



TELNUAG][a

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Created By

Kevin S. Wiechmann

1.0 Credits

Special thanks to the Sentient Mice: Apprentice, Buc, Eric, Gordo, Jill, JM, Krgon, Lizard, MadProg, ***mage***, Maverick, Robert, Robin, and Starbuck; who play-tested and commented as Teltnuag][a was developed and redeveloped.

2.0 Objective

Your mission should you choose to accept it is to retrieve the Sword and Armor of Teltnuag, four (4) pieces in total. Rumors say that each of the last rooms has one of the items you are questing for. Once you have all the pieces, you must fight and defeat the Dragon Queen. When the Dragon Queen dies, the magical aurora surrounding her disipates and the magical Ring of Teltnuag will appear. The Ring of Teltnuag will teleport you to the throne.

Upon successful completion of the quest, you will be crowned king; should you fail, your name will join the long list of those that have tried and failed.

3.0 About Teltnuag][a

This is the first version of what was intended to be multi-person AppleTalked game. Unlike other dungeon-exploring games where the rooms are relatively the same and become boring after a few visits, you can design your own, more challenging rooms (see *Section 8.0*).

Because a licensing agreement is needed for the Appletalk drivers, I probably will never be able to release a multi-person version of the game. I have heard that purchasing such an agreement is not very cost effective. However, I may at a later time design a room-creation program or extension to the existing program to make that aspect of the game easier.

This program is SHAREWARE. You may freely pass it on to your friends and I encourage you to do so, provided you pass it as one complete package: the program, the original seven (7) rooms, the original seven (7) room text files, the Room.Master, and this help notice. If you like what you see register your copy and send your appreciation; if you don't then I ask you to trash the files or pass them on to a friend.

When passing the program onto your friends, pass it as you got it, all files are to be unaltered and all copyright notices must be intact. I retain all rights to the Teltnuag package.

You are free to add your own rooms and pass them along to your friends. However, you may not receive any monetary compensation for any rooms that you personally write nor may you sell Teltnuag][a and/or any other part of the package in whole or in part.

Shareware and Public Domain distributors may include the Teltnuag][a package in their software libraries and may charge a reasonable copying fee. Users that obtain their version of Teltnuag][a from these distribtuters, remember that you are only paying for the diskette and the copying time and *not* the program(s) that are on the disk.

Send your appreciation (\$5) to the address below. Any comments or bug reports can also be sent by snail mail to:

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or by e-mail to:

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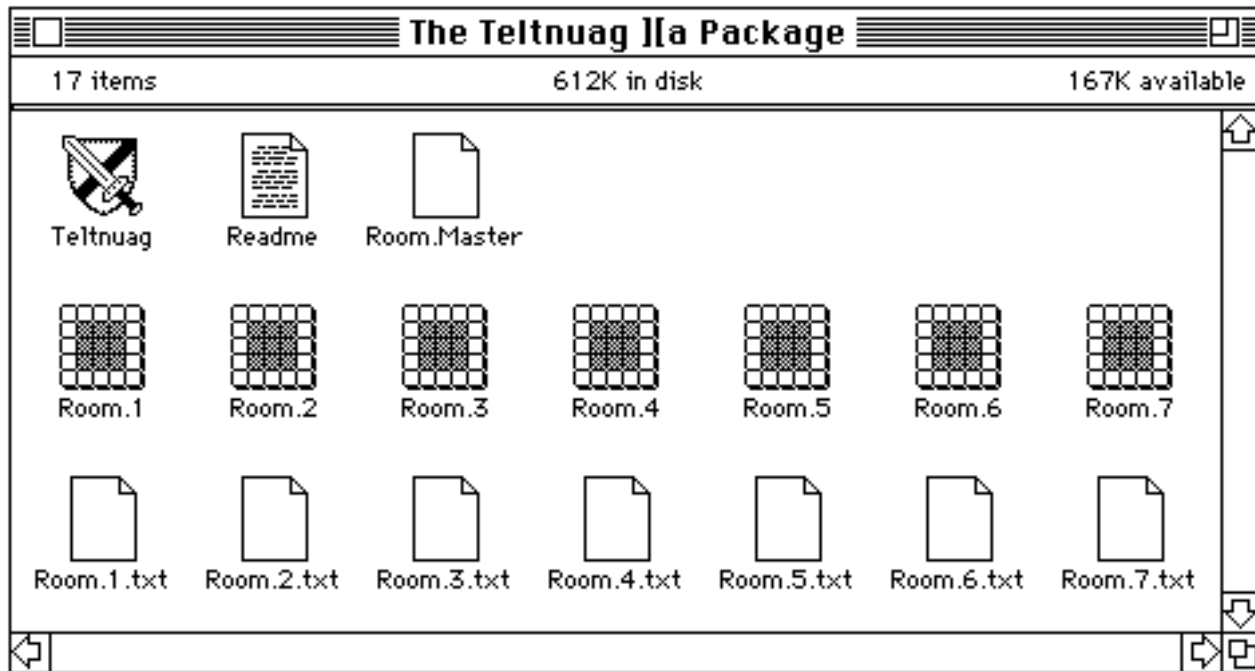
You *should* have a copy of Macintalk because the program is more interesting with it, however I cannot and have not included Macintalk with this distribution because it is copyrighted. Macintalk has already been distributed along with number of other freely available programs, so you should be able to find copy of it. Any distribution of the Macintalk driver with the package is the sole responsibility of the passer and is *not* the responsibility of the original distributor and creator, me.

