



*The
Tower
of
Light*

**Instruction
Booklet**

The Storey behind The Tower Of Light

During the battles between good and evil, a particularly evil character decided to overthrow the Dark One and take up his role. Unfortunately for him, his efforts failed and he fled to an unsuspecting beautiful land.

And so began the dark age.

First of all he decided to call himself the Dark Lord, and to justify his title he plunged the land into eternal darkness. He then summoned all his evil followers to his empire, to be his servants. These servants wander throughout the land reporting back to their master anything out of the ordinary.

The High Council, the followers of good, decided not to let this pass and that good should be restored back to the land. They decided that this was a task only a small company could perform. Four characters have been asked to carry out this task, each chosen for their special talents. A Wizard, A Human, An Elf, and A Dwarf. The choice is theirs to take this task or not.

The Task

The task is a simple one. To find the Tower Of Light, to get the crown of ENDIL and to crown a new King of the land.

The old King, Endil, did not see the evil approaching until it was too late. Herlion Castle, his castle, was seized by the Dark Lord and his army destroyed. No one knows how the King managed to escape from the castle, but he did - probably through some underground tunnel only he knew about. He took with him the only prize that the Dark Lord wanted, his crown. This magical crown, in the hands of the Dark Lord, would have enabled him to defeat the Dark One.

King Endil took the crown with him and placed it in the Tower Of Light - a tower given to him by the High Council for his services during the wars. All that is known of the tower is that it has magical powers and no evil may enter.

The King has not been heard of since, but it is rumoured that he was killed by Korram, a servant of the Dark Lord.

Loading Commands

SPECTRUM 48k - press "J" key at the keyword command and type "".(LOAD"").

SPECTRUM 128+2 - select TAPE LOADER at the main menu.

SPECTRUM 128+3 - Insert disk and select LOADER at the main menu.

Commands

NORTH, SOUTH, EAST, WEST, DOWN, UP, GET, DROP, WEAR, REMOVE, REDESCRIBE, REPEAT, PUSH, PULL, CLIMB, OPEN, CLOSE, EAT, DRINK, SAY TO, TALK TO, SPEAK TO, ATTACK, KILL, GIVE, PAY, EXAMINE, SEARCH, INVENTORY, STATUS, RETREAT, CAST, SWIM, HELP, QUIT, MOVE, BREAK, SMASH, SAVE, LOAD, RAMSAVE, RAMLOAD, MOVES, SUMMON, FIND, THROW, CUT, CHOP, DRAG, LEVER, LIFT, JUMP, ROW, TELL, ASK, DESTROY, REST.

These are just some of the many commands available to the player in the game, some have different meanings when added to other words, e.g. CLIMB, CLIMB THROUGH. Most of the command words can be shortened, e.g. N = NORTH. Trial and error will discover what these are. Most objects can be examined, but some vitally important ones may need to be examined carefully in order not to miss some small clue.

The Tower of Light

This is a fantasy role playing game for up to four players. Each player chooses one of the four characters available. Or if only one player takes part, then he may control as many of the four characters as he wishes. The characters are as follows:

RISTRICK (human) - very strong, unhealthy and not very magical;

KALBAR (dwarf) - fairly strong, healthy but not magical;

MARLECK (wizard) - not very strong, fairly healthy and very magical;

GIMBLE (elf) - fairly weak, very healthy and fairly magical.

Each character has its own characteristics. Some being strong, while others weak. Some being healthy while others not so, and some are very magical, others are not.

Status Bars

Each character is followed by its own set of status bars. These give a visual impression of how well, or not so well, the player is doing. A points reading will be given by typing "STATUS". The bars mean the following:

MP - this is the maximum strength of a character; HP - this is the current amount of hit points a player has; SP - this is the spell power of a player; HS - this is the current health status of the player.

Maximum Points (MP)

This level is determined by the players strength, and affects directly the amount of hits a player can take. Hit point (HP) can only ever equal the value of the maximum points, and will never regenerate above a players maximum.

Hit Points (HP)

This level will never become greater than the maximum points (MP), but if the maximum points are reduced, i.e. by a spell being cast upon the player, below the current level of the HP then they will not be reduced, but will not regenerate. They will only begin to regenerate when they are reduced to lower than the MP, and only then will they regenerate to the level of the MP.

One point is added to the HP for every turn taken (except when in combat). Hit points are reduced by the relevant amount of a monster hit when in combat.

Spell Power (SP)

Spell power directly affects the players ability to cast a spell. Some spells require a large SP in

order to work, e.g. thunderbolt, fireball or teleport. While others require only a small SP, e.g. find, sleep or fear. Spell power is increased when collecting certain magical items, drinking potions or as a direct result from a magic spell cast on you.

Health Status (HS)

This is a direct indication to the current players health condition. If this reaches zero, as with MP and HP, the player will die and control will be passed to the next player. If no players remain then the game will end. HS is reduced by one point every time a monster lands a direct hit, regardless of the value of the hit. HS can also be reduced by drinking bad potions or eating bad food. HS can be increased by eating, drinking or a spell being cast, e.g. heal.

