



TEXAS INSTRUMENTS HOME COMPUTER

HUNCHBACK

SOLID STATE CARTRIDGE

This command module is designed to be used with the Texas Instruments TI-99/4A only.
This game uses speech, to hear the speech you must connect the Texas Instruments Speech Synthesizer

As Quasimodo the Hunch Back, you must rescue the fair maiden Esmeralda, trapped in the castle stronghold! 15 screens of action brought straight from the arcade machine of the same name. Dodge the fireballs and arrows, jump over ramparts and guards, avoid the climbing Pikeman, swing over fiery pits and finally rescue Esmeralda. Game restarts at beginning with faster projectiles.

RETROSPECT
GAMES



(C) 1983 Century Electronics UK Ltd
Written for Texas TI-99/4A by Retrospect

32K Memory Expansion must be connected

LOADING THE GAME

Ensure 32K memory expansion is connected.
Speech Synthesis Unit is optional.

Editor Assembler :
Choose option 5, type "DSK1.HBACK-E"

Extended Basic:
Type "OLD DSK1.HBACK-X" and "RUN"

Cartridge:
Slide cartridge carefully into slot, select
option 2 on the master title menu.



If the game has loaded correctly, you will see this screen. This is the title screen. Pressing fire on Joystick-1 starts the game.

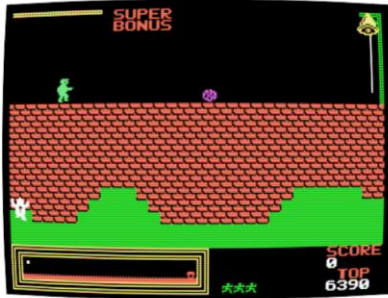


When fire is pressed, the screen will fill with hearts and a short tune will play (with bells, of course!)

You are now ready to rescue the lovely Esmeralda from the castle stronghold!



This is the first screen you will see upon starting the game. There are several things to note here;



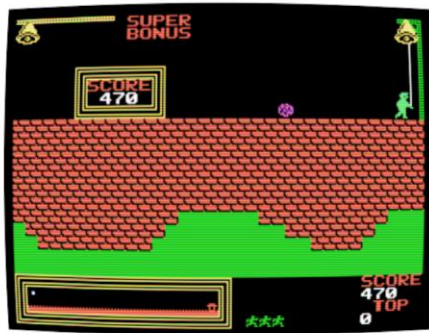
Firstly you should avoid the fireball by jumping with the Fire button, you can jump back, forwards, or straight up. You'll notice the words "Super Bonus" atop the screen. If you can complete four screens without losing a life, you'll get a reward for the four bells you've collected. Lose a life during this process and your reward is gone. Head toward the rope attached to the bell at the right side of the screen.

The climbing Pikeman. He's coming after you and he's not afraid of heights!

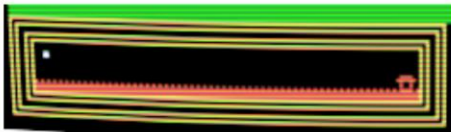


The climbing Pikeman will climb up the castle wall, and when he reaches the top he will walk across the wall toward you. If he touches you, you lose a life. However, he serves another purpose. The further away from you he is when you reach the bell, the more score points you are awarded. This score award is included when you get the four bells bonus too.

Here is an example of the player being awarded one bell, and a score of 470 points.



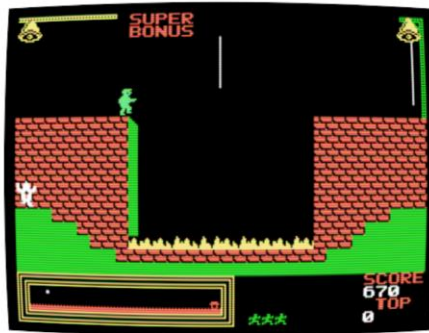
You'll also notice there's a map of sorts, of the castle at the bottom of the screen. This comes with an indicator, to show the player what screen they are on. There are 15 screens in total including the maiden's stronghold.



The 3 stickmen are lives left, then there's the score and the top score.



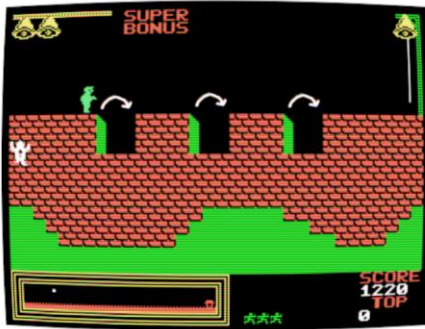
After the first screen you'll see this. You'll need to practise this as there's several such screens!



To get across the firepit, the player must jump onto the moving rope at just the right time. You can stand at the very edge of the pit but be careful! Once on the rope, don't press fire until the rope gets all the way over to the other side. Once you've pressed fire, the player jumps from the rope and can then walk to the bell rope.

Don't take too long, though, as the climbing Pikeman is coming and he can lay his own bricks to get over these gaps! Didn't we mention, he's a bricklayer in his spare time.

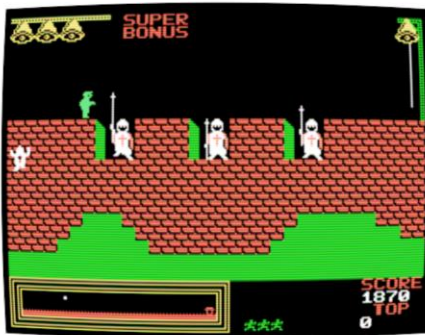
After each firepit screen you'll see this screen, with three ramparts to jump across. You won't see these arrows, though.



If you stand close enough to the edge, you should be able to make it across with the fire button and pushing right. It may take some practice. You'll notice when you jump, the Hunchback makes a groaning sound, as he hates having to jump. Also when you move him, he'll make a hobbled galloping sound.

The poor Hunchback really isn't the best kind of chap for all this but he's the only one willing to rescue Esmeralda!

You'll need patience and skill to get over these angry Pikemen! They do this all day, you know.



This is the most common screen you'll see, and it's easiest when it's just the 3 Pikemen to jump over. Wait until their spears are lowering then jump! It gets harder still when the arrows and fireballs appear on later screens.

This is similar to the last screen, which we won't show you so as not to spoil the game. Except there's a small stronghold with the beautiful Esmeralda trapped inside. The player can walk past the stronghold to the bell rope to rescue the stricken maiden.

Notes about gameplay

Just like the arcade original, some screens are quite hard to the point of almost unfair. You'll notice arrows that come from behind the player, as well as in front of the player.

The arrows and fireballs all appear after a random amount of time. Once they are on the screen, they fly constantly at their set speeds.

When the player has rescued Esmeralda, the game re-starts but with three changes. The walls are a different colour, the fireballs and arrows are faster, and there's always a fireball on any Firepit screen.

(C) 1983 Century Electronics UK Ltd
Written for Texas TI99/4A by Joe Morris

