

INTRIGUE SOFTWARE

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Lionel and the Ladders

TI-99/4A EXTENDED BASIC

Load the program according to the Users Reference Guide. When the program has loaded type RUN then set the ALPHA CAPS key to the DOWN position (Upper Case Letters).

You are at the start of a fully animated graphic adventure. The Suns of Mars have captured the beautiful Princess from Andromeda and hidden her deep within a Labyrinth. You are going to help Lionel to find and rescue her. The Labyrinth is full of ladders and locked doors, to unlock each door Lionel collects the the key by jumping up to reach it. If successful the key will be displayed at the bottom right corner of the screen. Each time he unlocks a door (locked doors are BLUE) he gets transported through a vacuum tube entering a new location through an entrance door. (entrance doors are red), he may not return through the red door. The Suns of Mars enjoying the fun hide the key again leaving the door unlocked (unlocked doors are GREEN) allowing Lionel to pass through them as often as he likes. Lionel will have to climb the ladders in his search. Because of his fear for heights he will not go down them. He must be carefull not to fall from the highest level, if he does he will lose one of his three lives. Spare lives are displayed at the bottom left corner of the screen.

As Lionel searches he must be careful not to get caught by The Suns of Mars, The shades of Wrath or The Death Stars. each time he gets caught he loses a life. The Labyrinth is full of hidden treasures, if Lionel takes them he is awarded with bonus points. Lionel will often meet his Princess locked in her dungeon cell. Only when all of the doors are unlocked will he be able to release her. (no BLUE doors left). If Lionel is successful he is awarded an extra life and the chance to rescue another Princess from her dungeon cell, the game continues until no lives are left.

At the start of each game full instructions are given as follows: 1, Hall of Fame.. If you score higher than any of the five previous High Scores you will have the chance to enter your three initials in the Hall of Fame. 2, Lionel is controlled by the following keys: Walk Left Q. Walk Right P. Jump A. Climb Ladders Z. Unlock Doors L. Release the Princess 2. If the Select Keys option 2 is chosen the player may change to keys of his or her choice.

DOORS. BLUE doors are locked, GREEN doors are unlocked RED doors are exits from somewhere else and may not be entered.

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HOME COMPUTER

TEXAS INSTRUMENTS



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