Weapons

There are various weapons contained throughout the adventure. Some of these do great damage, but are heavy and therefore reduce the amount you can carry, and making you slow in combat. An easy target for your opponent and giving the opposing monster more time to get out of the way. Some of the weapons will do little damage, but will allow you to carry more and be quicker with your blows, giving you a greater chance of hitting the target.

Therefore the best weapons are the ones which do great damage, but are also fairly light to carry. Examining the weapon will give you information about the weight, but as for the damage points. you will have to work it out in combat. The damage value is added to the dice roll each time your blow strikes home. Only one weapon may be carried at one time. Choose carefully.

Armour

There are various types of armour in the adventure. Some being heavy and offering little protection. Some being light and offering little protection. Some being heavy and offering a lot of protection, and some being light and offering a lot of protection. The latter, of course, being the most valuable. The armour throughout the game is as follows, heaviest first:

PLATE MAIL, ORC MAIL, CHAIN MAIL, ELF MAIL, RING MAIL, LEATHER ARMOUR, COPPER MAIL, MITHRIL MAIL.

One last point - a shield is also very handy.

Trading

Throughout the game you will encounter traders. These may be traded with, either items bought from them, or items sold to them. Their usual wares are food, drink, spells and potions, but they may occasionally have other more valuable items for sale. It is not advised to attack, maim or kill traders, as you soon get a bad reputation, and no trader will trade with you. They can be of great help.

Speaking to traders takes the form of:-

SAY TO (trader) "WHAT HAVE YOU FOR SALE" or SAY TO (trader) "HOW MUCH DO YOU

WANT FOR THE (object)" or SAY TO (trader) "SELL ME THE (object)"

The traders are CLERICS, DRUIDS, WIZARDS, NOMADS and MERCHANTS. They are not very helpfull when it comes to information, as they are only interested in profit. However, the cleric may be helpfull - but will try and convert you first.

Talking to other Characters

Talking to other characters is possible, provided they're at the same location as yourself. Talking to dead characters, or characters not within the game, produces little response.

Here are a few examples of speech:

SAY TO GIMBLE "HELLO"

SAY TO KALBAR "WHAT ARE YOU CARRYING OLD CHUM"

SAY TO MARLECK "GIVE ME THE AXE OR I'LL CUT YOUR HEAD OFF"

You may ask certain characters to do certain tasks for you, but just saying SAY TO RISTRICK "HELP" won't get you very far. You have to be slightly more precise. The game can be completed by each character, but a combined effort will make life slightly easier.

Do not try to cut off Marlecks head, as attacking your companions is frowned upon. You can of course threaten them to do things, but doing this makes them less likely to help.

Combat

When a player enters a room containing a monster, or a monster appears, then combat takes place.

Once in this situation you have very little time in which to act, before the monster attacks you (unless neutralised by a spell - e.g. fear, or sleep). To attack a monster simply type ATTACK (monster name) or KILL (monster name). Once you have attacked a monster once you may just type REPEAT or REP. This command will execute your last valid command. This applies throughout the game, except for SAY TO, where REPEAT repeats the who you want to talk to, but not the speech - e.g. SAY TO GIMBLE "HELLO", you can now use REP "GIVE ME THE AXE". Your speech will be directed at Gimble.

While a monster is present at a location, you may not pass the monster, but may only RETREAT. RETREAT only works if you have been at a previous location. If for instance you teleport to a location where a monster is present then RETREAT will not work but you may teleport elsewhere.

Food and drink

Food is an essential part of the adventure, as it is a very good way of increasing you health status. Food and drink are both rare commodities and are not easily found, but traders carry food, and at the right price they will sell you some. Basic foods and drinks are:

BREAD, COOKED MEAT, CHEESE, FRUIT, FISH, ALE, BEER, WINE, WATER, MILK.

You may come across one or two others, but be wary, some may have after effects, but then again they may not!

Spells

There are various spells around the game which will help the player to progress. These are:-

- Fear** This stops monsters attacking. They will only retaliate against your attack. Low level spell. Cast by: CAST FEAR SPELL.
- Find** This spell allows the player to locate any of the other players which are within the game. Low level spell. Cast by: CAST FIND (Character) e.g. CAST FIND GIMBLE.
- Fireball** This spell produces a fireball which will do severe damage to a monster, if it hits. Has a 50% success rate. High level spell. Cast by: CAST FIREBALL SPELL.
- Heal** This spell will increase a players HS by the amount taken from a dice roll. Can be used up to five times. Mid level spell. Cast by: CAST HEAL SPELL.
- Lightning** This spell will cause lightning to strike an opposing monster. It will cause damage twice the amount of a dice roll. It has a 75% success rate. High level spell. Cast by: CAST LIGHTING SPELL.
- Mind Wrack** This will kill a monster stone dead with one blow, but will reduce players SP by 10. Very high level spell. Cast by: CAST MIND WRACK.
- Open** This spell will open locked doors, chests and anything else that is locked. 30% chance of success. Mid level spell. Cast by: OPEN (object) or OPEN DOOR.
- Sleep** This spell will send a monster to sleep, allowing safe passage. The monster will awake if attacked, or if the player casting the spell leaves the location. Low level spell. Cast by: CAST SLEEP SPELL.
- Summon** This will summon another character, who is not dead, and is not present in the adventure, to the location of the player who casts the spell. Mid level spell. Cast by: SUMMON (Character) e.g. SUMMON KALBAR.
- Teleport** This spell, when cast, will teleport the player to a random location within the game area, regardless of any present monster. High level spell. Cast by: CAST TELEPORT SPELL.
- Thunderbolt** This will send a thunderbolt at the opposing monster. It will do 10 points plus a dice roll damage, if successful. Success rate is random, between 20% and 50%. High level spell. Cast by: CAST THUNDERBOLT SPELL.
- Translate** This allows a player to translate runes and other such writing into a language known to him. Mid level spell. Cast by: TRANSLATE (object) or TRANSLATE WRITING.
- In order for the above spells to work a player must be carrying the relevant spell, and his SP must be of a certain level. Each spell requires a different level of SP in order to work.

