava
```

In Round # 1 the computer will randomly select which side moves first.

In Rounds #2 to #10, the side that won the previous Round goes first.

Each Round commences right after the Round Number is displayed and then erased at the top of the screen. Players control the movement of their Knights by positioning the Joystick handles in the desired direction of advancement (UP, DOWN, LEFT, RIGHT, or DIAGONALLY) when the desired number of sectors to advance flashes on their Knight's shield (the counter starts with the ADVANCE LIMIT value and counts down to 0 at a rate governed by the DIFFICULTY FACTOR) .

Captured sectors are marked by either the Wallings or Bridgeford emblem. between the alternating advancements of the two knights, one of the three monsters (chosen randomly) will advance toward the closest Knight and devour him if possible.

The monsters can move ANYWHERE on the field and are visible only while moving. The Knights can only move into unoccupied sectors;

moving into an occupied sector means instant death for a Knight and victory for his opponent. The Knights can move past the edges of the field, reappearing at the opposite edge.

When a Knight is killed, his opponent scores 100 points for surviving the Round plus 1 point for each sector he captured: The game automatically goes on to the next round until 10 Rounds are completed.

DOCUMENTATION- ZOMBIE MAMBO (TImagination:)

Zombie Mambo - TImagination - TI Basic - Joystick required.

(Spelling as original document)

THE SCENARIO

There once was a madman, known as Miser the Sorcerer, who used the fears and superstitions of others to cheat them out of their worldly goods. Upon his death, the Sorcerers great wealth was entombed along with his body in a vast maze of chambers and tunnels beneath his private cemetery. The only entrance to the Tomb is through a solid gold door in the Sorcerers Cript, which requires 3 keys to open. Each key is buried in one of the cemeterys many groves. All the other graves contain Zombies which, when unearthed, stalk and try to kill any intruder.

The Sorcerers Tomb consists of an unknown number of interconnecting chambers. Each chamber contains 9 vaults, and each vault contains either money, a weapon, or one of the many strange and hideous creatures which guard the tomb. Each weapon is effective against just one type of creature.

There is only one door leading from the Tomb to the outside world (the entry door can not be opened from inside the Tomb). An intruder must search the cemetery groves, recover the 3 keys to the Cript, enter the Tomb, explore for and collect as much money as possible, find the exit door, and escape alive in order to complete his mission.

PLAYING THE GAME

There is a difficulty option at the stort of both ports of ZOMBIE MAMBO, called ADVANTAGE. This value determines how many moves the Player can make for each one the Zombies or monsters make.

In ZOMBIE MAMBO (THE CEMETERY), The object is to find the 3 Keys needed to open the door and enter into the Sorcerers Cript. The player must dig up the graves located about The cemetery by aligning himself on either side of a grave and then pressing the "FIRE" button on the Joystick.

To maneuver, the player must be facing the desired direction of movement. By using the Joystick to rotate him in one quarter-turn steps, the Plaver can move anywhere on the field as long as there is enough room for him to fit (he won't be able to get behind the top row of gravestones for that reason). To move in the opposite direction that he is facing, the Player must first turn in two one quarter-turn steps.

It takes 8 shovels of dirt to completely uncover a graves contents. After the 8th shovel, either a Key or a Zombie will be revealed.

The unearthed Zombies will jump from their graves and begin stalking the Player. If a Zombie catches the Player, he is killed, and the game automatically restarts. The 3 Keys are hidden randomly at the start of each game. To retrieve a Key, the Player must stand directly below and facing the opened grave and then press the "FIRE" button.

After all 3 Keys are retrieved, the Player must stand directly below and facing the cript door and press the "FIRE" button. When the Player hos waked completely into the Cript, the door will shut behind him and the first part of the game will be completed (you will be given the option to replay or go on to part 2).

After loading the second program, the Player will be inside the Sorcerers Tomb. Each Chamber in the Tomb contains 9 Vaults. The Player can move from one Chamber to another by walking through one of the open passageways in the Chamber walls.

To open a Vault, the Player must stand along-side and facing the Vault and then press the "FIRE" button to pull the Vault handle. After the Vault door opens, either a "\$" (money), a weapon, or a monster will appear. The monsters will jump from their Vaults and begin stalking the Player. To retrieve money or weapons, the Player must stand directly beneath and facing the open Vault and press the "FIRE" button. The new total will be displayed each time money is retrieved (the Player starts with no money and no weapon).

Because the Player can only carry one weapon at a time, a previously held weapon will be exchanged for a weapon being retrieved. Note that each weapon is effective only against the monsters in one Chamber (and never the same Chamber as where it is found).

The weapons function by standing along-side a Monster and pressing the "FIRE" button. If it works, that Monster will disappear for the duration of the game. If the Player leaves a chamber with any monsters loose and later comes back, he will be killed as soon as he enters; however, the monsters will not follow him from one Chamber to another.

To get out of The Tomb, The Player must find the Exit door, stand alongside and facing the door, and press the "FIRE" button. Once through the doorway, the Player will have escaped the Tomb and receive a score equaling the total amount of money retrieved.

The contents of each Chamber will be the same at the start of every game, but will be placed randomly among The Vaults of each Chamber. There is a secret pattern which must be uncovered in order to make it out of the Tomb with all The Sorcerers money. The

user should try drawing a map of the various amounts of money, types of weapons, and monsters found as he explores the Chambers.

There is a difficulty option at the start of both ports of ZOMBIE MAMBO, called ADVANTAGE. This value determines how many moves the Player can make for each one the Zombies or monsters make. The highest value (9) is the least difficult. The user should count his moves while Playing so that he can better judge when the next Zombie or monster move will be (all the loose Zombies or monsters will move one at a time whenever it becomes their turn).

<end of file>