THE VOLCANO FORTRESS

WRITTEN BY
JOHN BEHNKE

ASGARD SOFTWARE

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By John Behnke

Introduction:

The Volcano Fortress is a collection of games for use with the Tunnels of Doom module by Texas Instruments Inc., and principally features the game *The Volcano Fortress* - the first game professionally created by the **TOD Editor**, a program used to create games for the Tunnels of Doom module. Both this game, and the editor, were created by John Behnke. Working alone, and with no information from TI, he first decoded the Tunnels of Doom module byte by byte, and then later created his very powerful **TOD Editor**. This collection of games, as well as most other games for the Tunnels of Doom module, are the fruit of his labors.

All the games in this collection were written with **TOD Editor** by John Behnke.

Loading Instructions:

Five games are provided on this disk or cassette.

Disk Users

The following is a list of the game disk filenames. Load these games as you would any other Tunnels of Doom game from disk (by first selecting Tunnels of Doom from the main menu, then by selecting "Disk1" from the "Load" menu, and then by typing in one of the following filenames). For filenames larger than 8 characters, select the "Other" option and enter the full filename (eg. DSK1.DARK-TOWER).

ATC	
COMPUTE	
DARK-TOWER	
TOMB	
TVF	- The title game

Cassette Users

The games listed above in the disk section are stored in this order (sequentially) on tape. Each game is a separate "block" of sound on the cassette, and must be loaded separately. At the end of the first game is the second, and so on. Follow the instructions in the Tunnels of Doom manual regarding loading games from cassette.

After the game has been loaded, consult the Tunnels of Doom manual for information about playing games whenever necessary.

Miscellaneous Information:

In addition to *The Volcano Fortress*, Asgard Software offers a wide range of adventure items for the TI-99/4A.

Tunnels of Doom

Doom Games Series: This two-volume series, each volume available on disk or cassette, is an excellent collection of new games for the Tunnels of Doom module. Both volumes include games that push Tunnels of Doom to the limit - "Daring Adventures in K-Mart", "Nerds Revenge", "Spacemine" and others are features. Each volume is $7.95.

TOD Editor: This extensive program allows you to change virtually all changeable aspects of a Tunnels of Doom game, as well as create new ones. Change the graphics, monsters, characters, quests, magic items and so on. Available on disk only. $19.95.

Adventure Module

Oliver's Twist: This fascinating game for the Adventure module is the equal of any Scott Adam's adventure! Available on disk or cassette, in this game you must return 15 treasures to their rightful locations in order to assuage Oliver's ghost and inherit the castle. A real challenge. $9.95.

Graphics Adventures

Legends: The most incredible graphics adventure ever - considered the best for the 99/4A by all reviewers! Guide 4 characters through a vast island, six dungeons, a city, inns, swamps and forests. Use powerful magic and weapons to fight monsters, find items, talk to inhabitants, solve puzzles in order to close the Western Portal and destroy the evil Ashtar Creel. Over a year and a half in development. Extensively documented. Disk only. $22.95.

Adventure Books

The Adventure Guide: This extensive books lists, reviews and compares the over 200 adventure games available for the 99/4A! Did you know that most adventures for the 4A can be had at little or no cost? This book will tell you what's available and how to get it. A complete book - the only companion for the 4A adventure fan. Over a year in research went into this tome. $9.95 plus $2.00 S&H.

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