AQUARIUS™

CARTRIDGE INSTRUCTIONS

Advanced Dungeons & Dragons™*

TREASURE OF TARMIN™* CARTRIDGE

(FOR 1 PLAYER)

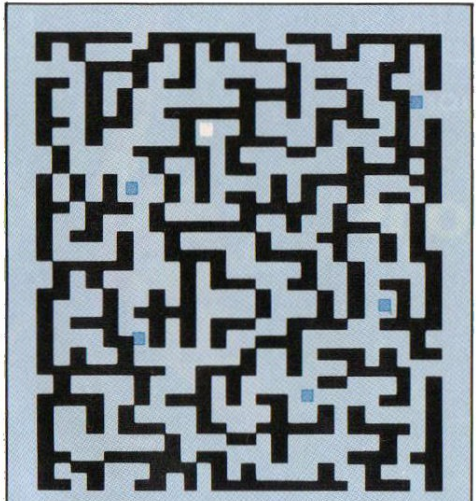


FOR COLOR TV VIEWING ONLY

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MATTEL ELECTRONICS®

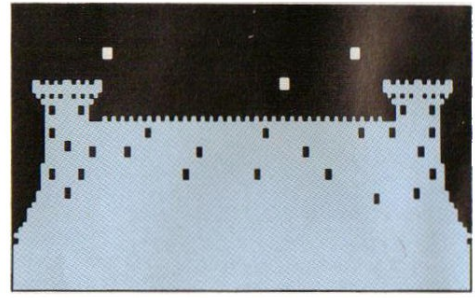
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THE MAZE

THE GAME

An OMINOUS CASTLE awaits you in the land of Tarmin...filled with treasures, magical items...and horrifying monsters. Out of sheer courage and curiosity you force yourself in, not knowing that your days might be numbered...



OBJECT OF THE GAME

With just a bow, a shield, a quiver of arrows, a sack of flour, and an empty pack you move through ENDLESS DUNGEONS and CORRIDORS, haunted by swiftly appearing DEMONS. Somewhere the DRAGON KING awaits you. You fight your way through sinister doors, hidden doors, and strange ladders that take you underground...as you collect TREASURES, SHIELDS, and WEAPONS. You encounter PHYSICAL and SPIRITUAL OBJECTS which may build your character, play dangerous tricks on you, or weaken your body entirely. You must therefore be wise and cautious as well as bold and strong! Know what to collect, and when to fight!

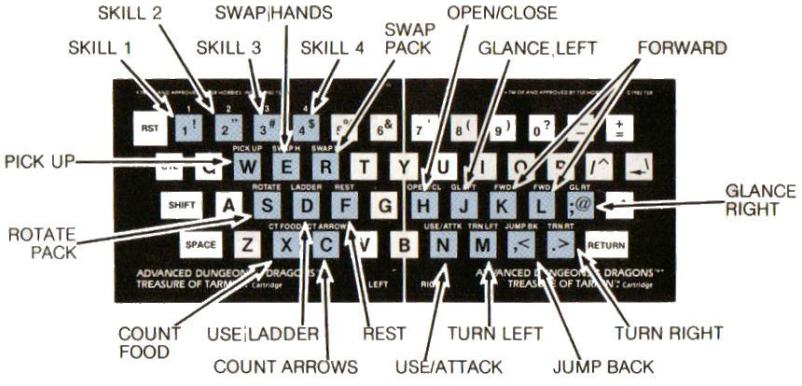
Your ultimate goal is to DESTROY the DRAGON KING, for there's no returning home otherwise. And you are completely ALONE! You can carry a maximum of 8 items (6 in your pack and 2 in your hands) at any time. Items can be swapped around for effective use. Keep track of treasures in your possession and of your physical and spiritual strength by checking the 4-way scoring display as you move ahead...and make sure you SLAY the DRAGON KING!

YOUR CONTROLS

You can use either your Keyboard or Hand Controllers on your AQUARIUS computer.