Monsters

| Monster Name | Damage points | Combat ability | Hit points | Monster Name | Damage points | Combat ability | Hit points |
|---------------|---------------|----------------|------------|-----------------|---------------|----------------|------------|
| DEMON | 0 | 40 | 20 | OGRE | 2 | 20 | 46 |
| EVIL DWARF | 1 | 30 | 40 | GIANT SPIDER | 1 | 10 | 33 |
| GNOME | 0 | 20 | 80 | GARGOYLE | 1 | 20 | 44 |
| GOBLIN | 0 | 25 | 65 | HELL HOUND | 2 | 30 | 62 |
| HOB GOBLIN | 1 | 30 | 40 | HYDRA | 2 | 40 | 81 |
| KOBOLD | 2 | 20 | 20 | SNAKE | 3 | 25 | 27 |
| ORC | 1 | 40 | 37 | DISPLACER BEAST | 2 | 20 | 50 |
| GIANT RAT | 1 | 50 | 24 | FIRE IMP | 1 | 60 | 50 |
| SKELETON | 2 | 40 | 18 | MINOTAUR | 4 | 50 | 40 |
| ZOMBIE | 0 | 20 | 28 | BASILISK | 3 | 50 | 40 |
| BANDIT | 1 | 10 | 90 | MEDUSA | 5 | 40 | 30 |
| THIEF | 0 | 80 | 15 | SALAMANDER | 1 | 90 | 30 |
| MAD MONK | 2 | 50 | 43 | TROLL | 3 | 20 | 46 |
| STURGE | 2 | 60 | 29 | DEVIL | 2 | 25 | 36 |
| TROGLODITE | 3 | 30 | 42 | GORGON | 3 | 45 | 31 |
| BUG BEAR | 2 | 40 | 18 | MUMMY | 4 | 35 | 18 |
| WHITE DRAGON | 1 | 30 | 55 | SPECTRE | 5 | 40 | 54 |
| GREEN DRAGON | 2 | 35 | 60 | GIANT | 4 | 30 | 60 |
| RED DRAGON | 3 | 40 | 65 | VAMPIRE | 3 | 20 | 19 |
| SILVER DRAGON | 4 | 45 | 70 | TITAN | 4 | 40 | 23 |
| GOLDEN DRAGON | 5 | 50 | 75 | KARGON | 6 | 50 | 37 |
| BLACK DRAGON | 6 | 55 | 80 | WOLF | 2 | 70 | 41 |
| GHOUL | 3 | 60 | 63 | YETI | 3 | 80 | 46 |
| LIZARD | 2 | 50 | 21 | | | | |

A monsters combat ability is a rough chance on the monsters blow striking. Damage points get added to a dice roll, to determine the exact amount of damage a player sustains when a monster scores a hit. Hit points is the initial strength of the monster (only a guide - these may vary).

Potions

Throughout the game players will come upon various types of potions. These will be both good and bad. The difficulty is deciding what a potion is, either good or bad. During ancient times a set standard was announced by the high council. This was the colour coding of all potions.

Unfortunately nowadays nobody remembers what that was, but a general rule is that the lighter the colour of the potion the better it is for you. But this cannot totally be relied upon as nobody knows the colour borderline between good and bad.

One only other reliable source of good potions are wandering trading wizards. If a character is carrying more than one potion, then be careful when drinking a potion, as "DRINK POTION" will just drink the first potion you found. You must specify the potion you want to drink e.g. "DRINK YELLOW POTION" in order to drink the yellow potion.

Korram

It is rumoured that the dark lord has an especially evil servant, KORRAM, he lurks in the most evil places, and his task is to prevent the four chosen heroes from reaching the Tower of Light. If caught, there is little hope of survival. He is large and heavy, fully armoured and very strong. This however is a give-away, and you can usually hear him coming.

The computer

Most of the situations that arise are decided by the computer. The computer acts as the controller of the adventure. It allows each player 15 moves, except when in combat, before moving on to the next player. If only one player remains in the game then that player will have unlimited moves.

The computer decides the outcome of most of the game situations, its decision is made on the roll of a dice. Sometimes this action is clearly visible, but other times this is done internally. However, some set conditions are sometimes required.

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