

Tower of Despair

COMMODORE 64



Tower of Despair



THE HISTORY OF AELANDOR

The green and pleasant land of Aelandor was a land reclaimed after the devastation and chaos of the Shadow Wars, centuries ago. The great wizard, Kilnoch, led the people of the West in a bloody war of attrition, lasting fifty years. Eventually, Kilnoch prevailed and drove the ravaging hordes of Malnor, the Demonlord of Darkness, into the Eastern Wilderness. With the battle won the peoples of the west settled in the fertile lands west of the Coldfloe river and named it Aelandor, in their tongue, 'the land reclaimed'. Peace reigned for many years as Aelandor prospered under the benign rule of the Council of Wizards. But Malnor, the Screaming Shadow, still lived, bitter and twisted, plotting apocalyptic revenge in his citadel, the dark Tower of Despair, in the Mountains of Undying Solitude. The people of Aelandor underestimated the growing power of Malnor, as he gathered the forces of darkness to him, slowly rebuilding his shattered strength. A series of small orcish raids began to plague the borders of Aelandor. They soon escalated until Malnor unleashed his hordes and Aelandor was plunged into a terrible war once more.

Outnumbered and defenceless against the demonic sorcery of the enemy, Aelandor's only hope lay in a desperate attempt to destroy the source of the darkness that lay upon the land - Malnor.

The Council of Wizards met - together they created twin symbols of light and purity, the Gauntlets of Gold and Silver. The two mightiest warrior-mages, Thorvald of Argent and Ellwood, Ranger of Orshire, were entrusted with the Gauntlets and sent forth on a perilous mission to destroy Malnor.

Their journey to the Tower of Despair was an epic tale in itself and bards have sung of their story on many a winters' night, around the warm fires of the mead halls of Aelandor.

Finally, they came to the Tower and did battle with Malnor, whilst his evil minions were ravaging Aelandor, many leagues away. With the power of the Gauntlets, Malnor was eventually defeated. He could not be slain, but was banished to Limbo for ever, or so it was believed. However, the great victory was marred by tragedy. Thorvald of Argent succumbed to Malnor's black sorcery and was slain by his foul magics. Ellwood survived and taking up the body of his friend, returned to Aelandor with the joyous news. But he did not stay long amongst the rejoicing people. Deeply affected by the horror of that battle, never again did he set foot in town or city in Aelandor, preferring the solitude

of a life at one with nature, in the Eastern Wilderness, now free of the Shadow.

Aelandor slowly rebuilt - with the defeat of Malnor the tide of the war changed. Within weeks, the forces of Darkness were swept back, beyond the Mountains of Undying Solitude and peace returned...

ADVENTURE BACKGROUND

Many years have passed since that time. Now, you are the Warrior Mage of Castle Argent, Warden of the Eastern Marches and son of the hero, Thorvald. You are the Keeper of the Silver Gauntlet and Wielder of Flamebolt, the Staff of Lightning Bolts. You have lived your life in peace and prosperity - indeed it seems like centuries ago that your father and Ellwood defeated Malnor, the Demonlord of Darkness. At that time, you were a very young boy but you have never tired of the telling of the tale.

Then one bright summer's morn, as you work in your inner sanctum at Castle Argent, your Srying Sphere, the message globe of the Wizards of Aelandor, begins to glow. It is important news from the Council of Wizards. Looking in, you see the chiseled features of Drykor the Lightbearer, MageLord of the Council. In a faltering voice he tells you some dreadful news.

'There have been great disturbances in the magical pathways between the dimensions for some time. Evil has re-awakened - we know of its source - Malnor has returned! Once more he plots in the dark chamber of the Tower of Despair. On the plane of Limbo, where we thought him to be trapped, he somehow found an ancient artifact, the Ring of Skulls. With this great source of power and malice, he fashioned his escape and is more powerful than ever before. Demonkin and orcs have flocked to his Tower once more and his evil will subverts all those around him. If this was not enough, he has summoned to him a Servant, a Hellgaunt from the pits of the abyss, to execute his unholy commandments. Soon he will put forth all his power and we will be thrown into darkness once again. A shadow lies across the land - you, our most puissant warrior, must lift it!