USING YOUR KEYBOARD

Fit AQUARIUS™ ADVANCED DUNGEONS & DRAGONS™* TREASURE OF TARMIN™* overlays on Aquarius keyboard. Insert game cartridge into cartridge port (see console owner's guide for equipment connection details).



■ To count number of food units you have, press [CT FOOD]. You'll hear a series of CLICKS. Each click corresponds to a food unit, except for the first click which means you have pressed a key. You can collect up to 99 units of food by picking up flour sacks of 6 to 18 units each.

■ To count number of arrows you have, press [CT ARROW]. You'll hear a series of CLICKS. Each click corresponds to an arrow, except for the first click which means you have pressed a key. You can collect up to 50 arrows by picking up quivers of 3 to 9 arrows each.

■ To move forward, jump back, turn left, turn right, glance left, or glance right, press [FWD], [JUMP BK], [TRN LFT], [TRN RT], [GL LFT], or [GL RT]. Jump back or retreat when you DON'T want to fight a MONSTER. The monster will take one last shot at you (hopefully not a fatal shot!).

■ To pick up or drop objects at your feet, press [PICK UP]. This relates to your RIGHT HAND only. Your hand must be empty to pick up something, otherwise this command will swap what is in your hand with what is at your feet.

■ To swap objects from one hand to another, press [SWAP H].

■ To rotate objects in your pack, press [ROTATE]. Up to 6 objects will rotate in a CLOCKWISE direction, one position at a time, occupying the following clock positions: 1, 3, 5, 7, 9 and 11 o'clock.

■ To swap an object in your pack with an object in your right hand, press SWAP P. You can only swap an object occupying the 3 o'clock position in your pack.

■ To open an unlocked container at your feet, or a door or hidden door directly in front of you, press OPEN/CL. Certain walls may contain a HIDDEN DOOR. If TRAPPED in a room, try this command. Press OPEN/CL to close a door, too.

■ To use an object in your right hand, or attack a monster directly in front of you with an object in your right hand, press USE/ATTK. Be alert, for monsters often attack first! (See page 11 for battle strategy.)

■ To REGAIN your HEALTH after a battle, press REST. The amount of rest you'll get will depend on the number of food units you have picked up. Each unit of food can give you one unit of health.

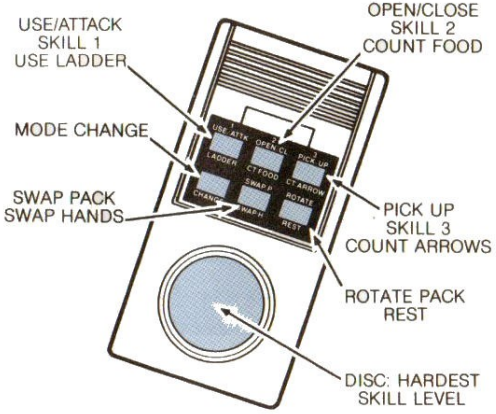
■ To GO DOWN a FLOOR into a new maze using the ladder at your feet, press LADDER.

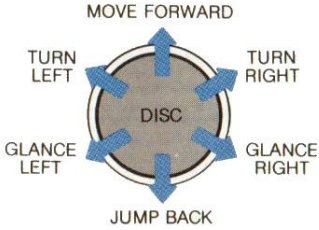
USING YOUR HAND CONTROLLER

Slide AQUARIUS™ ADVANCED DUNGEONS & DRAGONS™* TREASURE OF TARMIN™* overlays into Hand Controller frames, so they cover the keypads. Insert game in mini expander cartridge slot (see mini expander and con-

sole owner's instructions for equipment connection details).

HAND CONTROLLER





■ To use UPPER COMMANDS, press any key on keypad, except CHANGE key. To use LOWER COMMANDS, press CHANGE key first. A COLORED BOX will appear and remain in display at the bottom of your screen indicating you are in the SHIFTED MODE. Now press any key on keypad. To use upper commands again, press CHANGE again. The colored box will disappear, indicating you are NOT in the shifted mode.

