

TOWER OF SOULS



TOWER OF SOULS

PLAYERS GUIDE

Installation:

PC Version

Tower of Souls requires:

- PC compatible machine with a 80386, 80486 or a Pentium processor.
- Hard Disk drive with 10 Meg of free space.
- Minimum 4 Meg of memory (EMS).
- 590K free of base memory.
- VGA Monitor and video card with 256K RAM.
- Sound card (Adlib/ Soundblaster / Roland)

Insert disk 1 in the internal disk drive. Change to the drive name (e.g. A:, or B:). Then type

INSTALL [destination pathname] e.g. C:\TOWER

Then select sound card on the SETUP screen. Exit SETUP and then to run the game type

TOWER

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Amiga 1200/4000 Version

Amiga 1200 with mouse in Joystick Port 1 insert disk 1 in df0 (insert disk 5 into df1 if available) and boot.

Amiga 1200/4000 Hard Drive Install

On Workbench insert Tower of Souls Disk 1 into df0, click on Tower of Souls Disk 1 icon, click on 'Install Tower of Souls' icon and follow the on-screen instructions.

CD 32 Version

Insert CD into drive, close door and game will start.

The game begins with loading screens on which the name of the game appears followed by loading of data and starting sequence, allowing this sequence to continue to the end a hand will appear followed by the Character Selection Screen.

At any point during the starting sequence you may click with the left mouse button to exit and proceed directly on to the Character Selection Screen.

Character Selection Screen

Character generation; clicking on the slide scale (bottom left of screen) to select. Click on sword to become full warrior, wizards head to become a full wizard, or select on sliding bar a ratio between warrior and wizard.

In the Realm of Chaybore

To enter the main game click on the tower to the right of Treeac. A disk change request may appear at this point.

Manoeuvring

The main character, Treeac, will appear in a room.

Move the character with the mouse. Guiding light changes from green to red to warn you of approaching enemies.

To enter other rooms

To enter another room move main character up to doorways, staircases, and onto small peninsulas. If door is unlocked it will open allowing entry to the next room.

Using the Virtual Joystick

SPACE BAR Switches 'virtual joystick' ON/OFF

Virtual joystick is on if pointer is a guiding light.

Virtual joystick is off if pointer is a hand.

Mouse button controls are:

While virtual joystick is ON

- LEFT - Use current weapon
- RIGHT - Cast current spell

While virtual joystick is OFF

- LEFT - Activates required icon, EXCEPT when holding food or drink. (Refer to section on Status screen and Use of Menu bar).
- RIGHT - Activates alternative functions on the menu bar. Switches the 'virtual joystick' back ON if no alternative function found.

Use of Menu bar



Icons on the menu bar from left to right:

1. **Automap:** This icon takes you to the Automap screen showing you your progress through the game. Click on the icon with the LEFT mouse button to enter this screen.
2. **Amulet icon:** When amulet is red it is fully charged and can be used to kill most enemies that are in the room you are currently in by clicking on amulet icon with LEFT mouse button. It takes time for the amulet to recharge.
3. **Bag:** Clicking on this icon with the LEFT mouse button takes you to the status (refer to section on Status screen). While holding an object clicking with the LEFT mouse button automatically packs the object into the correct container. Clicking on this icon with the RIGHT mouse button while holding an object takes you to the Status screen without packing the object you are holding. While not holding an object, clicking with the RIGHT mouse button on the bag takes a first aid object from it dependant on which face (Health or Energy) is shown.
4. **Hands:** Objects picked up may be placed into either hand by clicking with left mouse button onto hand. If object is a bag the contents may be cycled through by clicking on bag using RIGHT mouse button.
5. **Head:** This icon gives a representation of your current health and energy status; which can be flipped between using LEFT mouse button. Health status is represented by graphic stages showing damage which is restored by use of healing items (click items on head). A representation of your current energy status is displayed as a grey head showing energy level which can be restored by consuming food and drink (click items on head).