You are the Keeper of the Silver Gauntlet and Wielder of Flamebolt, you must take up the Gauntlet and re-unite it with its partner, the Gold Gauntlet. Only when you have both will you be strong enough to hope to defeat Malnor. The Gold Gauntlet lies with Ellwood in the Eastern Wilderness. He is old and frail -

this quest is beyond him now. You must go to his home and take up the Gold Gauntlet. Make haste! - for if it falls into the hands of Malnor, all will be lost. His power would then be all-prevailing.

When you have the Gold, you must seek out the source of the Shadow, in his lair, the bleak Tower of Despair, and expunge this evil once and for all. There lies the only hope for Aelandor. It must be you, for the blood of Thorvald flows in your veins and only you amongst men may wield the gauntlets.

It is indeed a heavy burden for one only to carry and your journey will be fraught with danger, but you are our best. The fate of Aelandor lies in your hands. Do not fail us! Go east into the wilderness and find Ellwood!

The globe darkens. You are ready...

PLAYING THE TOWER OF DESPAIR

The Tower of Despair comes in two parts. The first part of the adventure is on side 1 of the tape, and the second part is on side 2. Part 2 loads in the same manner as part 1.

There are many commands that you will have to discover in order to finish the adventure. The most common ones are:

Look around - repeat room description.

Look (object) - describes object.

Get (object) - to pick things up.

Drop (object) - put things down.

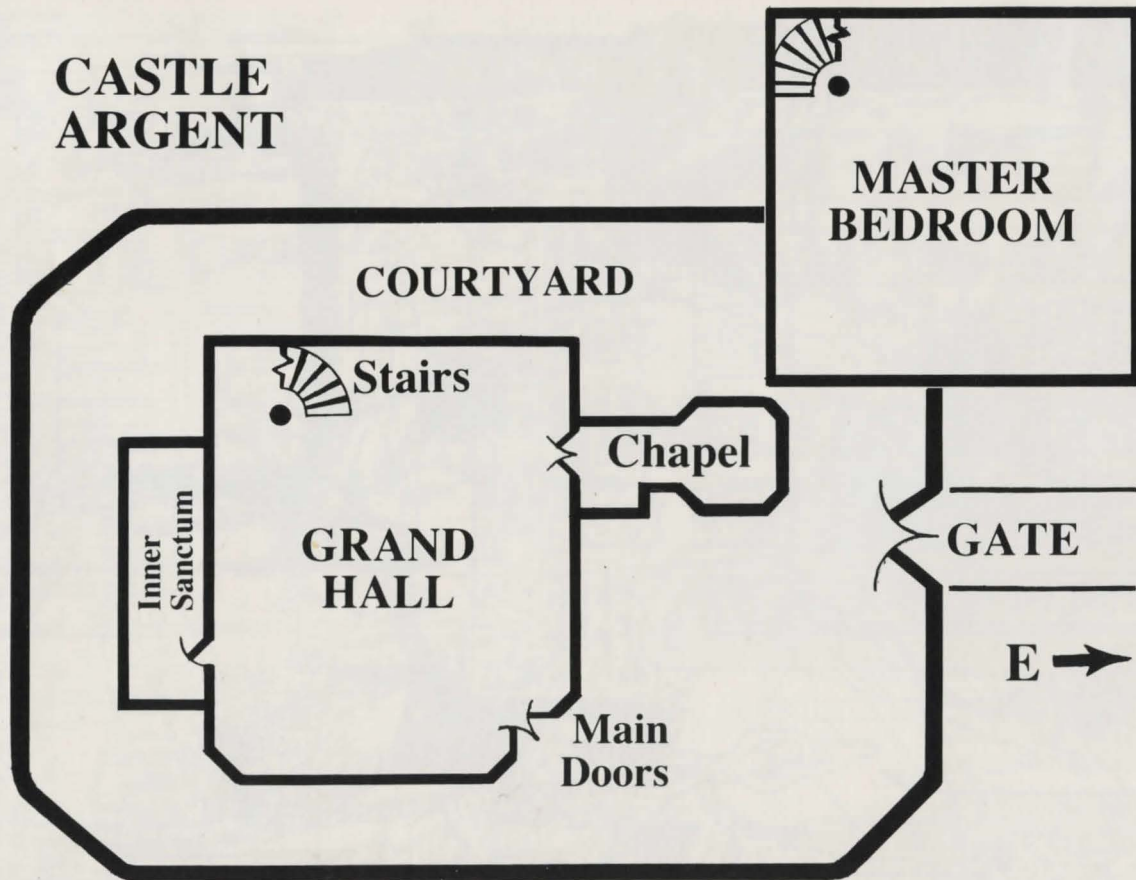
I - inventory of possessions.

