

Loading Living Tomb:

From Extended Basic:

1. Insert the Extended Basic module.
2. Insert the Living Tomb disk in drive #1.
3. Select Extended Basic from the main menu.
4. Living Tomb will auto-load.

From Editor/Assembler:

1. Insert the Editor/Assembler module.
2. Insert the Living Tomb disk in drive #1.
3. Select Editor/Assembler from the main menu.
4. Select option #6 from the E/A menu.
5. Type "DSK1.LIVINGTOMB" at prompt.
6. Press <ENTER>. Living Tomb will load.

From TI Writer:

1. Insert TI-Writer module.
2. Insert Living Tomb disk in drive #1.
3. Select TI-Writer from the main menu.
4. Select option 3 for Utility.
5. At prompt, type filename of DSK1.LIVINGTOMB.
6. Press <ENTER>. Living Tomb will load.

From Mini-Memory:

1. Insert Mini Memory module.
2. Insert Living Tomb disk in drive #1.
3. Select Mini Memory from the main menu.
4. Select option 3 for Re-initialize.
5. Press FCTN 6 to Proceed.
6. Select option 1 for Load and Run.
7. At prompt, type filename DSK1.LTOMB.
8. Press <ENTER>. Living Tomb will load.

Either of the above methods will bring you to the title screen. From there, just plug in and ready joystick #1, release <ALPHA LOCK> and you are ready to go!

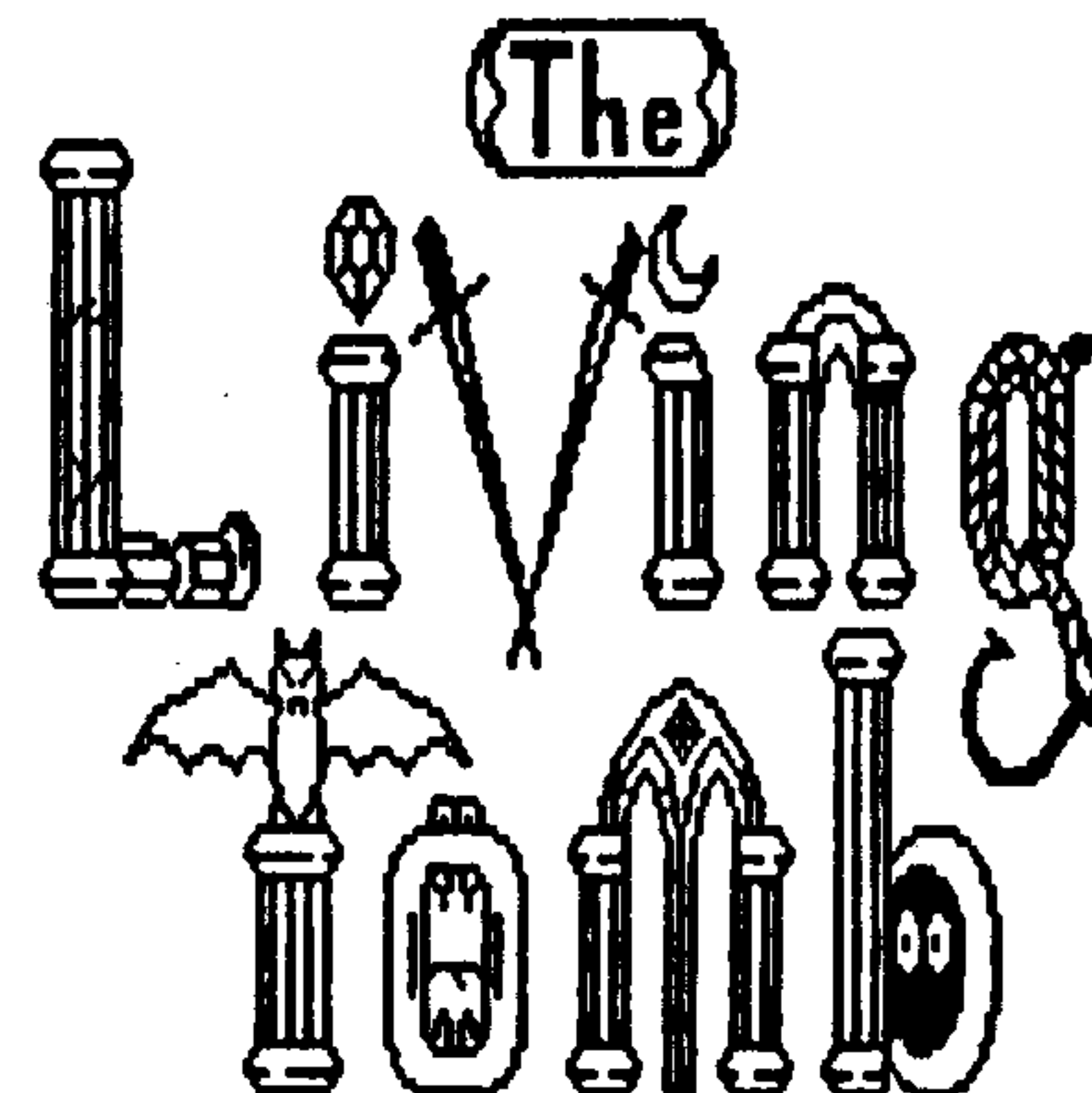
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Computer PROGRAMMERS' Distribution Network



