

TOWER OF EVIL

By John Wilson

Many many years ago, our hero, Andros was banished from the court of King Salimos, destined never to return until he could recapture the king's lost treasure stolen by a wicked Necromancer and his minions.

Andros has one powerful aid given to him by an old friend, the court wizard, the power to hurl fireballs from his fingertips.

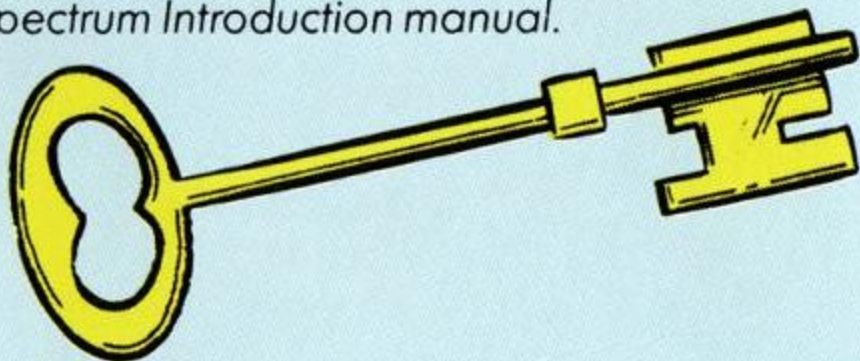
Our hero has journeyed to the Tower of Evil, home of the Necromancer. He will have to move from room to room, killing the evil minions as he goes.

Andros will need to collect the nine treasures, and find the key to the gate enabling him to travel to the next level; a drink from the goblet will grant him invincibility or double his strength for a short while.

Andros must deposit his treasure in the chest which will be found on level 1 before it is safe. Along the way he will need to defeat many gruesome characters including Valfors, Xaphans and Baphonets while trying to find his way around the maze-like Tower of Evil. With over forty rooms to be explored and pits of burning coals to be passed before entering the next level, this game is not for the faint hearted.

GETTING STARTED

- 1** Tower of Evil requires a 48K Spectrum.
- 2** Before switching on the Spectrum, connect the joystick (Sinclair or Kempston) if this is to be used.
- 3** Put the tape into the cassette recorder and rewind to the beginning.
- 4** Check that the EAR lead is connected correctly and that the volume level of the tape recorder is set correctly.
- 5** Press the following keys: LOAD"ENTER (do not leave a space between the quotes).
- 6** Press PLAY on the tape recorder.
- 7** After a few seconds the screen will display PROGRAM: Tower. When the program has finished loading, the title screen will appear. The tape can be stopped and rewound at this moment.
- 8** If the program does not load successfully, try adjusting the volume setting of the tape recorder and repeat the above from step 3. If the problem persists, refer to chapter 6 of the Spectrum Introduction manual.



OPTIONS

1 At the start of each game you have three control options:

1 — Keyboard

2 — Kempston Joystick

3 — Sinclair Joystick

Press ENTER to select the last option you picked (on start up the default is the keyboard option).

2 Press D to pause game. To resume play press A. Pressing BREAK will reset the game.

CONTROLS

Move your joystick to control the direction of Andros. Pressing the fire button will release fireballs at his enemies in the direction he is facing. In the fire pits press the fire button to make Andros jump the flames.

The corresponding keyboard controls are as follows:

Q — up

A — down

O — left

P — right

Any of the keys on the bottom row except the BREAK key can be used as the fire button.



RULES

1 Andros must move from room to room to collect the various items. Each room has between one and four doors through which our hero may freely move. This can prove dangerous though as the Necromancers' minions also have unrestricted movement between rooms.

2 Each storey of the Tower has up to nine rooms in which are hidden a key, treasure and a goblet containing one of two potions — Essence of Wild Volvus which grants temporary invincibility or Cigam which increases the power of his fireballs.

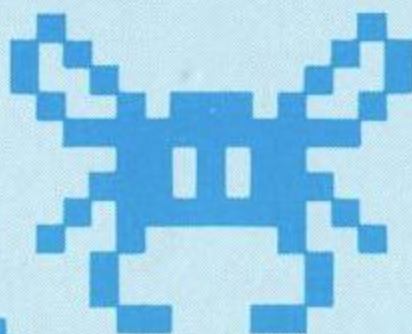
3 To move between storeys Andros must be in possession of the key enabling him to unlock the gate. He must use the Magenta gate if he wishes to ascend and the Cyan gate if he wishes to descend.

4 Andros must negotiate the treacherous Fire Pits between each level. These pits are quite wide and can only be crossed by running at them and pressing the fire button to jump. However time your jump carefully to avoid the balls of fire sent by the evil Guardian of the Fires.

5 Treasure is not safe until it has been placed in the chest which will be found on level 1. Safe treasure is indicated by the item appearing in RED at the bottom of the screen.

If you lose a life you will lose the treasure that you have collected on that level. You will not lose treasure or keys should you perish in the fire pits.

6 There are five storeys to be explored, each inhabited by a different type of minion:



Baphonets

Floor 5
10 points



Xaphans

Floor 3
10 points

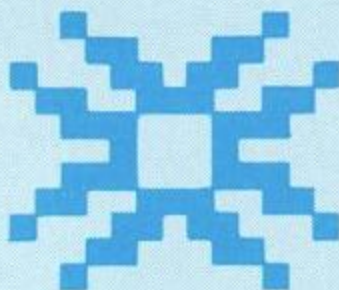


Demi-Clones

Floor 4
10 points

Valfors

Floor 2
10 points



Beelzebubs

Floor 1
10 points

7 As the object of the game is to collect the treasure. You will find that you will not accumulate a high score by merely shooting the minions.

You will score 1000 multiplied by the floor level for each pile of treasure collected.

HINTS

1 Don't hang around the doorways because you won't stand a chance!

2 Minions enter the room at a fixed time interval, one at a time. There is a limit on the number of minions that can appear in a room at any one time. This is dependent on the floor level, and the number of rooms Andros has entered/re-entered.

GAME GUIDELINES

1 Load TOWER OF EVIL into your computer, following instructions.

2 After the title, select the control option and press ENTER.

3 Move from room to room collecting the various objects, destroying the evil inhabitants of the Tower as you go.

4 Negotiate the terrifying Fire Pits enabling you to ascend or descend the Tower.

5 Deposit the Gold you collect into the chest on level 1 to ensure it's safety.