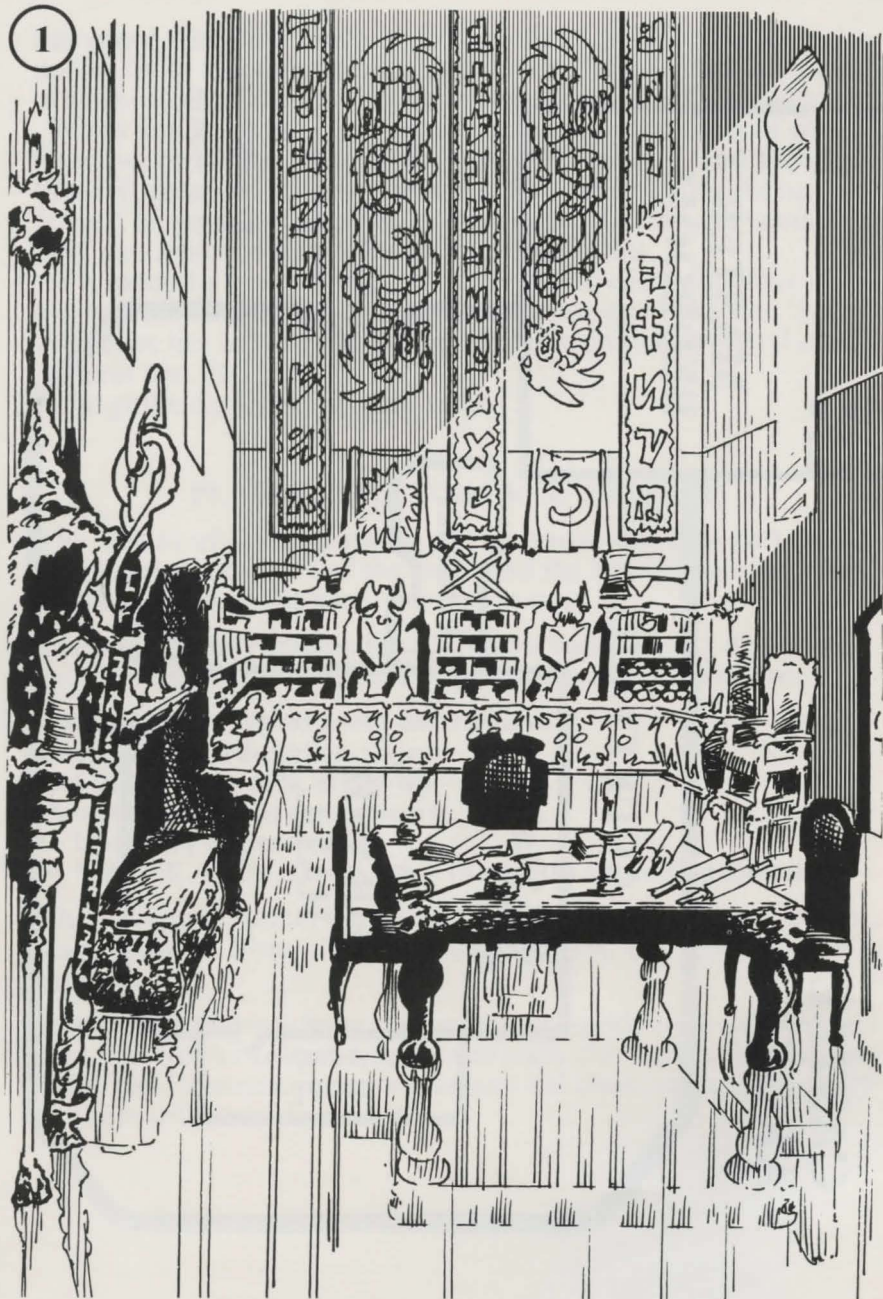
N, NW, NE, E, Up, Down, etc. - to move in a specified direction.

