

DOOM GAMES I



Manufactured by Asgard Software

Doom Games I

Introduction

Doom Games I is a collection of games for use with the Tunnels of Doom module, by Texas Instruments Inc. When TI created the TOD cartridge in 1982, they promised to release additional games for it. This promise was unrealized until John Behnke in 1985, working alone and with no information from TI, first decoded the TOD game byte by byte, then created games by hand, and later still created his phenomenally successful *TOD Editor* (manufactured by Asgard Software). For the adventure player, his menu-driven utility has unlocked this world of 3D graphics, monsters, and quests. This collection, and others like it, is the fruit of his labors.

These games were created by users of the TOD module, with *TOD Editor*, for game players everywhere. We have culled these adventures from among the many submitted by *TOD Editor* users as the best, most expressive, most original new games for the TOD module. We hope you'll agree.

Loading Instructions

Three games, plus a bonus game by Donn Granros, are provided on each disk in this series. The filenames for each game, with a quick description of each, are located on an enclosed sheet. The loading procedure is basically the same for all games:

- With the computer and peripheral off, place the Tunnels of Doom module in the cartridge port and turn on the computer and all peripherals.

- Place the *Doom Games* disk in disk drive one and press any key to go past the title screen. Select "Tunnels of Doom" from the Main menu.
- The TOD title screen with music will appear - press any key to continue or you can listen to the music if you like. Select option #2 from the TOD menu.
- Type the filename of the game you wish to play and press *ENTER*. The game will automatically load and run.

After the game has loaded, consult the manual accompanying the Tunnels of Doom module for information regarding playing the game. All commands as outlined in that manual are valid for all games in this volume.

Miscellaneous Information

We are purposely not providing information regarding the monsters and treasures you will encounter in the games in this volume. Half the fun of an adventure is the exploration of the unknown - and hence revealing any information on the monsters to be found would be too much. Play these games as you would play any other games for the Tunnels of Doom module.

Finally, if you would like to submit a game or games for possible inclusion in future volumes of this series, write to the address below.

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