I express no warranties either implied or written.

4.0 Getting Started

Make a system disk either 400K or 800K but HFS. Teltnuag is *not* MFS compatible. Be certain to have some free space left; you'll need 10K. Place Macintalk in the System Folder. Place the Teltnuag][a and Room.D icons in the same folder.

You should have at least the following files. You might have more files if more rooms have been created:



Double-click on the Teltnuag icon and away you go.

The program will play an introduction and display the starting game scenario (The mouse button will bypass these).

Now, the fun begins. Examine the **Help** option under the Options menu to learn the controls. Choose your class using the Class menu. Now under the File menu choose **Let the Game Begin...**

5.0 Character Classes



Barbarians are rough and tough fighters preferring to bash monsters over the head with their swords. They love the heat and smell of melee combat. On the other hand, they detest anything magical (wands, scrolls, and potions) and are also unable to use bows.



Clerics are able fighters and can turn the undead to ash. Clerics have an endless supply of turning spells which only work on skeletons, evil wizards, and hackable walls. Clerics are able to purify their food and thus, never have to worry about rotten food.



Knights are also able fighters and can use wands due to their higher learning and training. Knights aren't as strong as Barbarians because they also strive to exercise their brain.



Rangers love to use their magical bows, but are also capable of some hack-and-slash. Rangers never use wands due their strong preference for bows and their woodzy education. A Ranger's quiver is never empty.



Wizards are the physically the weakest class, but have the strongest potential. Wizards are totally awesome with wands. Unfortunately, although wizards can stretch out wand charges better than any other class, wands will and do run out. The power of wizards become more apparent the further one ventures into the rooms.

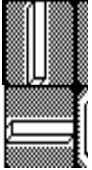
6.0 Encounters and Objects



Blindness trap



Creature generator



Doors



Dragon children



Dragon Queen



Evil wizard (undead)



Food



GRUnt (Ground and Recon Unit)



Hackable wall



Jewel



Key



Lantern



Poison trap



Punster



Portal to the next room



Scroll of Superzap



Skeleton (undead)



Teleport trap



Teltnuag, Armor of



Teltnuag, Helmet of



Teltnuag, Ring of



Teltnuag, Shield of



Teltnuag, Sword of



Torch

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Treasure chest



Wall



Wand



Water trap

7.0 Instructions and Hints

- *If you are using System 3.2 and you eject the diskette while saving a room or progress, you may have to click somewhere inside the dialog box on something or do a <control> <shift> <one> to get the diskette to be noticed. This is due to a bug in System 3.2 itself. I have tried to program around and prevent it as much as possible but, nevertheless it may still appear.*
- Teltnuag will not load properly under Switcher. However, it will not bomb Switcher.
- Teltnuag and the room files need to be installed at the top most level of disk, i.e. put the files at the "root" level. Teltnuag will not work from inside a folder.
- To begin the game (either a new or an old game), you must choose the **Begin Game** option (Control B) under the **File** Menu.
- There are forty rooms. You can not enter the fortieth room until you have collect the four items you began your quest for: armor, helmet, shield, and sword.
- Firing missile weapons (Rangers), zapping wands (Knights and Wizards), or turning the undead (Clerics) is best done by shooting several squares past the intended victim. Shooting can only be done in the in the following directions: North, NorthEast, East, SouthEast, South, SouthWest, West, and NorthWest. You may shoot/zap between diagonal-wall sections.
- Players are limited to movement in the following directions: North (**E**-key), South (**D**-Key), East (**F**-Key), and West (**S**-Key).
- Potions will heal most classes. Potions will also neutralize poisons.
- Generated monsters are harder to kill than those at already present on the room.
- Not all walls are not impenetrable.