The computer understands two word commands, and understands words from their first four letters, eg. LOOK STAT (statue).

Remember that you have your adventure guidebook to help you, and you will be referred to it constantly throughout the adventure. The Illustrations contain many vital clues, and careful study of them will reward you well!

CASTLE ARGENT





2





4

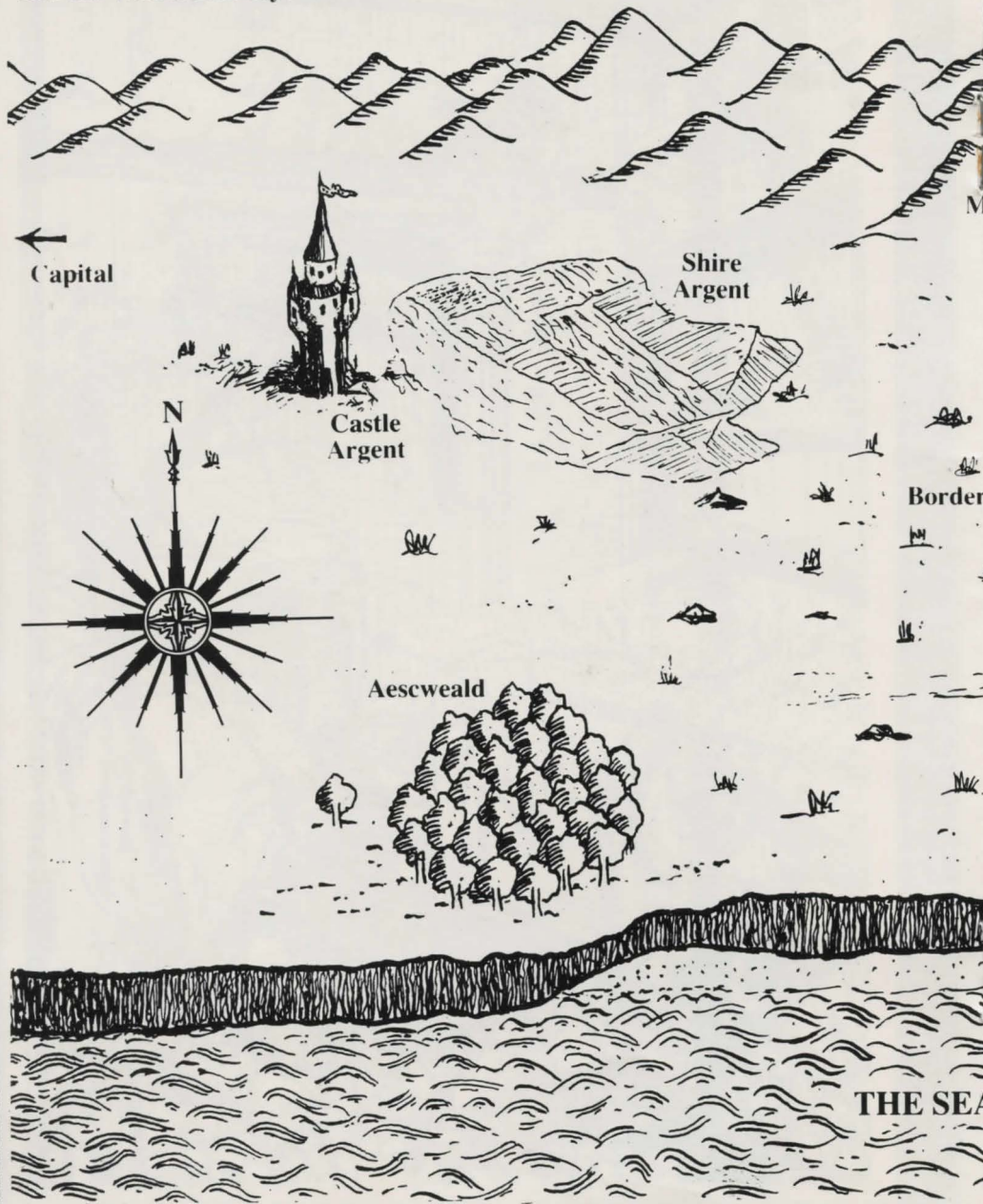


5





EASTERN AELANDOR
and the Wilderness beyond



Border

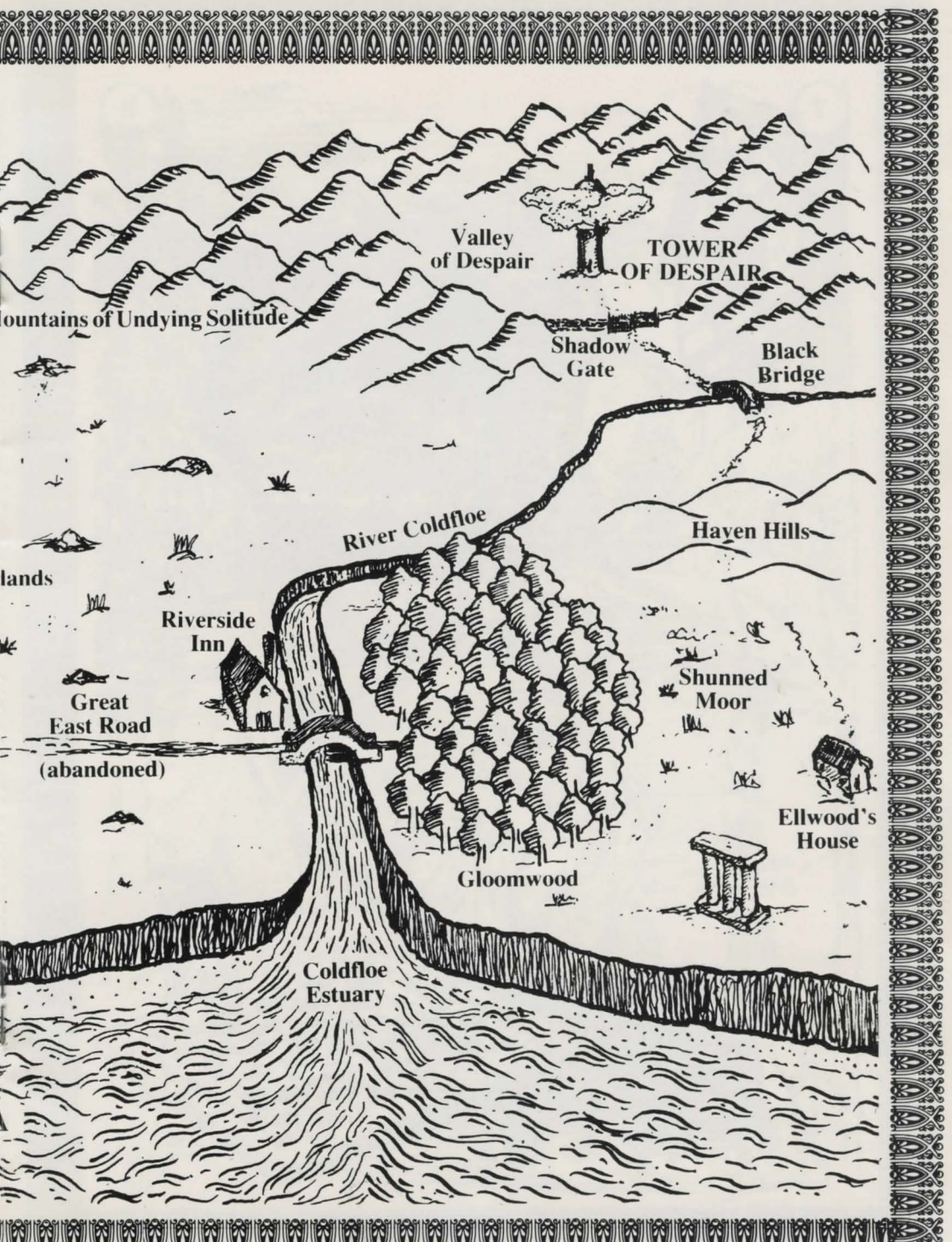
Aescweald

Castle Argent

Shire Argent

Capital

THE SEA



Mountains of Undying Solitude

Valley of Despair

TOWER OF DESPAIR

Shadow Gate

Black Bridge

River Coldfloe

Hayen Hills

lands

Riverside Inn

Great East Road
(abandoned)