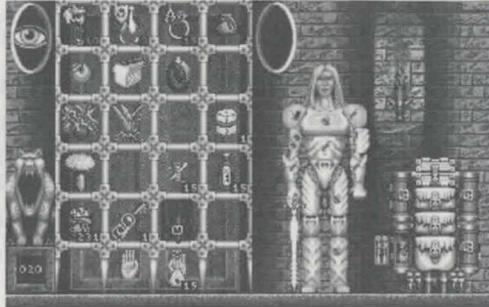
6. **Spell Book:** Left mouse button opens and closes the spell book. Once opened left button held down and moved around flicks pages for spells to be selected. (Alternatively, pages may be clicked through slowly using RIGHT mouse button). Moving mouse up and down with LEFT mouse button held down allows spell level to be selected. Previous, current and next spell available are displayed in the current spell icon until mouse button is released when the spell now selected is displayed here. Spell book pages become colour of spell levels. (Refer to section on Alchemy Screen.)
7. **Current Spell Icon:** Current spell displayed in window. Clicking with left button closes spell book.
8. **A-Attack:** Selects the current Attack spell. Holding down left mouse button and moving around flicks pages in spell book through Attack spells available.
9. **D-Defence:** Selects the current Defence spell. Holding down left mouse button and moving around flicks pages in spell book through Defence spells available.
10. **M-Morphing Spells:** Selects the current Morphing spell (these spells change your body state). Holding down left mouse button and moving around flicks pages in spell book through Morphing spells available.
11. **E-Equipment:** Selects the current Equipment spell. Holding down left mouse button and moving around flicks pages in spell book through Equipment spells available.

Status Screen

To enter Status Screen click with **RIGHT** mouse button on the Bag icon.

To exit Status Screen click on left mouse button at far top right corner of screen.

The backpack displayed on this screen is made up of several smaller containers which may be opened using left mouse button. When opened items held in that container are displayed in grid to left of screen.



The hands at the bottom of the screen are those that are also on the menu bar and display the items that you are currently holding. Items displayed on the grid may be placed into your hands using left mouse button, with the exception of the keyring and money purse.

Opening containers within the Backpack

- Click **RIGHT** mouse button on container in grid to open it. In order to close container click with **RIGHT** mouse button within grid or, **LEFT** mouse button on left eye.
- Food and drink may be consumed on this screen by placing it over the characters mouth and clicking with the **LEFT** mouse button.

CONSUMING FOOD AND DRINK RESTORES YOUR ENERGY.

- Character stats are displayed on this screen also by clicking on the circle to the right of the grid with the left mouse button. To exit character stats click again on eye.

Load and Save Game

In order to load and save the game you must build up credits using gold coins, these need to be fed to the gargoyle on the left of the Status

Screen. Place a coin into it's mouth until the number on the plinth reaches zero and the disk icon is displayed. If you do not have enough gold coins try feeding the gargoyle with any of your other items. Once disk icon is obtained, clicking on the icon will allow you to load or save game.

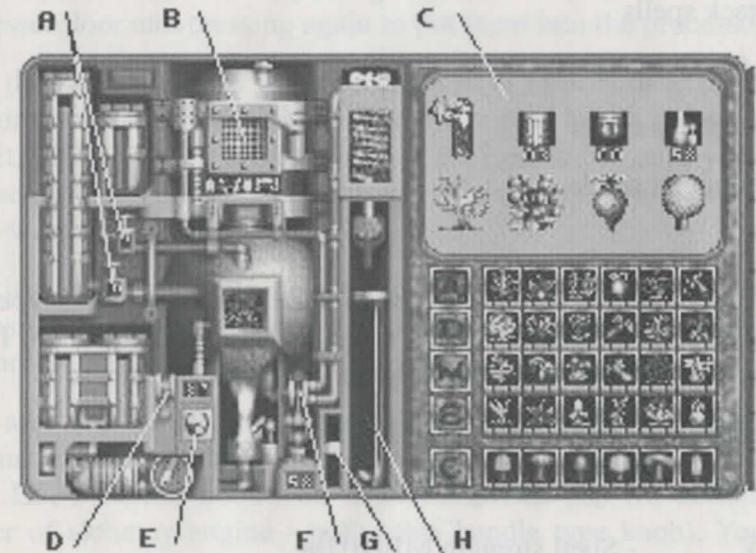
Death of Character

Provided you have a minimum requirement of 100 in coin value; a screen will come up on which there is a tombstone. Clicking on the stone and putting the required amount into the proffered cup allows you to resurrect Treeac in a ghost-like form.

