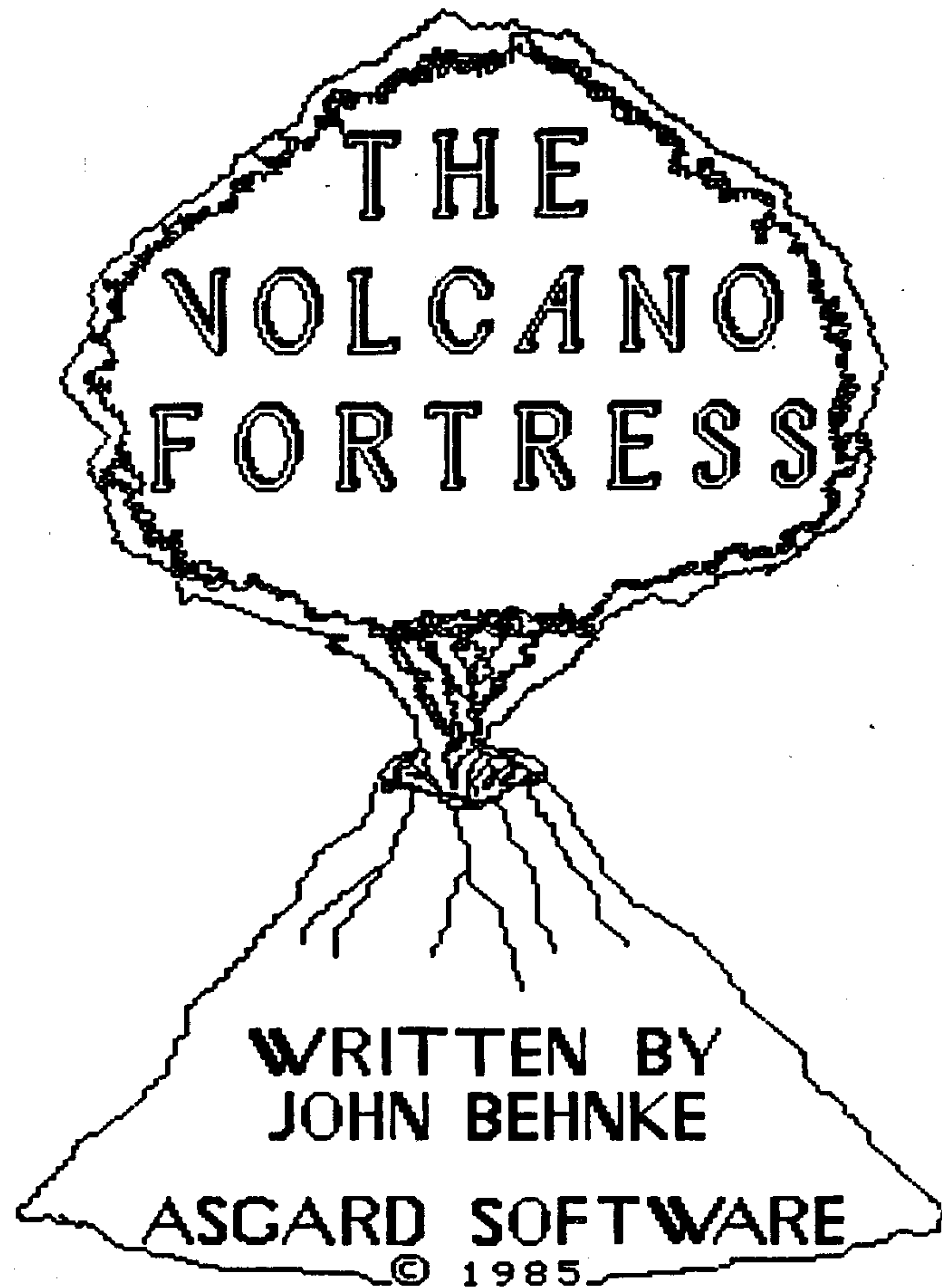


play, is is highly recommended that you consult the manual accompanying the cartridge. This game is stored on the accompanying disk under the filename "TVF".



