C16 GREATEST HITS
INSTRUCTIONS

INTRODUCTION

This cassette contains four titles for the Commodore 16 computer. All titles will run on the Commodore Plus 4 Computer, except DARK TOWER. On side A are CLASSIC ADVENTURE, DARK TOWER and ROLLER KONG. Side B contains THE WIZARD AND THE PRINCESS. You may find it useful to make a note of the tape counter positions for the start of each game for easier future reference.

Before loading any game, please make sure that your Cassette player is connected, and that you have turned the machine off and then on again. Individual loading hints are included within the instructions for each game.

If you have difficulty in loading any game, please consult your user manual. Often loading problems can be eliminated by ensuring that your cassette player is as far away from your TV as possible.

In the unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the nearest office to you. We will gladly replace it. PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE. (This does not affect your statutory rights.)

Classic Adventure
Loading:
Type LOAD followed by "RETURN," start the tape, and when "READY" re-appears, type RUN and press the "RETURN" key.

Gameplay:

You have to collect many valuable treasures hidden in a cave complex. Your computer will act as your eyes and ears, but you will have to enter the commands. These generally take the form of a verb followed by a noun, such as "TAKE KNIFE". "SCORE" shows how well you're doing. "INVENT" lists what you are carrying, while "QUIT" exits the game.

Hints:

Make a map. It will make your job a lot easier if you note what's where. To save typing, you need only use the first four letters of each word, e.g. "SILV" can be used instead of "SILVER". Directions can be shortened to a single letter.

Copyright:

This game is Copyright © 1983 John Jones-Steele.

Dark Tower   165

Loading:

Type LOAD and press the "RETURN" key. Start the tape playing, and when the "READY" message appears, type RUN and press "RETURN" Dark Tower loads in several parts, through the course of the game, so leave the cassette in place. Please note that this game will not run on the Commodore Plus 4 Computer.

Gameplay:

You play Prince Harry, who has five lives. He has been mutated by the Guardian of Dark Tower. You must outwit his defences and give him the jewels which you collect along the way. The final chamber then awaits you.

Controls:

Use either the keyboard or a joystick in either port. Keyboard controls are:

E - walk left	F - walk right
O - climb ladder	K - descend ladder
space - jump	

To start a game, type "O" or push the joystick up. After a game "K" or the joystick down, will restart the game from the last room visited, or use "O" or the joystick up to start from scratch. Run/

Stop pauses the game, and the Commodore key continues. To restart, type Q.

Copyright:

Dark Tower is Copyright © 1985 Robert Henderson.

Roller Kong   320

Loading:

Type LOAD , press the "RETURN" key, and start the tape.

Controls:

Use either the keyboard or a joystick to port 0. Keyboard controls are:

Q - up	Z - down
I - left	P - right
space - jump	

To restart, press the RUN/STOP key at any time.

Gameplay:

You must negotiate the ladders and platforms to save the maiden in distress. Kong, who has imprisoned her, will try to stop you by throwing barrels, fire-bombs and 'spinks'. Axes can be caught, to see off the barrels and spinks, but you cannot change levels while holding them. The flowers will please the maiden, and give you bonus points. The spider will kill the maiden, so your time is limited. Even if you succeed on the first level, Kong will grab the maiden, and take her to the top of the building. Here, you must use the lifts to get to her. Be careful not to get squashed though - jump off them in good time.

Copyright:

Roller Kong is Copyright © 1984 Andrew Lacey.

Wizard and the Princess

Loading:

This game loads in five parts. Completion of one section will lead to the next being automatically loaded, or you may load the parts individually. In either case, type the command LOAD and press the "RETURN" key. Then start the cassette when prompted.

Controls:

Control is via the keyboard only.

a - moves up	/ - moves down
: - moves left	; - moves right

space - thrust sword

The number keys cast spells, as follows:

1 - cure wounds	2 - sleep monster
3 - Prayer	4 - Lightning bolt

5 - Fireball

Magic:

You have a Ring of Power which enables you to cast five spells, which sap various amounts of your magic power. If the wizard does, the ring is destroyed. Dragons are enchanted, and therefore magic has no effect in their presence. Also, the Prayer spell doesn't work within the Castle. Lightning bolts will knock down the walls in the labyrinth, whilst fireballs burn everything within the immediate area. The ring should provide you with some protection from this, but has been known to fail.

Completing the game:

To complete the game, you must take the princess over the bridge in stage five.

Copyright:

This game is Copyright © 1985 Clifford Ramshaw.

If you have written any good machine code games, send them in to Melbourne House for evaluation to Rachel Davies at the Surrey address.