Forbidden Tower

VIC 20 + 8K EXPANSION

ATLANTIS

LOADING

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder. The programme will now load automatically.
(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again).

CONTROLS

O = Climb Up, **K** = Climb Down, **E** = Walk Left, **F** = Walk Right, **Space** = Jump.
OR Use Joystick. **RUN/STOP** = Pause Game, **COMMODORE KEY** = Restart Game,
Q = Reset Game.

STARTING

First Game, Joystick up to start. **Subsequent Games**, Joystick up to start at 1st screen. Joystick down to start at last room of previous game (Jewels collected are not 'carried forward' to new game).

SCORING

250 points for each jewel collected. Increasing bonus points are awarded for completing a room without losing a life. Bonus points reset to minimum value when a life is lost or a room is left before all jewels are collected. (Unavoidable at certain stages of the game).

VIC 20 + 8K.

Forbidden Tower

**AN ARCADE ADVENTURE FOR
VIC 20 + 8K.
KEYBOARD OR JOYSTICK**

AT 207

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The Guardian of 'Forbidden Tower' has turned you – Prince Harry, into a mutant, and imprisoned you in the chambers of his tower. Overcome the automatic defence systems and collect all the jewels scattered around the tower to be restored to your former self and gain your freedom.

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