Transylvanian Tower

Commodore 64 (Disk Version) Instructions

LOADING
LOAD "TOWER", 8, 1 then press RETURN.

MOVING FROM ROOM TO ROOM:
Use unshifted CRSR keys for down (↓) and right (→) and the arrow keys for up (↑) and left (←). Key (↓) will rotate you to the left by 90°. Pressing key " ↓ " twice will therefore turn you right round. You will leave a trail of footprints in rooms as you pass through them.

Objects to Help You:

Battle rating	Object
0	Golden ring. Enables the bearer to pass through two solid walls. Very useful if you are transported into a sealed room. Vanishes when used up.
1	Invisible Cloak. Makes you invisible to bats, so they cannot attack you.
2	Magic Apple. Allows you automatic access to the next floor even if you have not killed the required number of bats.
3	Floor Plan. A special floor plan which you can see at any time without killing any bats. Unfortunately, it only shows the floor which you are currently on.
4	Clove of Garlic. Much hated by vampires.
5	Knife.
6	Mirror.
7	Dagger.
8	Sword.
9	Silver Cross.

Please experiment in using the items above against bats and against the Transylvanian Terror.

Press "h" For a Floor Plan
     "i" For an inventory
     "p" To pick up an object
     "s" To save the game

Please Note: To be transported from one level to the next takes approximately 30 seconds. This is because a new maze is generated for each game.

To Save the Game: – Insert a <u>blank</u> disk and press "s".

USING THE PROGRAM
Your quest is to reach the top of the tower, kill Count Kreepie, and raid his treasure trove. To do this you must find your way through the 500 rooms of the tower, each level of which has different characteristics.

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LEVEL ONE:

The Dungeon Level. There are no bats or objects on this level, and you may obtain a floor plan to guide you at any stage by pressing "h" for help.

LEVEL TWO:

On this floor bats and objects appear. (For a list of objects and their uses see overleaf). The bats must be killed quickly, either by using your gun, or by using one of the weapons which you will find scattered about the rooms. Alternatively, if you are short of bullets or weapons, and know which way you want to go, you can move quickly into the next room! Your gun has only ten bullets, but you may find more on your travels. If you enter a room and find an object you would like to take, press "p" to pick it up. You may only hold three items at once. If you want a list of the objects you hold press "i". Unfortunately you are not allowed to do this during a battle, so keep track of the weapons you hold! All the objects have a battle rating (0 is the weakest), but weaker objects may also have magical powers. On level two you may only ask for a floor plan when you kill a bat. Again use "h" for a plan. You must also kill a reasonable number of bats in order to progress to the next level of the maze. Should you fail to kill enough bats to be transported to the next level, you will find yourself randomly transported into another room on the same level as you are currently on. Should you be unfortunate enough to land in a sealed room, you will be forced to use your golden ring.

LEVEL THREE:

As for level two, but greater accuracy is required when shooting bats: they must now be shot through the heart!

LEVEL FOUR:

Rules as for level three.

LEVEL FIVE:

This is where you meet the evil Count Kreepie! One of the objects will kill him – all of the rest are useless against his superior evil powers. This will force you to find all the objects to try them out! If you are attacked you may not use key " ↓ " which turns you round so you may find yourself trapped in a dead end. If you kill Count Kreepie you will receive a map giving the location of his treasure trove. But remember, you must still watch out for his vampire bats!

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(also available on cassette)

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Urban Upstart – An adventurous escape from 20th Century Suburbia.

Super Spy – A global spy chase through complex puzzles, coded messages and 3-D mazes.

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