- And of course, the monsters become harder the further you adventure.

8.0 Creating Your Own Rooms

Warning — *Creating your own rooms is fairly easy except that you must be careful. Rooms that you generate may cause the program to hang or do unexpected things. I have tried to bomb-proof this part of the program as much as possible, but there are still holes. The room-creation program or extension, if and when written, will eliminate this problem.*

To create and install your own levels, you will need some type of text editor or wordprocessor in addition to the Teltnuag package. Programs such as MacWrite or MicroEmacs will do fine.

If Teltnuag][a is on an 800K system disk, you should have enough disk space to prevent a lot of disk swapping. If you are using a 400K disk, there may not be enough room to have both the Teltnuag package and the editor on the same disk and you may have use two disks.

Double-click the editor.

Open the file **Room.Master**. If you are using MacWrite or possibly some other word processor, a dialog box will probably come up asking how to interpret carriage returns. Answer New Paragraph by pressing the appropriate button.

If you are able to change the font in which the document is displayed, use Monaco 9 or some other small font in which all the characters are the same width. This really isn't necessary but will make room creation simpler because all the columns will line up.

You will notice that it appears to be a table of numbers made up mostly of 98's and 00's. The first line and second lines are slightly different. The first line enumerates from 01 to 29 inclusive; the second line is merely blank. Both of these lines are for your convenience in creating levels but must be in the file when converted.

Now the actual creation begins. Using Table 1, replace the 00's one for one with the code of the object that you want to appear. If you should *not* place a code in the first and last rows or columns of 98's which form a border, the code will be replaced with the wall code when read by Teltnuag.

Table 1

| <u>Code</u> | <u>Object</u> |
|-------------|--|
| 00 | Empty squares |
| 99 | Blackness |
| 98 | Walls |
| 97 | Portal to the next room |
| 96 | Vertical doors |
| 95 | Generators (generate different monsters depending upon the room) |
| 94 | Keys |
| 93 | Food |
| 92 | Treasure |
| 91 | Horizontal doors |
| 90 | Potions |
| 89 | Wands |
| 88 | Gems |
| 87 | Poison traps (are set only in rooms 20 => 40) |
| 86 | Blindness traps (are set only in rooms 35 => 40) |
| 85 | Superzap scrolls |
| 84 | Teleport traps (are set only in rooms 8 => 40) |
| 83 | Hackable walls |
| 82 | Lanterns |
| 81 | Torches |
| 80 | Water traps (are set only in rooms 3 => 40) |
| 20 | Dragon children |
| 19 | Evil wizards |
| 18 | Skeletons |
| 17 | Grunts |
| 16 | Punster |

A few hints on creating rooms:

- ° Do look at the level.d.txt files before creating your own levels. They are examples of what can be done.
- ° Do place a wall piece as cornerstone where horizontal and vertical doors meet.
- ° Do fill any part of a room that is "unescapable" with blackness (code 99) or permanent wall (code 98).

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- Be generous with keys.
- Be conservative with the amount of food in a room.
- Be conservative with the amount of lanterns and torches in a room.
- Be conservative with wands, Scrolls of Superzap, and Potions.
- Be conservative with the amount monsters placed in any room. The more monsters in a room, the slower the game.

Once you have finished creating a room, save the file to disk. For those that are creating levels with a word processor, save the file in TEXT format with end-of-line signifying carriage return. Those using a regular editor shouldn't have to worry about this.

To let Teltnuag know that there are more than 6 rooms, create another TEXT file containing just the number of rooms you want to use. Teltnuag will create the **Max Room** file if there isn't one already. Again save the file as TEXT with the filename **Max Room**.

You are finished with the editor unless of course you decide to change the level at a later time.

The room has been designed and created as well as "installed," but it still needs to be converted. Double-click Teltnuag][a. Convert the file into the room-file format using the **Make Room** option under the **Options** menu.

And you are done. Have fun challenging yourself!