■ Commands here are the same as when using the keyboard (see page 3 for description), except that some commands (explained below) are grouped in the Disc.

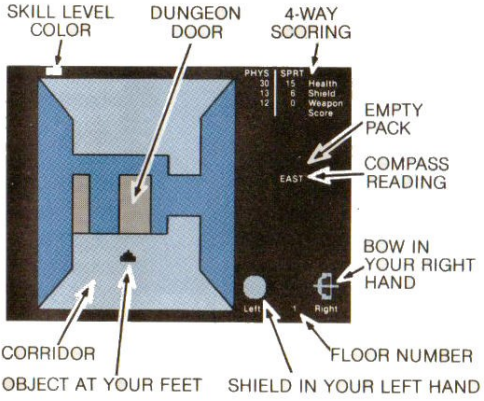
■ To move forward, jump back, turn left, turn right, glance left, or glance right, press FORWARD, JUMP BACK, TURN LEFT, TURN RIGHT, GLANCE LEFT, or GLANCE RIGHT edge area of Disc.

GET READY!

Start by setting the skill level:

USING KEYBOARD OR HAND CONTROLLERS	SCREEN BOX COLOR
Press 3 for Easy	RED
Press 2 for Medium	GREEN
Press 1 for Hard	YELLOW
Press 4 (Keyboard only) or Press DISC for Hardest	BLUE

Once you have set your skill level, the game begins immediately with a brief display of your initial conditions.



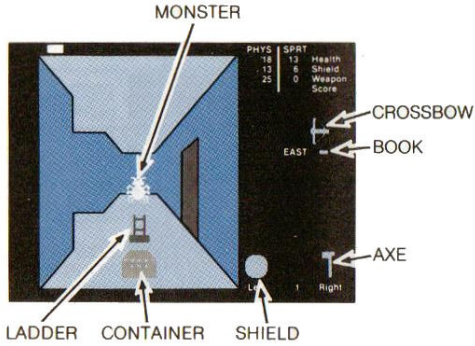
To your LEFT, from the middle of the screen, you see the LIVE ACTION picture of a portion of the MAZE you're in. Everytime you start a new game, this picture is different. To your RIGHT, you see tabulations of YOUR PRESENT GAME STATUS, a COMPASS reading and FLOOR NUMBER indication to know exactly where you are, and the shape of first OBJECT in both YOUR LEFT and RIGHT HANDS. Later on, to your RIGHT, you'll also see the shape and position of OBJECTS transferred to your pack, the MONSTER'S BATTLE STATUS (when a battle occurs), and OTHER SPECIAL indications (sometimes in colors) related to events in the game.

Depending on YOUR CHOSEN skill level, your INITIAL physical and spiritual conditions will appear on the screen, as follows:

INITIAL PHY/SPRT CONDITIONS

	EASIEST SKILL	EASY SKILL	MEDIUM SKILL	HARD SKILL
HEALTH	30/15	30/15	30/15	30/15
SHIELD	13/6	6/4	4/2	2/0
WEAPON	12/0	12/0	12/0	12/0

Now you're on your own in the maze... facing doors and corridors...moving with a BOW in your right hand, a SHIELD in your left hand, some ARROWS in the quiver, a little FOOD in a sack, and an empty pack. Neither the quiver nor the sack are seen. The pack occupies the area on the screen where the compass is, and it is noticed only when stuffed with objects. The compass reads EAST when you start; the floor reads 1.



WHAT TO DO? FIGHT THE MONSTER?...OR PICK UP THE CONTAINER, USE THE LADDER...AND BEAT IT?

As you move on, opening doors, checking dungeons, cutting across mysterious hallways, you bump into different objects and monsters...and perhaps a LADDER. Each floor has a ladder that, when used, places you directly one floor below. There are 98 floors beneath floor 1, or 99 floors in total. Once used, a ladder WON'T allow you to climb up a floor again. However, when you reach floor 99, the deepest one, a ladder will place you back up to floor 90!

