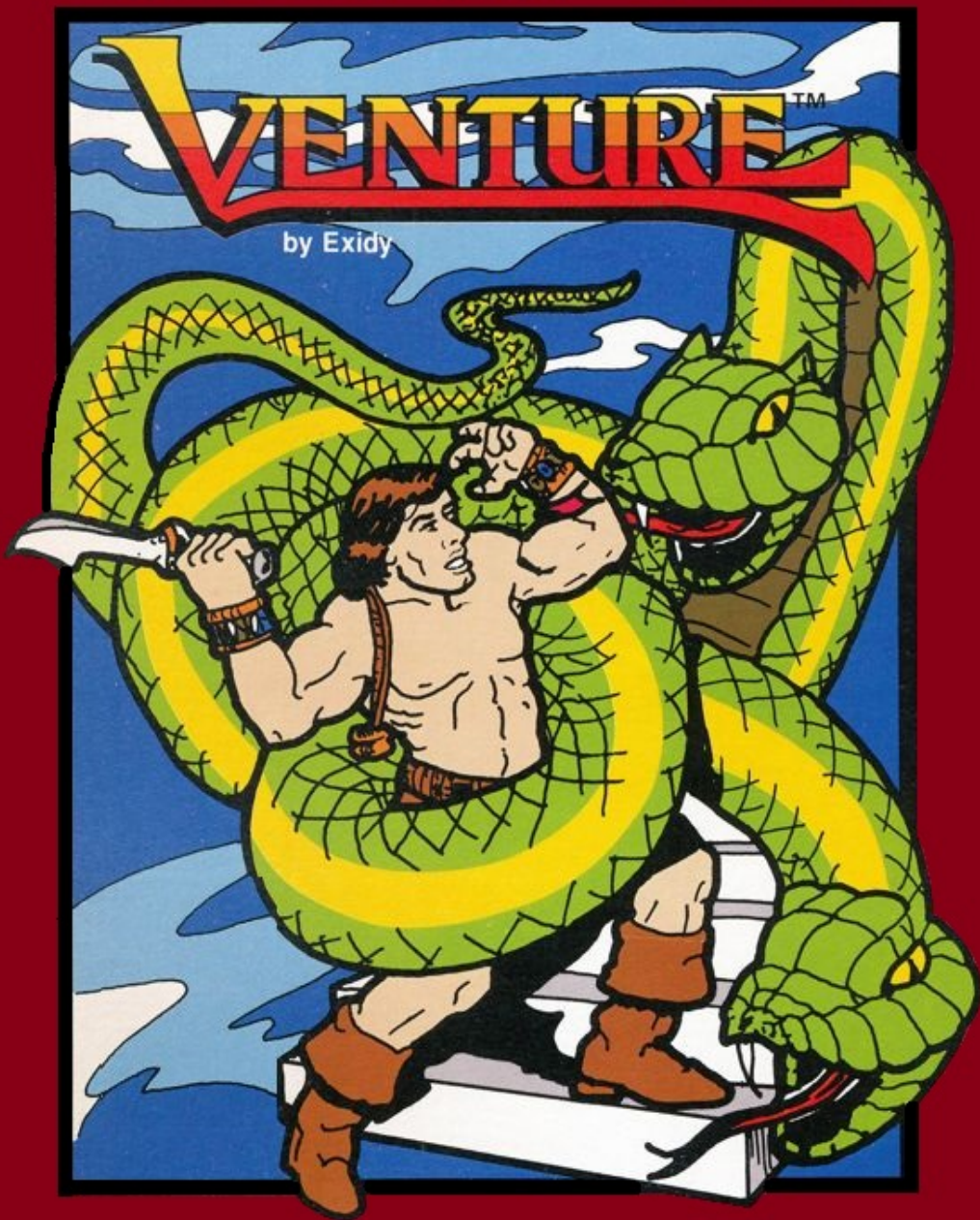


# T199/4A™

VIDEO GAME  
CARTRIDGE



## GAME PLAYER MANUAL

# GAME DESCRIPTION

Winky™ has climbed deep inside a dungeon laden with incredible treasures, but guarded by terrible monsters. Equipped with only bow and arrows, he seeks the treasures as the monsters close in. Guide him through the dungeon rooms...but don't stop to count your treasure until you're through!

## Getting ready to play

Make sure the TI99/4A home computer is plugged in and connected to its monitor or television set (Image 1).

Insert the Venture™ game cartridge (Image 2) into the computer's cartridge port and power on the computer system.



Image 1



Image 2

The cartridge menu should appear on screen (Image 3). If the menu does not appear, **power off** the computer and **restart** after waiting

several seconds. If the software continues to fail to start, immediately **return the game to the retail outlet where it was purchased.**

The cartridge menu will have **two** options. Select **option 2** to start the Venture™ software.