# The Volcano Fortress

## Background

Many years ago, a very powerful wizard used his great magic to carve a fortress into a mighty volcano. For generations, thousands of explorers have searched for this fortress to obtain the treasures that taunt from legends and fables. However, none but you have discovered the secret entrance to this volcano fortress. The legends say inside the fortress lies many wonderful treasures; giant diamonds, wondrous magic items, weapons beyond number, and four great enchanted chests which contain more treasure than can be imagined. Your quest is to find the four chests and the four keys that unlock the chests. However, the legends also say that the wizards fortress is not unguarded. It is said that he created metal demons (called "robots") and summoned the evil undead to protect this treasure. Incredible though it sounds, you have heard that some of these creatures are invisible, and thus cannot be seen until they attack! Good luck in your quest.

## Command Summary

- E (Up Arrow) - Moves your party in desired direction through rooms and hallways. Also is used to position your cursor when firing a ranged weapon.  
X (Down Arrow)  
S (Left Arrow)  
D (Right Arrow)
- FCTN X - Moves your party down a flight of stairs.  
FCTN E - Moves your party up a flight of stairs.  
FCTN 7 (AID) - Shows the Command Summary List.  
FCTN 8 (REDO) - Redo information or refuse in negotiation.  
FCTN 9 (BACK) - Return from a specific option or display screen.  
FCTN 6 (PROC'D) - Leave the Weapon Room.  
FCTN 3 (ERASE) - Erase your selection before you press ENTER.  
FCTN S - Backspace one character.  
ENTER - Enter information.  
- Skip turn during combat.  
- Leave treasure in a room.  
- Return from buying or using an item.
- FCTN 5 (BEGIN) - Start a new game.  
FCTN - (QUIT) - Quit Game. Note: This will erase current game.
- K - Save the game you are currently playing.  
1 - Show player status report.  
2 - Show the party status report.  
3 - Show monster status report.  
F - Fire a ranged weapon.  
M - Shows the map.  
N - Attempt to negotiate with a monster.  
U - Use a magic item. (If that player has any)  
W - Change a players weapons. (Takes a move)  
C - Check for secret doors in the area.  
B - Break into a room.  
L - Listen at a door.  
O - Change the formation of the party.  
T - Trade items between players. (Cannot be used during battle)

Consult your manual for further information on the general play action of the game.

