



# TEXAS INSTRUMENTS COMPUTER SOFTWARE

## WING WAR<sup>®</sup>

### ENTERTAINMENT SPEECH CARTRIDGE

This cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only. Optional **Solid State Speech™ Synthesizer** must be attached to the computer to activate the speech capabilities of the cartridge.

Countless ages before humans walked the earth, great flying dragons fought to survive. The uncharted world was filled with their natural enemies. But the dragons had to go on danger-filled adventures, driven by irresistible, primal need.



# GAME OBJECTIVE

- \* Hunt and destroy natural enemies to create valuable crystals.
- \* Gather Fire, Air and Water Crystals to gain more power and defensive strength. Be sure to keep Fire and Water Crystals apart!
- \* Create Super crystals by gathering all 3 elements, then make a daring raid through the secret passage to capture a precious treasure!

## CONTROLS

### TO FLY:

- \* Press Q or Y, or the button on the Joystick Controller, to flap the Dragon's wings and gain altitude (each time you press a button the wings flap once).
- \* The dragon descends when you don't flap its wings. But press E or I to descend faster.
- \* Press S or D, J or K, or ← or → on the Joystick Controller, to set the dragon's direction.

### TO THROW FIREBALLS:

- \* Press X or M, or ↓ on the Controller.

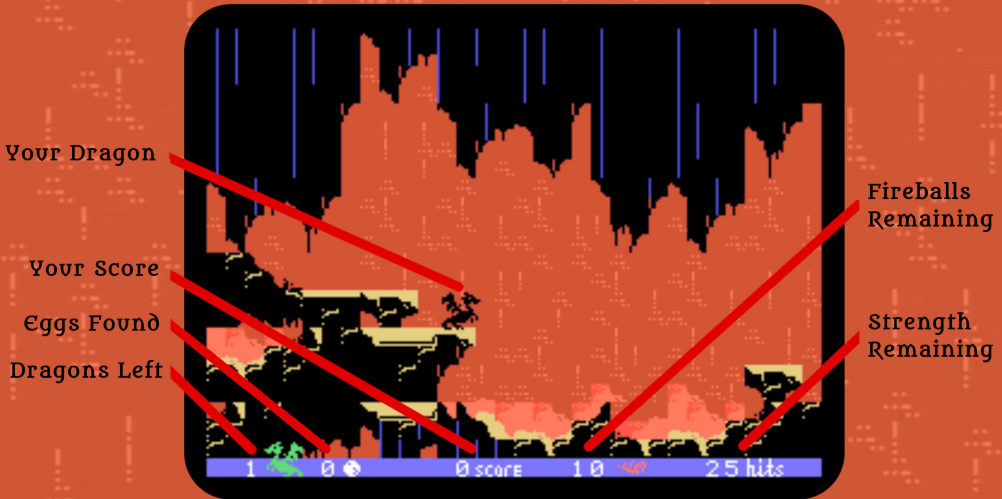
### TO PICK UP CRYSTALS:

- \* Fly across the crystal's path, so that the dragon can grab the crystal in its claws.

### TO DROP OFF CRYSTALS:

- \* Return to the dragon's den, and release the crystal from the dragon's grip by colliding with its perch or the cavern walls.

# GAME PLAY



- \* Fly your Dragon to the outside world to acquire crystals.
- \* Flap its wings and find your way out of the Den.
- \* On its quest, the Dragon meets many enemies...
  - \* Destroy them with fireballs to clear your path.
  - \* Most enemies turn into water crystals when destroyed.
    - \* If the Dragon runs out of fireballs, wait a short while and its fire will be restored.
  - \* Every contact with an enemy makes the Dragon lose some strength.
    - \* When all the Dragon's strength is gone, the next enemy contact kills the Dragon.
  - \* Each newly-born Dragon has at least 10 fireballs and 25 strength.



# CRYSTALS: THE VITAL ELEMENTS

- \* During your Dragon's adventures, you'll discover many kinds of crystals. Pick them up and bring them back to the Den, and the Dragon becomes stronger.
- \* To pick up a crystal, fly across its path, and the dragon will grasp it in its talons.
- \* If any enemy touches the Dragon while it's carrying a crystal, the crystal will fall.
- \* If the dragon flies into an object, the crystal will fall.
- \* To create a Super crystal, bring a Fire, Air and Water crystal back to the Den.
- \* **IMPORTANT:** If Fire and Water are brought to the Den, they'll destroy each other, unless you keep them apart with an Air crystal. Get crystals in either of these sequences:
  - \* Fire, Air, Water
  - \* Water, Air, Fire



**FIRE:** These burning embers come from volcanoes. To awaken them, strike their guardians with your dragon's flame. In time, embers will rise. Fire crystals brought back to the Den give the Dragon more fireballs.



**WATER:** These blue crystals are created when the Dragon kills its enemies. As the spirit leaves the body, a crystal falls which the Dragon may claim, and add to its hoard.



**AIR:** These crystals shine with a purple glow. Look for them where sky and water meet, or find them in the icy deposits which line the caverns nearby.



**SUPER CRYSTALS:** These crystals are created when the Dragon brings home a Fire, Air and Water crystal. Super crystals greatly increase the Dragon's might.



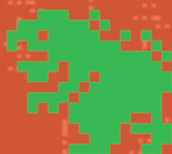
# FOUNTAINS: CLEANSING POWER



The Dragon must purify its treasures in the magical essences of the fountains which lie outside its Den, in order to preserve them. Once you've found a crystal, pass it through each of these fountains, before returning to the Den.



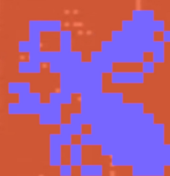
## THE DRAGON'S ENEMIES



CAVE  
TROLL



CAVE  
GHOST



BLOTTER  
BUG



WATER  
DEMON



DRAGONFLY



BEE  
SWARM



ROCK  
DEMON



FIRE  
DEMON



BAT



SPIDER

# GREATER VICTORIES

\* Hidden in the lands obscured from view are treasures greater even than the crystals the Dragon covets. See if you can discover them, on your quest.



**Eggs:** Dragon eggs are precious both to dragons and their enemies. Seek out these stolen eggs in the stone fortresses of the sky.



**A Mate:** The desire for a mate is as natural to a dragon as to any other warrior or beast. Find the Dragon its mate by searching the skies.



**Treasure:** The Dragon's breath can tear through stone itself. Find a path through the cave walls to greater treasures, when the opportunity arises.



**Super Super Crystals:** More powerful even than the super crystal, and rarer still, this crystal gives the Dragon immense power. Only the most intrepid adventurer can hope to discover where they hide.

<b>TI-99/4A</b>	
(←) <b>S, J</b> (→) <b>D, K</b>	Moves the Dragon left and right
<b>E, I</b>	Increases the speed of the Dragon's descent
<b>X, M</b>	Sends forth the Dragon's fireball
<b>Q, Y</b>	Flaps the Dragon's wings
<b>P</b>	Pauses the game
<b>FCTN 8 or 8 (REDO)</b>	Starts a new game
<b>FCTN 9 or 9 (BACK)</b>	Returns to the title sequence

For rapid play, Wing War allows you to press the number key without the **FCTN** key for **REDO** and **BACK**.

If the optional Joystick Controllers are used, the Dragon may be controlled using the stick.

The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

Texas Instruments invented the integrated circuit,  
the microprocessor, and the microcomputer.  
Being first is our tradition.