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Scenario:

The once flourishing land of Rydar has fallen under the power of a curse. Everyone knows where the curse is coming from - The Living Tomb - but only a few big-headed, small-brained, fools now going by the name "Dead" have dared to set foot inside the Tomb. (That is all most of them were able to accomplish!) It seems that the land has just received a new volunteer - YOU! Naturally, you go to the Chamber of Suicidal Volunteers to Attack the Living Tomb (CSVALT) to get some details of the quest such as instructions, history, Surgeon General's Warning against doing so, and such. If you would like, you could just skip reading it all (That's what the "Deads" did) and read only the loading procedures. That's fine, but please, do not repeat more than three times without reading the instructions, because the doorway may get clogged with your remains.

It is now your job to save the land. To carry out this rather intimidating task, you must venture through three progressively more difficult levels of the Tomb of the Evil Alchemist. (He did once have a name, but no one cared to remember it!) Somewhere inside is a Stone, or rather a Gem. This Gem is said to be able to transmute matter itself. Because it was created by the Evil Alchemist, it has been called the Alchemy Gem. Believing it was safe to bury the two, Alchemist and Gem, in the same tomb, the undertakers did just that. Rumors have it that the Alchemist has come to life again, as a Demon, and used his Gem to curse the people, though not alive anymore, that put him in the gloomy grave. As plentiful as rumors are, another says that after using it for the curse, he made the Gem transform itself into an unknown object so that it can not be stolen. Your quest is simple: Bring the Gem to the surface to break the curse.

Unfortunately, there seems to be a few complications. First, the Gem is no longer a Gem. Second, the Demon King still reigns below. Third, the CSVALT will not let you come out of the Tomb unless you have the Gem in hand. Fourth, somehow, probably placed by the Demon King, traps and secret doors have sprung up throughout the Tomb. And the fifth and probably most unfortunate is that over the thousand or so years since the Tomb was constructed to house the corpse of the Evil Alchemist and his Gem, many of the malevolent creatures from the surface have collected in the twisted tunnels now known as the Living Tomb.

Fortunately, there are also some good points. First, the creatures of the Tomb have not bothered to pick up some of the weapons and armor of the unfortunate few that braved the Tomb before you. This means that around the entrance, you should be able to find a weapon and such. Second, the creatures all carry around quite a load of treasure that you can gather for your own good upon exiting with the Gem. Third, the CSVALT promised that they will tack the title "Sir" to the beginning of your name if you succeed.

Starting Out:

To play the game, all you really have to do is press the <FIRE> button when at the title screen. But, as you will notice, if you wait for roughly 7 seconds, the screen will change to a list of high scores. The bottom nine are made up of scores but the top one is a real score made by myself that I challenge you to beat. If you press the <FIRE> button now, you will find yourself back at the title screen. Again, you may wait at the high score list and you will be placed in Demo-Mode. Here a computer will play a short game using only 1 H.P. to show you some of the forth-coming monsters you will have to meet on the second and third levels. Note: I didn't reveal the most spectacular and dangerous monsters; they are for you to find. When in the Demo-Mode, just press <FIRE> to return to the title screen.