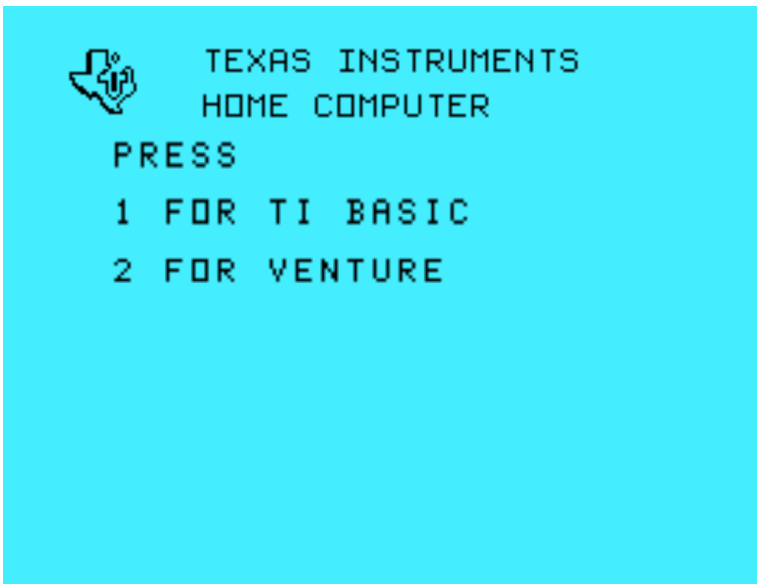


Image 3

The Venture™ game **title screen** (image 4) will appear on the computer's display screen. The title screen offers 4 selections, **START, INSTRUCTIONS, OPTIONS** and **EXIT**.



Image 4

The **START** option begins a new Venture™ game. The **INSTRUCTIONS** option will display the in-game instructions screen (Image 5). The **OPTIONS** choice will bring up the game options screen (Image 6). The **EXIT** option will exit from Venture™.

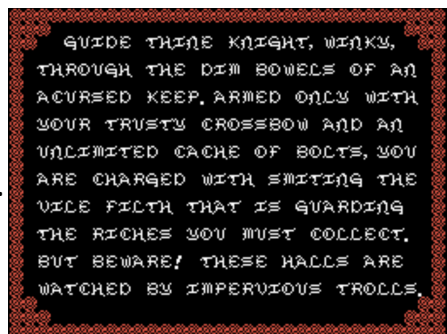


Image 5



Image 6

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# Game Options

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The options menu has 4 settings that can be adjusted to the player's preference. To select a desired setting, press the **SPACE BAR** to toggle the **Winky™ Icon** to the desired setting. Use the **PLUS** and **MINUS** (+ and -) keys to adjust the settings to desired level.

The **LIVES** setting, allows the player to start the game with **additional lives** for **Winky™** (the default is 3 with a maximum of 6). The number of lives can be reduced below three, but this is not recommended.

The **BONUS** setting allows the player to adjust how many points are needed to gain an **extra life**. The **default** value is **20000 points** but it can be reduced to a minimum of **10000** and a **maximum** of **50000**. The user is also able to set the value to **NONE**, which will award **no BONUS lives** during game play.

The **MUSIC** option allows the player to turn off the game's music. **EXIT** returns the player to the **title screen**.

The **EASY MODE** setting allows the player to toggle between **normal** game play and game play that is **less challenging**. When EASY MODE is turned on, there are **fewer wandering trolls** and **no limit on how long** Winky™ can remain in a room.

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## Game Mechanics

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Use the TI99/4A compatible **joystick** controllers (Image 7) to guide Winky™ through the various game levels and rooms.

Move the joystick in the direction of Winky's desired movement. Use the controller's Fire Button to fire arrows when Winky™ is in a dungeon room.



Image 7

It is important to have the **ALPHA LOCK** key in the **up position** during game play. **The Z key will pause the game.**

# Game Play

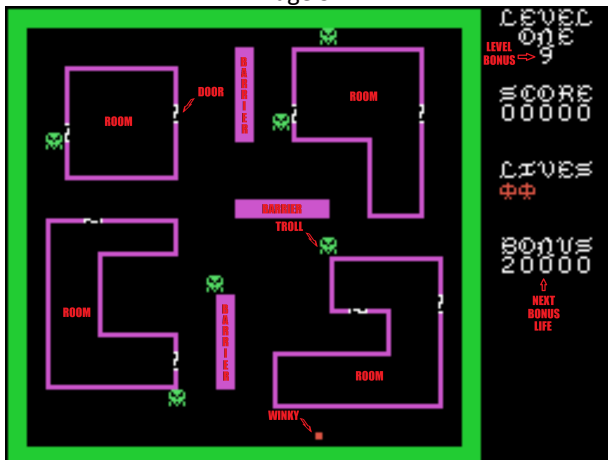
The game starts with **Winky™** collecting his trusty **bow** and descending the dungeon's **staircase** to face the perils below and collect the **treasures** he covets (Image 8).



Image 8

Winky™ emerges from the staircase into a great hall fraught with danger. The dungeon is infested with deadly, **invulnerable cave trolls**, who would like nothing more than to make a meal of our hero (Image 9).

Image 9



Winky™ **must avoid** the trolls and make way to each of the hall's rooms. Winky™ is not able to fight the cave trolls so they **must be avoided**.

