SIDE 1 - BLACK TOWER

In this graphical adventure the computer acts as your puppet and controls your senses. Plenty of imagination, patience and lateral thinking is necessary if you are to succeed in your mission.

You must move from one location to another trying to find three keys and, ultimately the scroll. When these objects have been found you must take them to the hut. When moving about, you may come across various items which may be of help to you later on, and you may pick these up if you wish to.

Each location is described by the computer and you may instruct with various phrases such as NORTH, SOUTH, TAKE STONE.

On your travels you may come across various people, and you can talk to these if you wish by typing: SAY TO JOSH "NORTH".

A game may be saved halfway through by typing SAVE and loaded again by typing LOAD. Good Luck!

1) To load Spectrum version, type: LOAD "" CODE.

2) To load Amstrad version, refer to chapter 2 page 4 of user manual:
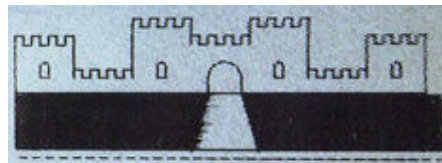
BLACK TOWER
An exciting adventure set in the magical lands surrounding the mysterious Black Tower.
Meet exciting people, visit interesting places and solve difficult problems in your quest to find
the scroll.

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