MONSTERS will start showing up on floor 1, but the more dangerous ones, including the Dragon King, will start appearing on floor 3 if you're playing on the EASY skill level or on lower floors if you're playing on any other skill level.

Pick up as many OBJECTS as you can, particularly those that have a GREATER VALUE, before even considering FIGHTING a MONSTER...unless he attacks first! A monster can wipe you out with his first blow, if he is very strong, or you are very weak. So, watch out!

When you pick up an object, read its combat physical or spiritual value in the WEAPON or SHIELD line on your screen before you use it or store it away in your pack. Is it a weapon? A shield? An open or closed CONTAINER? Can you recognize it? How many points is it worth? To open a locked container, you'll need a KEY. Keys can be found only inside containers. TREASURES and USEFUL ITEMS are also found in containers. Many of these items have MAGICAL POWERS — good and bad. You see,

this is a strange land. That's why you should familiarize yourself with the "SECRETS OF THE UNIVERSE" tables, found toward the end of this book, whenever you can.

When you pick up a TREASURE, read its value in the SCORE line (see page 12). Values will ACCUMULATE here as you pick up more treasures. But those values WON'T help your OVERALL physical and spiritual status. Thus, to BUILD your CHARACTER — which you must in order to survive — you should concentrate on collecting WEAPONS, SHIELDS, and USEFUL ITEMS.

Make sure you get as CLOSE as you can TO and FACING the OBJECT you are going to PICK UP, the DOOR you are going to OPEN or CLOSE, the LADDER you are going to USE, or the MONSTER you are going to FIGHT — or nothing will happen when you EXECUTE the command. Make sure you know WHERE you are going. Check the COMPASS from time to time. Make sure you are STRONG ENOUGH to fight a MONSTER! (You'll need to pick up more of the high-scoring weapons, carry the best of them in your right hand, a powerful shield in your left hand, and be wise enough to COMPARE the monster's points against yours when his are displayed on the screen during a fight!) Take a REST after each fight. Your HEALTH SCORE will go up one unit for every unit of food you eat!

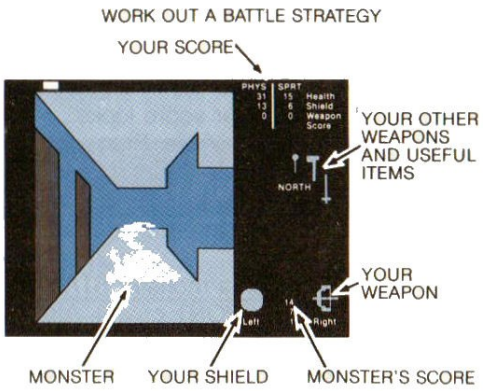
Some walls contain HIDDEN DOORS. If TRAPPED in a DUNGEON, a HALLWAY, or a SECTION of the MAZE which

seems to repeat itself endlessly, look for possible hidden doors. Confront any suspicious wall as you would confront a regular door, and press OPEN. If hidden, the door will open. If not, turn around... step by step...and try other walls...or other pathways. There's always a way out!

FIGHTING THE MONSTERS

You must have a WEAPON or MAGICAL ITEM for use in your RIGHT HAND in order to FIGHT. If you don't, SWAP a weapon from your left hand or pack. Or PICK UP a weapon that you find. Try to be prepared with a SHIELD in your LEFT HAND. If needed, ROTATE objects in your PACK. Make sure the VALUES of your weapon and shield are HIGH ENOUGH for this particular fight.

WORK OUT A BATTLE STRATEGY



Remember, many weapons and items will VANISH upon their use in a battle. So keep several weapons in your pack to ensure VICTORY. Watch both your score and the monster's score BEFORE

and AFTER every ROUND of attack. Work out a BATTLE STRATEGY. Some monsters will knock you out with just one or two blows...if you're not careful!