Shunned Moor

Ellwood's House

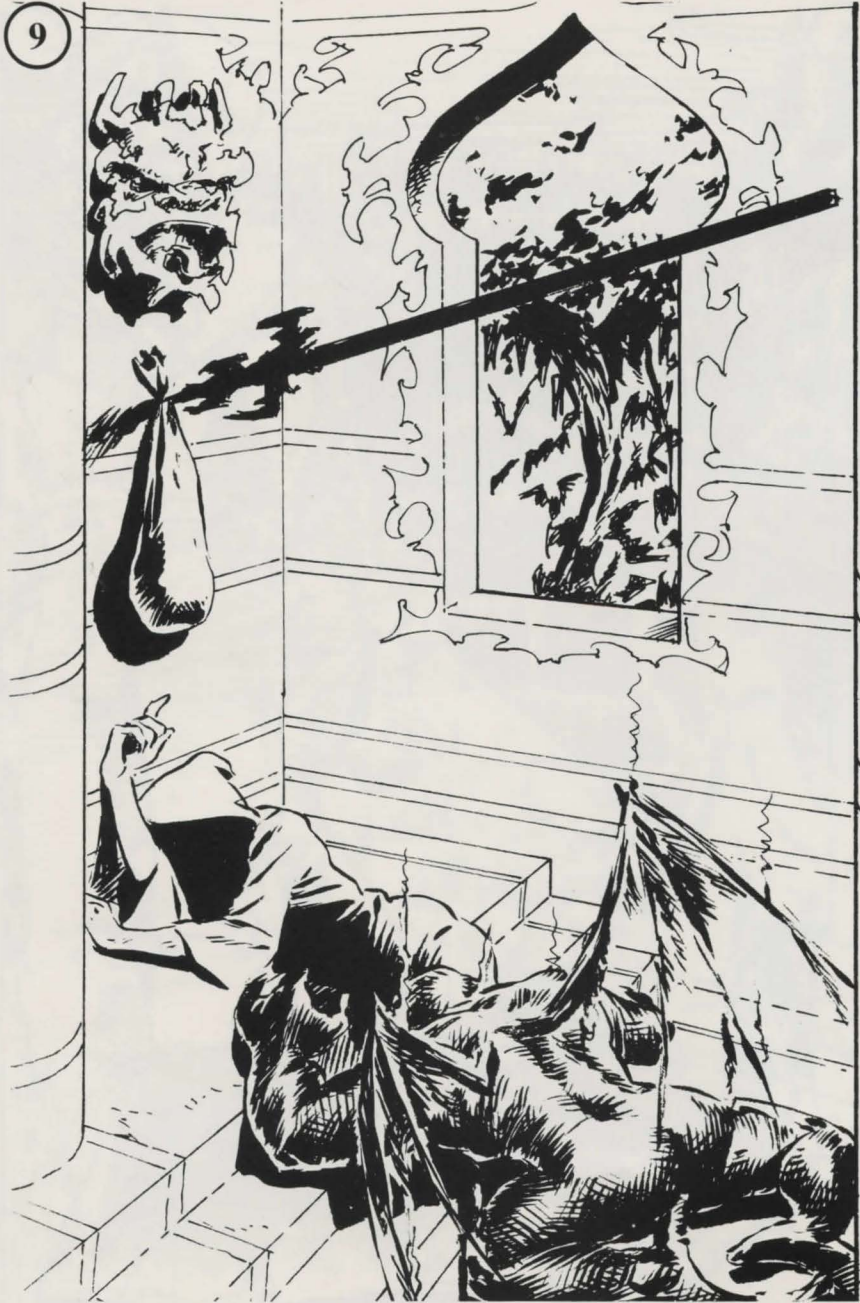
Gloomwood

Coldfloe Estuary

