

TANTOORAN

VOLUME ONE

ABOUT THE GAME

It is a version of the game Tomb of Mask Color, converted to Commodore 64. There is a version for DISC and EASY FLASH cartridge (D64 and CRT image). Preview version has only 10 levels. This release has 40 levels.

The game is loading with "classic" LOAD "*",8.

If you are loading the game from another drive, change number 8 as needed.

Check on the end of this "manual" about hardware compatibility.

GAME PLAY

The game is pretty simple! You control a little man called TANTOOMAN.

His goal is to paint every little maze, but there are enemies and time that counts down, which works against him! Each level consists of three sublevels.

At the start of the game, TANTOOMAN has 9 lives.

When he paints the maze, he collects coins. If he collects 32 coins, he gets a life! When he gets a life, his coins are reset to 0.

If TANTOOMAN loses his life, he returns to the first sublevel. His coins are returned to the amount they were had before the start of the first sublevel at that level.

He can also earn two lives. First, when you finished the PART, you will be rewarded with it and if he successfully completes the BONUS RUN. In the BONUS RUN, if he fails to reach the end point (like enemies push him or time counts down to zero), he doesn't lose a life but continues on to the next level. If he manages to reach the end point, he gets two lives!

Of course, you encounter enemies during the game like arrows, knives, teleporters, bats, bouncers and blowfishes.

CONTROLS

The controls are simple. You control your player with:

- KEYBOARD: CRSR UP/DOWN, CRSR LEFT/RIGHT
- JOYSTICK in port 2
- selections in menus are managed logically, with CRSR UP/DOWN or CRSR LEFT/RIGHT+RETURN or with JOYSTICK PORT 2+FIRE

STATUS BAR

While playing, you have a status bar at the top of the screen:



"Legend" are:

- first number after LEVEL: number of PART (1,2,3)
- second two numbers: number of level in PART
- third number after TIME: countdown time
- forth number after HEART: number of lives remaining
- fifth number after COIN: number of coins collected
- first check point to solve first sublevel
- second check point to solve second sublevel
- third check point to solve third sublevel

Here is example, PART 1, Level 13, counting on 9 seconds, solved first sublevel, you are currently on second sublevel of level 13:



At the bottom of the screen, when you finish a level, sometimes you have the option to save the game position:



You have a choice of SAVE-GAME, entering save-game menu or NEXT, continue to the next level without saving!

You choose it with CRSR LEFT/RIGHT+RETURN or with JOYSTICK+FIRE.

SAVE MENU

You have three game slots available.

You select the slot with CRSR UP/DOWN or with the JOYSTICK.



If the slot is EMPTY, after selecting and pressing RETURN or FIRE, the game position should be saved in that slot.

After saving, you'll go back to the level you finished.

If you want to overwrite an existing game slot, select the one that is in use, with RETURN or FIRE.

You will be asked:
SAVE CHANGES? (Y/N)

If you answer with "Y", you will save the position in that slot and return back to the level you completed.

If you answer with "N", you will continue with the selection.

If you don't want to save the game slot, press BACK to return to the level you completed.

If you just want to delete a game slot, select the slot and press the "C" (CLEAR) key. The slot will be deleted, but to save the changes you must select BACK, then it answer:

SAVE CHANGES? (Y/N)

If you answer with "Y" you will save the change. If you answer with "N" the change will not be saved.

Both answers take you back to the level you finished.

INTRO MENU

In the intro menu you have three straightforward options (START GAME, SET PLAYER and LOAD GAME):



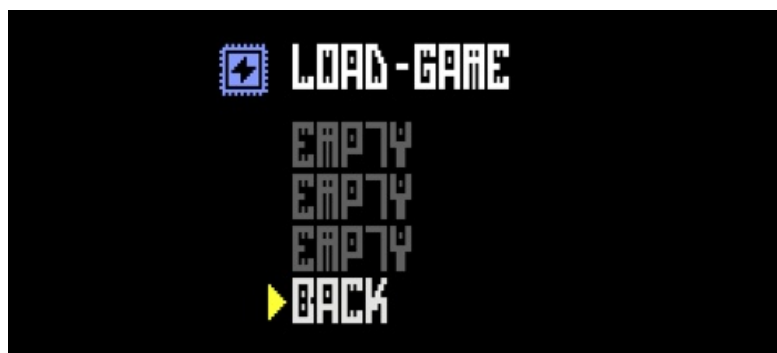
First option START GAME leads to loading first PART and starting the game.