Each level and room has a **status display** that shows the **lives remaining**, current **score** and score the **next bonus life** will be awarded.

The display shows the **Level Bonus Counter**. This timer is used to determine the **level bonus points** awarded upon completion of the level. The higher this number is, the more points are awarded.

To **complete a level**, Winky™ must enter **each room**, collect the **treasure** and **exit without being killed** by the horrors residing within. Winky™ is armed with a **bow** and unlimited **arrows**.



Image 10



Winky™ must **avoid** the blood thirsty **monsters** or **kill them** with his **bow and arrows**. Should Winky™ exit a room without collecting the treasure, **monsters will respawn** themselves when Winky™ returns to the room.

Monsters that have been shot but are in the process of **dying, can still kill Winky™**. **Avoid dying monsters** and try not to let them block your path (be careful where you kill them).

Winky™ **must collect each room's treasure** to advance to the next level. Winky™ **cannot return** to rooms where the treasure was **already collected**.

Should Winky™ linger in a **room for too long**, a wandering cave **troll will give chase** and kill him if caught. This **troll cannot be killed**, so flee for your life should he appear.

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## Special Rooms

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There are a number of rooms throughout the game that are a little **different than most** of the other rooms.

In these rooms, monsters **might not appear** until **after the treasure is collected** or additional monsters might show up.

In one room, monsters are held safe, **behind barriers**, until a certain amount of **time has passed** and the barriers are **lowered**.

For one note worthy room, there are **no monsters**. This room contains **deadly moving walls** (Image 11) that **will kill** Winky™ should he come in contact with them.

Winky™ is unable to use his bow in this room and a **cave troll** will come knocking should Winky™ take **too long** to traverse these obstacles.

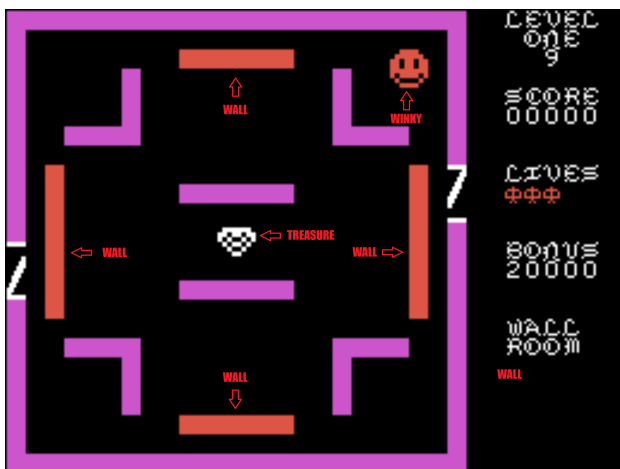


Image 11

# Level Completion

Once treasures have been collected for all rooms of the current level, the level is considered “**completed**” and the **level completion screen** will appear (Image 12).

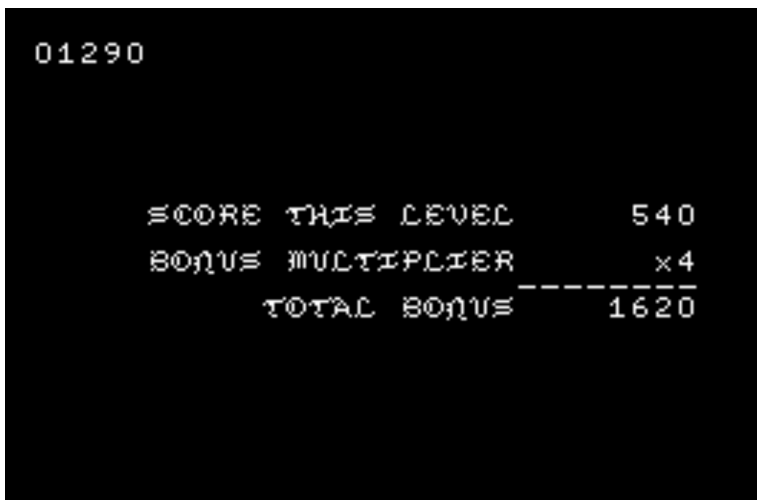


Image 12

**Level bonus points** are awarded at this time. The points are calculated from the points awarded for **monster kills** multiplied by the **level BONUS MULTIPLIER**, which is based on **how quickly** the level was **completed**. This multiplier can be from **9 to 0**.

After the bonus is awarded, Winky™ returns to the **level start screen**, where he will begin the **next dungeon level**.

This screen (Image 13) will show **all treasures** that have been successfully **collected**. When all **40 unique treasures have been collected**, Winky™ retires, the **game ends** and the **credit screen** is shown.



Image 13

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# Credits

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Original game produced by **Exidy**, (1981)

TI99/4A Venture port by **Brian Gray**, (2025)

Thanks to Stefan Bach, Harry Wilhelm, M. Brent

Thanks to Sometimes99er for the Venture™ font

Thanks to **AtariAge** and the **TI99/4a Community**

Thanks to Ciro Barile TI99IUC [TI99 IUC | Homepage](#)

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TI99 Port by Brian Gray