7



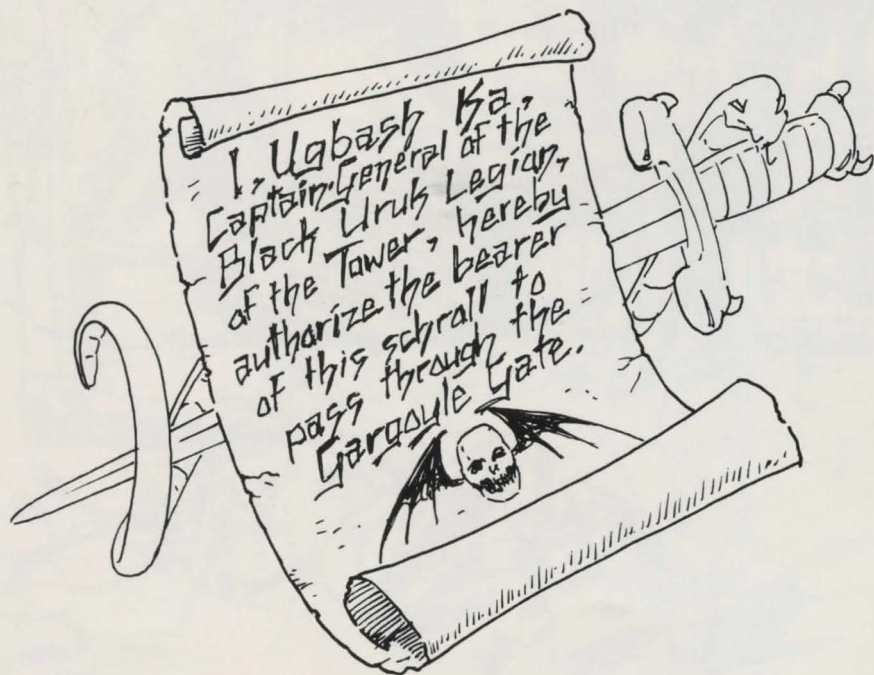
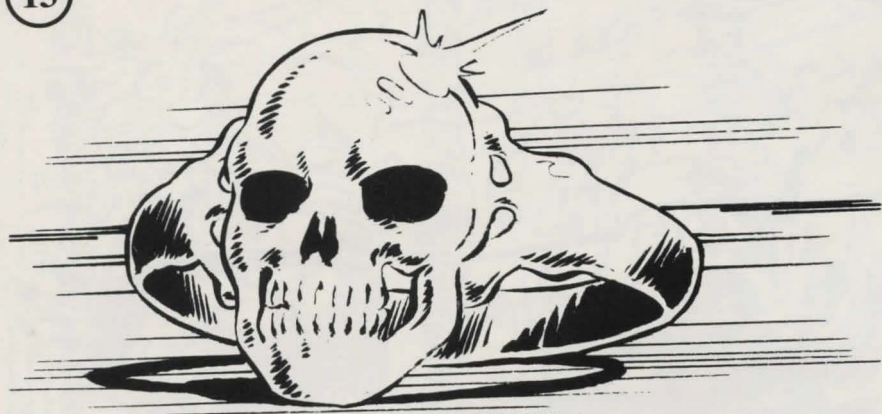






