DOOM
OF
MONDULAR

DUNGEON ADVENTURE GAME
FOR TI99/4A ADVENTURE ENTHUSIAST

SYMBIOTECH, INC.

We thank you for your decision to purchase DOOM OF MONDULAR. We have worked hard to make this dungeon adventure exciting as well as easy to play. However, if you have any constructive suggestions concerning the game or these instructions, please feel free to contact us.

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WAIT UNTIL YOU SEE OUR NEXT ADVENTURE

DOOM OF MONDULAR

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INTRODUCTION

In the mystical land of Agnar there was a peaceful village called Mondular. The people of Mondular were a happy group until the wicked wizard, Zarka, using the magical ring from the Tower of Loom, cast a curse on the village which has lasted for the past hundred years.

Your goal is to release Mondular from its doom by finding the Staff of Power in the Dungeon of Dread. Beware of the obstacles you have never encountered before.

In this game you are the leader of a four player group of characters (2 warriors, a priest and a wizard). Each one provides their unique skills to assist you in completing the quest.

Good Luck!

SPECIAL KEY FUNCTIONS

TI 99/4	TI 99/4A	Explanation
↑E, ←S →D, ↓X	↑E, ←S →D, ↓X	Move group through hallways and rooms.
SHIFT Z (BACK)	FCTN 9 (BACK)	Return from looking at player information.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to the master title screen. End program.
Q	Q	Saves a game.
P	P	Request player information.

Note: ALPHA LOCK key should be depressed in order for special key functions to operate correctly.

GETTING STARTED

Listed below are the steps for turning on a Texas Instrument 99/4 or 99/4A Home Computer and the peripheral equipment. Please execute these procedures in the order given.

1. Switch on external disk drive (if any).

2. Switch on Peripheral Expansion Box
   (must contain 32K Expansion RAM)
   Disk controller required if external disk drive not provided in step one.

3. Switch on computer console.

4. Turn on the monitor or television set.

5. Insert Extended BASIC module into console.

6. Insert DOOM OF MONDULAR diskette into disk drive 1 and close the front cover of the disk drive.

7. When the computer's title screen appears, press any key on the keyboard.

8. Select Extended BASIC, computer language on menu.

9. Wait for RESTORE GAME screen. Use either DOOM OF MONDULAR cassette to start new game or cassette from a saved game to continue that one. Insert cassette into the tape recorder. Follow normal cassette operating instructions on screen.

SAVING A GAME

As you play a Doom of Mondular game, you may decide that you want to continue the game at another time. To save a game, press Q.

To save the game on cassette tape, remove the tape in the recorder and replace it with the tape which you want to save the game. Follow the instructions on the display. The game replaces any other information on the tape.

VOCABULARY

The following terms are used in the Doom of Mondular.

Armor (ARM)   — Used in defense during combat. Decreases chance of getting hit by monsters.

Experience (XP)   — Refers to the points a player receives by the elimination of the monsters, if the player's status is blank. Experience controls the pace at which the character level increases.

Group   — Refers to the 4 players in the game. (2 Warriors, 1 Priest, 1 Wizard)

Hit Points (HP)   — Determines the maximum number of wounds a player may receive before the status changes to DEAD.

Level (LVL)   — Refers to character level which affects the Hit Points a player will have.

Option   — Refers to a set of commands a player may choose from when given.

Spells   — Refers to the magical occurrences by either the priest or wizard.

Status   — Refers to player condition. (OKAY, POISONED,HELD,ASLEEP,SILENCED)

Treasures   — Refers to the items found in chests.

Weapon (WPN)   — Refers to the item a player uses to attack with during combat.

Wounds (WD)   — Refers to the amount of hit damage the player has received from monsters or traps.

MOVEMENT

When entering or leaving a room and when walking through a hallway, your group will move as a whole. When the group is moving in a hallway, the arrow keys represent the way you normally walk: ↑ (E) means to move ahead in the same direction, → (D) means to turn right, ← (S) means to turn left, and ↓ (X) means to turn around or move to the rear.

While the group is walking down a hallway, a door can appear only in front of the group. Before you can enter a room, you must position the group so that they are adjacent to and facing the door, then press ↑(E).

COMBAT

Combat occurs every time your party encounters monsters in a room. When this happens, the display of the hallway changes to a view of a room. The group, or the monsters, may be surprised depending on the circumstances of the events. Once the group is given an opportunity to attack, each player will be given the options:

        H)IT   C)AST   P)ASS

HIT allows the player to strike at a monster with its weapon. CAST allows the priest and/or wizard to do spells. PASS will do nothing.

The status of a player may have an effect during combat. Players that are asleep or dead may not HIT or CAST spells. Players held can not HIT. Players silent cannot CAST spells. Poison has no effect during combat, but the player will not receive experience points when monsters are eliminated.

SPELL BOOKS

There are two spell books. One is for the priest and the other for the wizard. Each spell book has 5 levels of spells.

PRIEST

Spell	Explanation	Level
H1	— healing, 1-8 wounds	1
DI	— dispel magic (ie. poison, held, silent, asleep)	1
H2	— healing, 4-16 wounds	2
H3	— healing, 8-24 wounds	3
H4	— healing, 12-32 wounds	4
RD	— raise dead, cure all wounds	5

WIZARD

F1	— fire ring, 1-10 wounds	1
DI	— dispel magic (same as priest)	1
F2	— fire bolt, 5-20 wounds	2
F3	— fire rod, 10-30 wounds	3
F4	— fire ball, 15-40 wounds	4
DW	— death wish, kills monster	5

PLAYER INFORMATION

This is requested only when the screen menu shows P)LAYER INFO.

- LVL — Current character level

- XP — Total experience acquired

- WPN — Weapon player is holding

- ARM — Armor player is wearing

- SHIELD — If any

- HELMET — If any

- SPELLS — Quantity for each level of spells
  LVL — shows the spell level number
  QTY — shows the number of spells remaining

TREASURES

Throughout the dungeon adventure, your group has the opportunity to find various treasure items in the rooms of the dungeon. These treasures are found in the chests. The types of treasure found will be armor, weapons, shields, helmets or the final quest item, the STAFF OF POWER!

CHESTS

Chests contain only one item. Traps are often found in the chests. These traps will wound the player attempting to open the chest. Also magical spells can be placed ON the player such as held, poison, silence, and asleep.

Chests may be found before or after an encounter with monsters in a room.

In order to open a chest, a player will be given these options:

U)SE   D)ROP   P)ASS

USE will give the item to the player, if allowed. Otherwise, the message, CAN'T will be displayed and the next player is given the options. DROP destroys the item in the chest. No player may have this item. PASS allows the options to be passed to the next player.

Note: Players with a non-blank status can NOT open chests.

END OF QUEST

The DOOM OF MONDULAR game ends when the ultimate treasure item has been found, the STAFF OF POWER.

To end the game, press QUIT. **Note:** Pressing QUIT erases the current game in progress if it has not been saved.

HELPFUL HINTS

A keen logical mind and good mapping skills are a must, if you are to complete this game successfully.

Beware of secrets in the walls and rooms that beckon more than once.

Pay special attention to sounds you hear. They may direct you far or near.

In the event you should have trouble completing the game and need assistance, send your specific questions in writing and enclose $1.00 for each answer you need, to cover postage and handling. An answer will be sent to give you just enough information to get you started on the right track without spoiling the rest of your gaming fun.

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