SET PLAYER option change your look of current player. You have five options:



TANTOOMAN (default), SKULL TANTOO, PAINT BRUSH TANTOO, DOG TANTOO and RABBIT TANTOO.

Last option is to LOAD GAME. From this menu, you load and start game from the saved game position. You choose a saved slot and activate the loading of the game with RETURN or FIRE. After loading, the game continue at the saved game position.



DISC (D64 image) version is tested on this hardware:

- C64 / C64 Reloaded MK2 + 1541UltimateII/1541UltimateII+
- C64 / C64 Reloaded MK2 + SD2IEC drive
- C64 / C64 Reloaded MK2+ 1541/1541-II/1570/1571 drive
- Ultimate 64/Ultime 64 Elite
- Ultimate 64/Ultime 64 Elite + SD2IEC drive
- Ultimate 64/Ultime 64 Elite + 1541/1541-II/1570/1571
- Pi1541 disc drive
- theC64 mini

If your hardware suport JiffyDOS kernals, you can also use them with DISC version.

EASY FLASH (CRT image) version is tested on:

- C64 / C64 Reloaded MK2 + Easy Flash 3 Cartridge

On the Easy Flash 3 cartridges, game slot saving works as expected, because game slot is stored via EAPI on the flash rom. After turning off/on the computer, the slot remains stored on flash rom and ready to be used in game from "load menu".

Tested also with:

- C64 / C64 Reloaded MK2+ 1541UltimateII/1541UltimateII+
- Ultimate 64/Ultime 64 Elite, standalone
- C64 + Kung Fu Flash

On the Ultimate 64/Ultime 64 Elite and Ultimate cartridges, when you save the game position, you need to do next:

Ultimate documentation says that it is necessary to freeze the game, enter the FS root storage (usb drive or something like that), for example, where is crt file stored. Next you need to press F5 and choose entry "C64 Machine". Than choose "Save cartridge". Enter the name of new "changed" crt (with saved slot data) and press "return" to save it. This new crt has saved slot states.
(<https://1541u-documentation.readthedocs.io/en/latest/howto/cartridges.html#easyflash>)

"Kung Fu Flash" also working with this EF version. Procedure for saving slot is the same like on Ultimate hardware.

ABOUT "DEVELOPER PHYSICAL RELEASE"

On "Developer Physical Release", or on SD CARD, main runtime is tantooman121.d64. This version include Sparkle 3.2 loader. Before you load and run that game version, you need first to do firmware upgrade of your SD2IEC device. If you don't do this you will not be able to load and run version 1.21.

You can find firmware on <https://github.com/thierer/sd2iec/releases> and get latest available (v1.0.0atentdead0-164 is fine). After SD2IEC firmware upgrade, game loading and saving run smooth and works much faster.

On SD CARD in root directory, there is file SST (SD2IEC Simple Tool), which I made in BASIC. With this tool you can view which firmware version is on your SD2IEC device or if you need to change device number, you can also do this. Be careful, in that tool is no error handling routines, so type right device numbers or might C64 does not respond until resetting it.

If firmware version is shown as: **0, OK, 0, 0** ... than just reset SD2IEC drive with reset button and do check again.

In case you don't want to upgrade your SD2IEC device, you can load and run standard disc version tantooman120.d64 (in folder STANDARD-VERSION) which include Covert Bitops Loader. This version working natively on SD2IEC without upgrading firmware, but loading is slower. SD2IEC are supported by JiffyDOS, so, if you have enabled JiffyDOS kernal on your C64 than loading would be much improved.

To load and run game, on all C64 models, insert SD CARD in your SD2IEC device. Next you can do `LOAD"$",8` to get directory list in memory. You can check with command LIST what you can load from SD CARD.

You can than load and run "FB" file from SD CARD (`LOAD "*" ,8` or `LOAD "FB" ,8`).

Then select and enter D64 game image and run "MAN" file.

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- Sparta / Sparkle 3.2 IRQ Loader

The game runs only on PAL models of the Commodore 64.