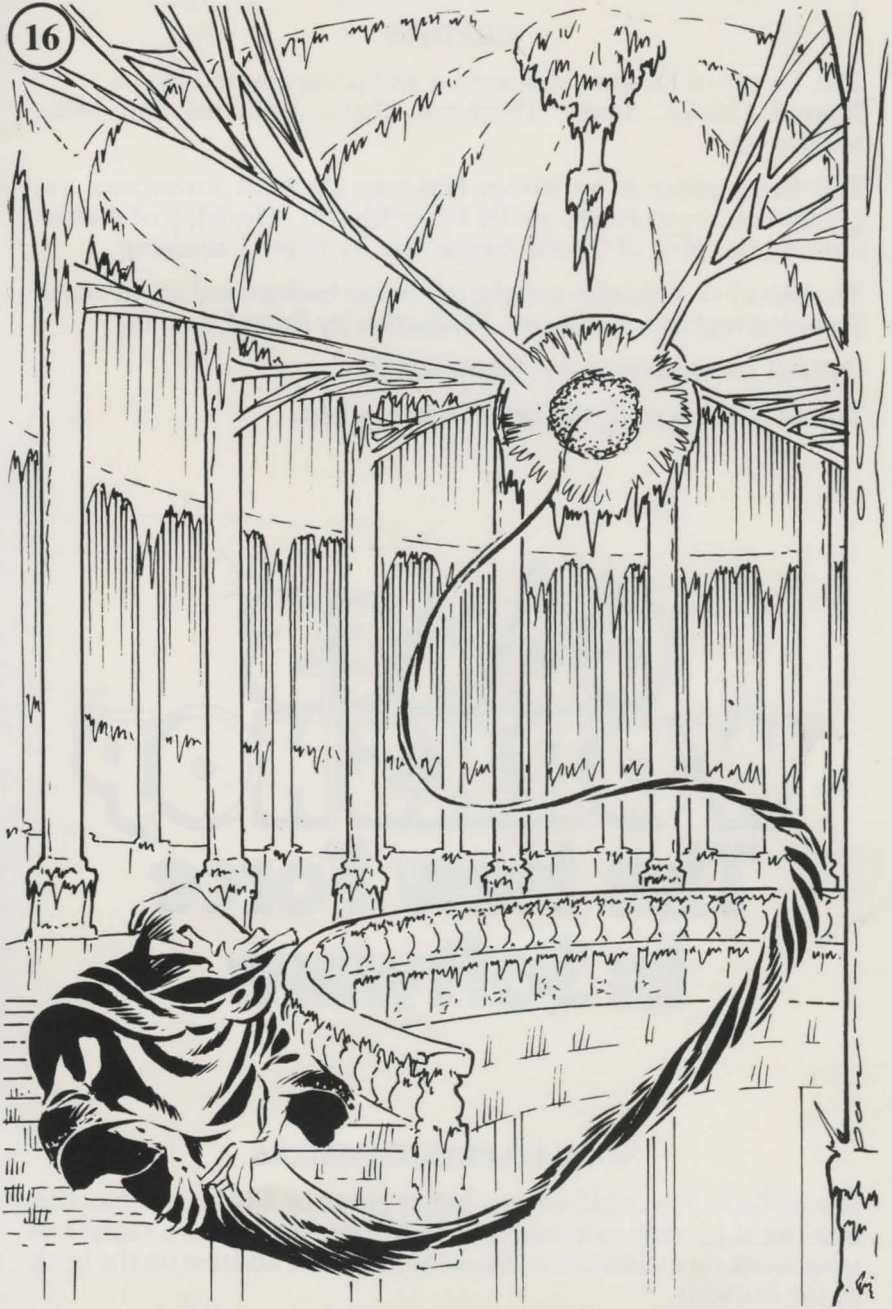












CREDITS

The Tower of Despair was written and programmed by: Russell Clarke, Jamie Thomson, Steve Williams and Mike McKeown.

The front cover is by Robin Hidden; the back cover and the guidebook illustrations are by Peter Martin. The Map of Aelandor and the plan of Castle Argent are by Brian Cumming.

The history of Aelandor and the adventure background are by Jamie Thomson and Steve Williams. Production by Brian Cumming.

Overall co-ordination by Angus Ryall.

Tower of Despair © Games Workshop Ltd.

GAMES WORKSHOP

The New Force in Software

NOTE TO PROGRAMMERS

If you think you could write a better game or adventure than this one, we'd be very interested to hear from you. Send a sample of your work on a cassette to Angus Ryall at the address on the back of the booklet.

Tower of Despair

COMMODORE 64

Copyright 1984 Games Workshop Ltd. This program is sold subject to the terms of trade and the conditions of sale of the publishers, copies of which are available on request. The contents are not to be copied, hired re-sold, publicly performed or broadcast without the publisher's written consent.

Games Workshop Ltd. 27/29 Sunbeam Road, London NW10 6JP.
TELEX:8951 1182 GECOMS G