# The Volcano Fortress Creature Statistic Table

##	Name	Lev	Def	Att	Max Dam	Special Attacks			Magic		
						Att %	Attack Type	Dam	Mob	Resist	Speed
1	Yellow Worm	1	1	1	2	0 %	None	0	50	0 %	2
2	Giant Rat	1	1	2R	2	10 %	Tail Whip	4	75	10 %	2
3	Thief	1	2	2	2	10 %	Backstab	4	100	0 %	2
4	Fungus	1	1	2	2	10 %	Corrosion	6	50	50 %	1
5	Giant Bee	1	2	2	3	10 %	Poison Bite	4	75	0 %	2
6	Skeleton	1	2	2	3	0 %	None	0	75	0 %	2
7	Gargoyle	2	3	3	4	0 %	None	0	75	0 %	3
8	Guard Robot	2	2	3R	3	10 %	Laser Beam	4	50	0 %	2
9	Zombie	2	3	2	3	0 %	None	0	50	0 %	2
10	Goblin	2	3	2	4	0 %	None	0	75	0 %	2
11	Berserker	2	1	4	2	15 %	Rage	4	100	0 %	5
12	Pixie	2	2	2R	3	25 %	Curse	4	75	10 %	3
13	Ghoul	3	3	3	4	20 %	Life Drain	5	75	0 %	2
14	Vampire Bat	3	4	3	3	15 %	Blood Drain	5	100	0 %	3
15	Bandit	3	4	4	4	0 %	None	0	75	0 %	2
16	Master Thief	3	3	5	4	15 %	Backstab	6	100	0 %	3
17	Leprechaun	3	3	2R	3	20 %	Prank	4	100	20 %	2
18	Metal Eater	4	3	5	4	10 %	Metal Eating	4	75	0 %	2
19	Shadow	4	4	5	4	15 %	Life Drain	6	75	20 %	2
20	Giant Wasp	4	4	4	4	15 %	Poison Bite	6	100	0 %	3
21	Giant Snake	4	5	4	5	10 %	Constriction	6	75	0 %	2
22	Purple Mold	4	6	3	4	15 %	Flame Strike	6	50	30 %	2
23	Rabid Rat	5	5	5	6	20 %	Poison Bite	8	100	20 %	3
24	Sand Beast	5	4	6	6	15 %	Sand Blast	8	75	0 %	2
25	Attack Robot	5	6	5R	6	20 %	Laser Beam	8	100	10 %	3
26	Wight	5	5	6	6	15 %	Life Drain	8	75	20 %	2
27	Absorber	5	5	6	4	10 %	Metal Eating	5	75	0 %	2
28	Walking Dead	6	8	4	4	10 %	Regeneration	5	50	30 %	2
29	Hill Giant	6	7	6	6	5 %	Crushing Chomp	8	50	0 %	2
30	Ghost	6	4	5	5	5 %	Phase Shift	6	100	0 %	3
31	Green Dragon	6	5	4R	5	10 %	Breathes Fire	8	75	10 %	2
32	Rakshasa	6	8	5	5	0 %	None	0	75	0 %	3
33	Frost Giant	7	7	6	7	10 %	Crushing Chomp	9	50	0 %	2
34	Red Dragon	7	6	5R	6	15 %	Breathes Fire	9	75	10 %	2
35	Death Droid	7	5	6R	6	20 %	Laser Beam	10	100	10 %	3
36	Hydra	7	7	6	8	0 %	None	0	75	0 %	3
37	Cloud Giant	8	8	7	7	15 %	Crushing Chomp	9	75	10 %	2
38	Mummy	8	4	4	6	10 %	Corrosion	8	50	0 %	2
39	Black Dragon	8	7	6R	7	20 %	Breathes Fire	10	100	20 %	2
40	Serpent	8	7	7	7	0 %	None	0	100	0 %	3
41	Storm Giant	9	8	7	8	20 %	Crushing Chomp	10	75	10 %	2
42	Spectre	9	6	6	6	15 %	Life Drain	10	75	20 %	2
43	Dragon Lord	9	8	7R	8	25 %	Breathes Fire	11	100	20 %	3
44	Black Hornet	9	6	7	6	20 %	Poison Bite	8	100	0 %	4
45	Cyclops	9	6	10	9	0 %	None	0	50	0 %	2
46	Giant King	10	9	8R	8	25 %	Crushing Chomp	10	100	20 %	3
47	Vampire	10	7	8	6	15 %	Blood Drain	9	100	10 %	2
48	Ghost	10	7	6R	5	20 %	Life Drain	6	75	10 %	2
49	Lich	11	8	7R	8	20 %	Life Drain	10	100	20 %	2
50	Pit Fiend	11	8	8R	7	0 %	None	0	75	30 %	2
51	Demon	11	7	8R	8	10 %	Pitch Fork	10	75	10 %	2
52	Titan	11	6	8	9	15 %	Earthquake	10	75	0 %	2
53	Demon Lord	12	7	9R	10	25 %	Pitch Fork	11	100	35 %	3
54	Arch-Devil	12	10	10R	12	30 %	Pitch Fork	15	100	40 %	3
55	Volcanus	13	11	11R	12	30 %	Flame Strike	15	100	40 %	4

## User Notes

This game program for the Tunnels of Doom cartridge by Texas Instruments Inc. was designed for user's with a thorough knowledge of this module. If you have any questions regarding the mechanics of loading and saving games, or of basic game