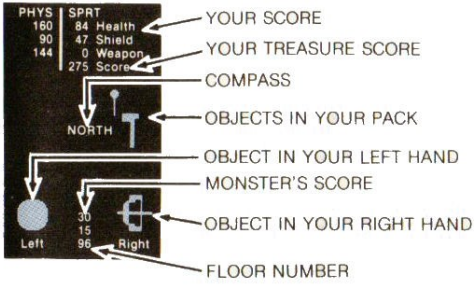
Avoid attacking if your score looks weaker than the monster's. Press JUMP BACK and move away. Chances are you can pick up more weapons in the hallways and dungeons and attack later!

You can only attack a monster STANDING DIRECTLY in FRONT of you. After you attack you must wait YOUR TURN to attack again. The exchange will be brief if either you or the monster is much stronger. Or it may last quite a while if there is a balance of forces. The battle ENDS when either you or the monster DIES...or when you retreat. Monsters never retreat. A dying monster automatically disappears from the screen. If you are the loser, the screen will let you know with the message, "YOU DIED." And this will be the end of the game. Press any key and the screen will put you back at the beginning of the game, where the GAME TITLE appears.

SCORING

YOUR SCORE is always shown in the upper part of the right hand side of the screen. The MONSTER'S SCORE will appear only during a fight and in the area between the compass and your two hands.

The top three lines of your 4-way scoring show a physical and spiritual value. The TOP LINE shows your overall health value, the OTHER TWO show your shield



or weapon value when you pick up a shield with your left hand or weapon with your right hand. The BOTTOM line refers only to the ACCUMULATED VALUES of treasures you have picked up.

The monster's score shows his physical and spiritual value during a battle only. As the battle progresses both his score and your score keep CHANGING, moving up or down in values, until one of the two fighters wins. The WINNER gains points, the LOSER dies with a 0 value in at least one of his two health scores.

SECRETS OF THE UNIVERSE

WEAPONS

WEAPON COLORS	POWER
RED	REGULAR POWER
YELLOW	MEDIUM POWER
VIOLET	HIGH POWER
WHITE	SUPER POWER

PHYSICAL WEAPON TYPES	SPECIAL SECRETS
	**BOWS** Use 1 arrow at a time; bows may break
	**AXES** Vanish when used in an attack
	**MACES** Vanish when used in an attack
	**CROSSBOWS** Use 1 arrow at a time; cross-bows may break

SPIRITUAL WEAPON TYPES	SPECIAL SECRETS
	**SCROLLS** Reusable; may break
	**FIREBALLS** Vanish when used in attack
	**BOOKS** Reusable; may break

SHIELDS

SHIELD COLORS & POWER: Same as WEAPON

■ A shield can give you different degrees of physical and spiritual protection at the same time.

SHIELD TYPE	SPECIAL SECRETS
	SMALL SHIELDS Hold in left hand during fight
	LARGE SHIELDS Hold in left hand during fight
	RINGS Pick up to put on; best color is kept

	HELMETS Pick up to put on; best color is kept
	BREASTPLATES Pick up to put on; best color is kept

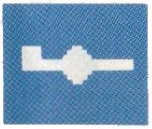
CONTAINER TYPES/SPECIAL SECRETS	
	UNLOCKED BOXES Contents: GOOD Open to grab contents
	LOCKED BOXES Contents: BETTER Use key to unlock, then open to grab contents

■ When opened or unlocked, containers reveal a treasure or a useful item. The value of the treasure or item found depends on the type and quality of the container.

TREASURE TYPES	VALUES RED	YELLOW	VIOLET	WHITE
 NECKLACES	4	9	12	26
 CHALICES	10	21	42	86

■ Picking up treasures with your right hand automatically scores them for you on the SCORE line of the 4-way screen tabulation.

■ Treasures disappear when picked up, because you either carry them in your pockets or wear them.

