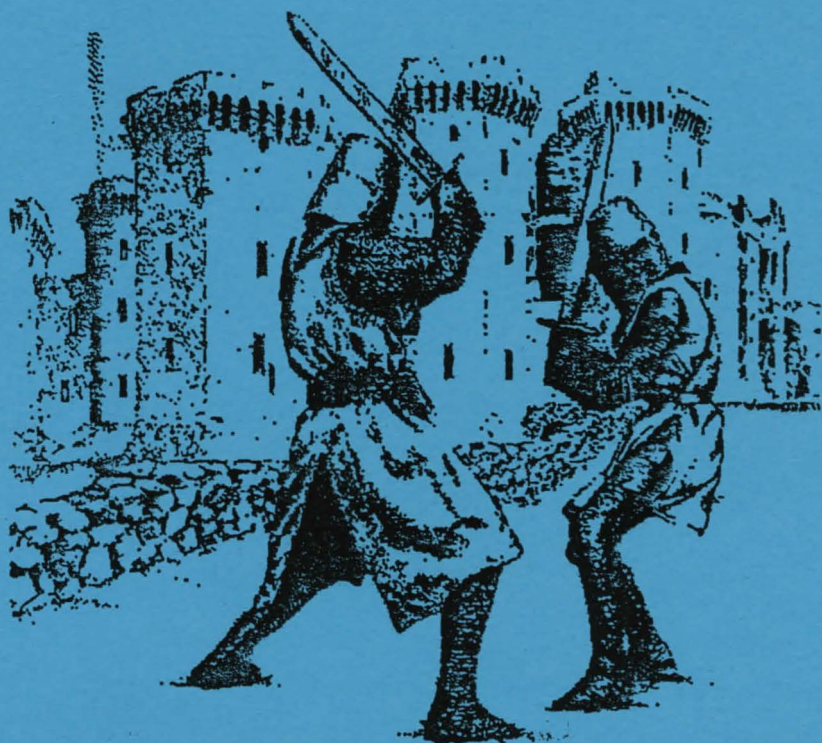


Doom Games III



Asgard Software

Doom Games III

Introduction:

Doom Games III is a collection of games for use with the Tunnels of Doom module by Texas Instruments Inc. and created with the **TOD Editor**, a program used to create games for the Tunnels of Doom module. This powerful editor was created by John Behnke who, working alone, and with no information from TI, first decoded the Tunnels of Doom module byte by byte, and then later created this remarkable program. Virtually all games for the Tunnels of Doom module are the fruit of his labors.

Both of the games in this package were created by Ken Gilliland, a professional artist and designer who is responsible for many of the best games found in *Doom Games I* and *Doom Games II*. We have chosen to include two games in this package instead of the customary four for one reason - we feel that our efforts were best spent making 2 great games than 1 great game and 3 average or fair ones. Quality, not quantity is the watchword for this package.

Loading Instructions:

Two 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:

**SHOPTRIP
TRUEKING**

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 *Doom Games III*, Asgard Software offers a wide range of other adventure items for the TI-99/4A.

Adventure Module

Oliver's Twist (disk/cass.) - An adventure with a twist - can you put the treasures back without disturbing King Oliver's ghost? Suggested retail \$7.95.

Wizard's End (disk/cass.) - A multi-player Dungeons & Dragons' like game for the Adventure module! Fight monsters, cast spells and more. Suggested retail \$9.95.

Witch's Brew (disk/cass.) - An introductory adventure! A great way for young children or novices to get into text adventures. Suggested retail \$7.95

Zoom Flume (disk/cass.) - A fun adventure set at the Water Park - maximize your fun with a minimum of money. Suggested retail \$7.95

Tunnels of Doom Module

Doom Games I, II and III - (disk/cass.) - Each volume contains 4 new games for the Tunnels of Doom modules. Suggested retail \$7.95

The Volcano Fortress (disk/cass.) - An excellent collection of 5 TOD games from John Behnke. Suggested retail \$7.95



*The
Quest
for the
True King*

A New, exciting 100 Adventure by Ken Gilliland

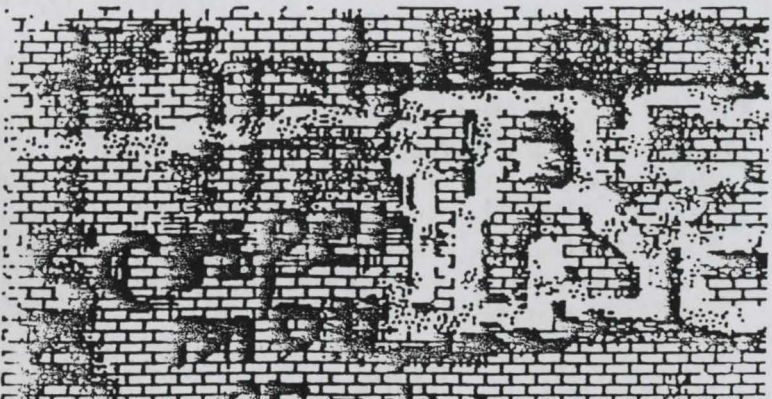
© 1989

You and your party find yourselves in Kalamazoo at a local Burger King, the last place that "The King" was sighted. Here, you have found out that it was not the "TRUE" King who was sighted, but in fact, Elvis's EVIL TWIN brother (who looks and even sings exactly like "The True King").

Your job is to stop Elvis's evil twin Brother before he can release his seven fraudulent singles and destroy the memory of his "Good" brother FOREVER!

Beware though, greedy talent scouts, crazed groupies and ghosts of rockers-past will do everything in their power to stop you!

So get on yer rockin' shoes, and git ready to dance away all the blues! 'Cuze we hear the News,... There's Good Rockin' Tonite!



THE STOPPING TRIP A New 100 Adventure by Ken Gilliland

Oh nol Horror rockets itself through your family! Poor senile Uncle Zack has gone to get a few things at the mall and gotten lost. No so bad, you say? He managed to wander into gang infested South Central Los Angeles, a place where even the Gang members are afraid to go!

You and your friends (along with an AK-47 or two) must rescue your Uncle and pick up his seven shopping packages before thugs, 109 Street Cripts and other nasties get them. There is some comfort though, with LAPD Sub-stations and Free Clinics along the way.

(Sung to a Rap Music beat) So,... you know whad I'm mean,
Let's dig this scene.
Put on your... Colors-
Yeah,.. your Colors.

There's a Big Dude there-
He thinks your square-
'Cuze you ain't got the right... Colors
Yeah,... Colors.

TOD Editor (disk) - Create your own Tunnels of Doom games.
Suggested retail \$19.95.

Stand-alone Games

Legends (disk) - An excellent animated graphics adventure for up to 4 people. Fight monsters, cast spells, explore 6 dungeons and a vast island. Called the best of its type for the TI-99/4A by all reviewers! Suggested retail \$22.95.

Legends II: The Sequel (disk) - The best gets even better. An all new game for Legends players. New spells, monsters and more! Suggested retail \$17.95.

Books

The Adventure Reference Guide (book) - An extensive reference for the adventure player! Lists the more than 200 adventures for the 99/4A in detail and where to get them. By Mickey Schmitt. Suggested retail \$9.95 plus \$2.00 S&H.

More information about these items is available free on request, but if you'd like to order them from here, specify cassette or disk, and add \$0.75/item shipping & handling. These items can also be obtained from most Asgard Software dealers.

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