DROP:

You may drop any of your items except (there is always an exception) treasure. Each space of the tomb may only hold one item, which means that if you try to drop an item when the lower left corner of the screen already shows that an item is present, you will be told that it can't be done. Upon selecting DROP, you will be given another menu layed on top of the previous one giving you the following selections: WEAPON, ARMOR, SPECIFIC ITEM, and EXIT MENU. As before exit menu will leave this section and move you back to the main menu. Items are divided into four groups. The three above and TREASURE. Because treasure can not be dropped, it is not included. Specific items include the rest, from Potions of life to a compass and anything else you can imagine. After you select from this menu you will be given another menu. This one shows all the items in the corresponding category. If you don't have anything in the selected group, it will tell you so. From here, select the item to DROP.

SEARCH:

BEWARE: If you are not cautious, traps will cut your life a little short. There is a way to find and avoid traps, and that is through SEARCHING. If you search for traps, you will find and avoid all traps UP TO THREE SPACES in front of you and ONLY THREE SPACES in front of you. It is a common mistake to SEARCH at the beginning of a long hall more than three spaces long and then go forward four spaces and hit a trap. To make things easy, just remember that three spaces in front of you is as far as you can see from the 3-D view.

LEFT HAND:

You are left handed in combat. (Because the programmer is!) Therefore, if you want to use any weapon you have picked up, you must select LEFT HAND. From there it will show you all the weapons you are carrying. Select one from here and you are ready for battle! CAUTION: It is possible to be pecked to death by a chicken even if you have a Rocket Propelled Grenade launcher in your backpack but not in your left hand! IF YOU DON'T PUT IT IN YOUR LEFT HAND YOU CAN'T USE IT FOR BATTLE. Another point: you can't fight with your fist, you must first have a weapon. The weapons each have a quality of workmanship. This is important to take into consideration when choosing from your list of weapons. You would think a hand axe is better than a dagger, which it is, but if the dagger is of excellent workmanship and the hand axe is poor or even decent, the dagger would be worth more. Don't get carried away with workmanship, a dagger of any quality is not better than a Flamberge of any quality. You can find the quality by EXAMINING the weapons.

RIGHT HAND:

By putting an item from the Specific Item group in your right hand, you may use it. Example: You want to tell what time it is; put the Watch in your Right Hand. Not always will that do it. If the item is magical, you must INCANT it. See INCANT for details.

WEAR ARMOR:

This will give you a menu of armor to wear if you are carrying any. Select the piece of armor you want to wear. Armor, like weapons have different degrees of workmanship, as you will see if you EXAMINE it.

CLIMB UP:

As you look down the tunnels of the Tomb, you will at times see holes in the ceiling and floor. They lead up and down to the levels above and below. The hole going up from the level that you start on leads out and is what you must go through to win the game. Using CLIMB UP will do just that and place you on the above level. You need a couple of items to do so. I'll let you figure out which items you will need.

CLIMB DOWN:

This is the same as CLIMB UP but will let you go down. You also need the right equipment to CLIMB DOWN.

EXAMINE:

This command does several things. First, the bottom line changes. It is still in three pieces. On the left side is the item in your left hand. On the right is what is in your right hand. And in the middle is the number of HP you have left. Second, a green box near the bottom will tell you what armor you are wearing, if you are wearing any. Third, you are provided with a menu similar to the one that you are shown when you DROP an item. This one also shows the selection of TREASURE. From this menu you select the category of the item you want to examine. If you just wanted to see what items were being used or how many HP you had left, just select Exit Menu. If you EXAMINE a Weapon or Armor you will be told its quality. If you EXAMINE a treasure, you will be told how much of the treasure you are carrying. Example: You are carrying 500 Gold. If you EXAMINE a Specific Item, the results vary. Don't forget about examining each new item and weapon to see which is worthy of being wielded.