USEFUL ITEM TYPES	COLORS	SPECIAL SECRETS
 KEYS	**RED** Unlock red containers	
	YELLOW Unlock red or yellow containers	
	VIOLET Unlock red or yellow or violet container	
	WHITE Unlock any container	
 PHYSICAL POTIONS (VANISH ON USE)	**RED** Turn phy health score red when in use; raise maximum score to 96	
	YELLOW Turn phy health score green when in use; raise maximum score to 128	
	VIOLET Turn phy health score yellow when in use; raise maximum score to 160	
	WHITE Turn phy health score blue when in use; raise maximum score to 192	
 SPIRITUAL POTIONS (VANISH ON USE)	**RED** Turn sprt health score red when in use; raise maximum score to 48	
	YELLOW Turn sprt health score green when in use; up max score to 64	
	VIOLET Turn sprt health score yellow when in use; up max score to 80	
	WHITE Turn sprt health score blue when in use; up max score to 96	
 LARGE POTIONS (VANISH ON USE)	**RED** Refresh phy & sprt health to maximum; help in fights, but lose 1 turn during fights	
	YELLOW Raise phy health score by 10; help in fights, but lose 1 turn during fights	
	VIOLET Raise sprt health score by 6; help in fights, but lose 1 turn during fights	
	WHITE Variable — gain or lose in phy or sprt health or both, but lose 1 turn during fights	



MAP BOOKS
(USE IN YOUR
RIGHT HAND)

RED View map of floor you are on...white block is where you are now

YELLOW Same as RED plus violet block shows position of ladder

VIOLET Same as YELLOW plus yellow blocks show positions of monsters

WHITE Teleport book moves you forward in maze rooms in spite of walls, but not into monsters

MONSTERS	SPECIAL SECRETS
BAD MONSTERS	Use spiritual weapons only
NASTY MONSTERS	Use physical weapons only
HORRIBLE MONSTERS	Use both spiritual and physical weapons

MONSTER COLORS	POWER
RED	REGULAR POWER
YELLOW	MEDIUM POWER
VIOLET	HIGH POWER
WHITE	SUPER POWER

MONSTERS

BAD MONSTERS



SPIDERS



SNAKES



GRIFFINS



DINOSAURS

NASTY MONSTERS



BATS



GHOSTS



JACKALS



DRAGONS



WIZARDS

HORRIBLE MONSTERS



DRAGON KING

■ Monsters in each group are listed in order of destruction power, leftmost being the most destructive!

■ Each monster can appear in red, yellow, violet or white, except for the Dragon King which appears only in white.

■ All together there are 10 types of monsters; you'll find more of the nasty and horrible ones in the deepest floors... down past floor 15...if you care to find them!

■ Damage done to a monster in a fight depends on monster's health, monster's shield, your health, your shield, and your weapon. In either case, it also depends on whether the encounter is physical or spiritual.

■ The Dragon King is the most frightening monster of all! In a fight, it will shatter the weakest of either score — your physical health or spiritual health.

■ To win the game you must slay the Dragon King!

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any AQUARIUS™ cartridge, cassette, or disc it manufactures, that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

Mattel Electronics will not assume any liability or responsibility for loss or damage, direct or indirect, caused by or alleged to be caused by any Aquarius cartridge, cassette, or disc (software programs) or the use made of any such program by the consumer. This disclaimer includes but is not limited to any interruption of service, loss of money, or anticipatory profits resulting from the use or operation of such programs.

Mattel Electronics sole obligation under this warranty will be to repair or replace the defective product, at its option. If defective, return the cartridge, cassette or disc along with proof of the date-of-purchase to either your local dealer or postage prepaid to:



Mattel Electronics Service Center (West)
13040 East Temple Avenue
City of Industry, California 91746

This warranty excludes incidental or consequential damages resulting from the product or use of the product. (Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion may not apply to you.)

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from purchaser abuse, accident, negligence, or damages subsequent to purchase.



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