INCANT:

If you want to use a magical item, you must first place it in your RIGHT HAND, then use the INCANT command. If the item wasn't magical, don't sweat it, nothing will happen. If it was, the result will be given, and considering you are in the right spot, something either handy or necessary will happen, such as a monster will disappear. (Sorry, that was just an example, it really won't happen)

QUAFF:

This will drink one Life Potion, if you have any. To find out the number of potions you have you can EXAMINE the LIFE POTIONS. QUAFFing pints of elixer will increase your HP and thus extend your lifespan.

GREET:

Considering you are one square in front of a monster that has an IQ above 10, the monster will react in either of two ways, a threat (Negative) or a friendly gesture (Positive). If the reaction is positive, the monster will not attack you. Note: Don't expect a response from wall fungus.

INVENTORY:

This will show four boxes. One for each of the four categories. In each box will be all the items that you have in that group. Just press <FIRE> to exit this.

Universal Features:

This game is controlled entirely by Joystick #1. At all times when you are playing the game you are shown a 3-D view of your location in the tomb. Except for two times, you can press the <FIRE> button to rid yourself of a message that is overlayed on the screen. An example of that is when you press <FIRE> at the title screen, a message announcing the name of the level says "Catacomb." Press the <FIRE> button to clear this. The exceptions are when you hit a trap or find a trap by other means, the trap name and damage is displayed and you must wait to continue.

The game would be pretty shallow if the screen never changed and always displayed a fullscreen view of the Tomb, right? A system of overlays has been set up including both menus and messages. This provides for the ultimate in 3-D adventuring with both fast action and mind-boggling puzzles.

To add to the challenge, the monsters and traps will be placed differently each game. (Although the maze will stay the same so you can map it out.)

To select from a menu is quite simple. Move the joystick up or down to move a block on the left side (A bubble in some places) to the selection you want and press <FIRE>.

The Game Screen:

All but the bottom line will display a 3-D view of the Tomb and any messages or menus overlayed on top. The bottom line is split into three sections. The left hand side will inform you of which ITEMS are in the same space as you. The right hand side will inform you what MONSTER is in the same square as you. The third section, in the middle, will tell you what direction you are facing: WAIT! It doesn't at the beginning, because you don't have an instrument to tell you so. (Such as a compass.) It will show as a "?" in the beginning.

Just imagine yourself in the tunnel and you should be able to see where other tunnels turn off from the one you are on.

Movement:

Once you have left the title screen, you are into the game. From here, the clock starts ticking and the heroes drop like flies. Don't be intimidated, the game has been solved in only 10 minutes, and I'm sure that after a time you will come up with the solution, but not without countless hours of pure enjoyment.

To move forward, press the joystick forward; to turn left, press the joystick left; to turn right, press the joystick right; to move back, press the joystick back. At different times other moves become possible; they are: When you are NOT sharing a space with a creature, you may HOLD the <FIRE> button down and PULL BACK on the joystick to access the main menu. This is the meat of the overlay system and the whole game. If you are in sharing a space with a creature, you may click the <FIRE> button to swing at the creature with a weapon. The faster you click, the more hits you will get in before he hits you. NOTE: DO NOT hold the <FIRE> button down when attacking, it will not work as a machine gun.

Life:

Your life is shown by a system common to role playing games known as Hit Points, or just HP. You are given 20 Hit Points to start out. That number will fall as you get attacked by a monster, get caught in a trap, or kill a friendly monster and rise if you kill a hostile monster or drink some Life potions.

death:
Your character will die if his HP falls to or below 0. When he dies, you will be shown an animated sequence of your character's life leaving him. At any time during this, you may press <FIRE> to abort and see a report of your game. It will inform you of the number of moves you lasted, your score, rank, and how much of each treasure you collected. A Move is counted each time you move forward or back, turn left or right, or select an option from the main menu other than EXIT MENU or CONTROL. Your rank is determined by your score. The ranks available range from Peon to King. To be a King, you must have a score excessive of 39,999. All other ranks fall between these two. The score is a total of all treasure obtained. Press <FIRE> to continue and see the high score list. If your score is larger than the tenth place score, you will be allowed to enter your name at its correct place on the top ten. To enter your name, move the joystick left or right to select the letter, number, or punctuation you want. Then press <FIRE> to move on to the next letter in your name. If you do make a mistake, select the arrow pointing to the left and press <FIRE>. It will back you up one letter. Once all the letters are entered in your name, select the space (Looks Blank), and press <FIRE> until all the spaces are filled up. It is important that the game disk be in drive #1 at this point; the high scores will now be saved onto disk. If you didn't get a high score, you will just be shown the high scores, and press <FIRE> to return to the title screen.

Victory:

Once the Alchemy Gem is brought to the surface, you will be presented with a victory scene including: Graphics, animation, sound, storyline, and even speech if you have a speech synthesizer attached. The scene will work without speech too if you haven't a speech synthesizer. After you are done viewing this, press <PIRE> to see a report similar to the one after you die. The score if you win includes all the treasure added up, plus a bonus for each Hit Point left over and a bonus if you finished the game under 1000 moves. Also, if your score qualifies for the top ten, the title "SIR" will be tacked to your name, as promised. Enter your name, initials, favorite word or whatever you wish to be in the top ten the same way as you would if you died, but you do not have as many spaces to enter your name, only 10 characters per name.

By holding down the <FIRE> button and pulling back on the joystick while in an unoccupied space, you will come up with a menu. On it are fifteen choices: EXIT MENU, GET ITEM, DROP, SEARCH, LEFT HAND, RIGHT HAND, WEAR ARMOR, CLIMB UP, CLIMB DOWN, EXAMINE, INCANT, QUAFF, ORZET, INVENTORY, and CONTROL. The first needs little explaining: Exit Menu. It will erase the menu and continue the game. Let's go through the last fourteen one-by-one. Remember, that each plays a vital part in the game and most must be used to solve the game.

GET ITEM:

If, in the lower left corner of the screen, an item is listed, you will pick up that item and add it to your inventory. There is no limit to the number of items you can carry. You start out the game without anything but your wits (hopefully). All items must be TAKEN to use except the treasure which is automatically picked up, upon killing the monster carrying it.

Here is where you can do anything from turning sound on or off to setting movement speeds to committing suicide. You are presented with a menu: EXIT MENU, DELAYS, SOUND, and SUICIDE. The first will get you out of the CONTROL section. If you choose SUICIDE you will be asked if you REALLY want to. Select YEA or NAY from there. If you do, you will be treated as though you died. SOUND will give you the choice of SOUND ON or SOUND OFF. The default is ON. The sounds effected are the victory song and battle noises. DELAYS will give you a third menu: EXIT MENU, TRAP NAME, TRAP DAMAGE, and MOVEMENT. If you select one of the last three you will be given a fourth menu giving you choices ranging from VERY SHORT to VERY LONG. Instead of having a little box to move up and down for you choices, you have bubbles and one is filled in. The one filled in at the beginning is what the delay was set at before you entered the menu. Just press <FIRE> to keep it the same. Having the bubble filled to the current delay is handy if you want it a LITTLE BIT higher or lower.

Now, what was the third menu all about? There were three different delays you could set and a fourth option to bail out of delay setting. The first option: TRAP NAME is the amount of time the name of a trap you found or hit will stay on the screen. TRAP DAMAGE is the same, but for the message telling how many Hit Points you lost from hitting a trap. Personally, I usually don't adjust the MOVEMENT, because any faster and you lose control, and any slower just doesn't cut it. If you are using a Geneve 2640, you might want to slow down the MOVEMENT a little.

The CSVALT gives you one last note:

SURGEON GENERAL WARNS: Attacking the Demon King or any of his cohorts for the purpose of obtaining the Alchemy Gem, treasure, experience, prestige, chicks, or a front row seat to a Boy George concert, has been proven to be extremely hazardous to your health and life.

They, as well as I, wish you luck as you go into the Living Tomb, with an army of guards to make sure you don't escape without the Alchemy Gem.

Don't kill monsters that have agreed to be friends.

Make a map.

SEARCH any halls that you haven't been in previously.

One of the items will prove VERY useful when EXAMINED.

Items that you no longer need can be dropped to provide land marks for mapping.

When at a menu of Weapons or Armor, notice that they are in order from worst to best.

Always clear each level of its monsters so you don't miss any important items.

Secret doors can appear... if you use the right item at the right places...

The Alchemy Gem doesn't show itself without a little coaxing.

Remember: Good battles Evil; but Evil can become good...