Alchemy Screen

To get to the Alchemy Screen click **LEFT** mouse button on the Alchemy Chest on your backpack in the Status screen.

To exit Alchemy Screen click with left mouse button on rectangle above blood container.



The Alchemy Screen allows you to create magic potions from spell recipes.

The display area on this screen (C), (top right sector) can be scrolled using the buttons at top and bottom if the number of items available cannot be contained within it.

To bring bag contents into display area (C) clicking on button 'C' will cycle through the herbs etc. that you have collected.

If you have test tubes, one will automatically appear when you select the spell you wish to make. If you use a test tube that already contains a potion, that potion will be replaced by the one that you are currently making. If you do not wish to lose the potion you have, click on button 'C' to check if you have any empty test tubes on you.

To select a spell recipe, click on the class of spell that you want, buttons A, D, M & E, using LEFT mouse button. The spells available are then represented in the display area (C). Those spells greyed out are not available.

A- Attack spells

D- Defence Spells

M- Morphing spells

E- Equipment spells

Click LEFT mouse button on type of spell you want, spell type and test tubes will be displayed. Next, select level of spell you want. There are five spell levels represented by the colour of test tubes:

EMERALD - Spell strength LOWEST

SAPPHIRE - Spell strength LOW

RUBY - Spell strength MEDIUM

SILVER - Spell strength HIGH

GOLD - Spell strength HIGHEST

Select level of spell by clicking LEFT mouse button on coloured test tube and a depiction of the spell will be displayed beside the coloured test tube in (C) along with the recipe for making the potion.

The spell recipes list the ingredients (3 herbs and a catalyst) necessary for the particular spell selected along with the directions for the number of blood and water drops needed and cooking temperature required to produce that potion.

The herbs are stored in the herb boxes on the bottom right corner of the Alchemy Screen with the catalysts below them. Click once with the LEFT mouse button over the herb you need (either on that in display area (C) or on the herb box itself) and a window will appear either showing that you have some of this herb or displaying an empty window if you have none of that particular herb. As all herbs are capable of making a potion of sorts, a substitute herb could be tried if you have none of the required herb/s. To pick up necessary ingredients click again on LEFT mouse button. Placing ingredients into the processor box (B) by using LEFT mouse button once to open processor door and pressing again to put them into the processor.

Next the correct number of blood drops have to be added. The blood is your own blood, meaning that it uses up your health points as you lose it. Click on the blood tap (A) or on icon in 'C' until you have released the correct number of drops. Water drops are added in the same way as the blood.

Cooking temperature is selected by using LEFT mouse button depressed to move the slider (G) up and down to adjust the thermostat, or click on icon in 'C' for automatic setting.

You are now ready to turn on the alchemy engine which will automatically cook, bottle and cork your spell. To turn on engine click LEFT mouse button on machine switch (D) (in bottom left corner of alchemy engine - pull down handle type knob). You can tell how far through a reaction is by the small display (E).

When potion is corked in test tube put it either in your bag or in your hand on the menu bar, wherever it is it is available for immediate use.

RIGHT MOUSE BUTTON USED ON THE DISPLAY AREA (C) RETURNS YOU TO PREVIOUS DISPLAY.

To Cast a Spell

Spells can be cast from your spell book or from any magic item you may find. There are four classes of spells, Attack, Defence, Morphosis and Equipment. Attack spells are used to inflict damage on your enemies. Defence spells are used to protect yourself from attack, either reducing the damage taken or to help you avoid being attacked. Morphosis spells affect your body by healing or bestowing special effects like haste. Equipment spells can effect your items and surroundings, such as enchant weapon which increases your sword's damage or unseen servant which enables you to pick up objects which are out of reach.

- Choose spell from spell book. Go back into 'virtual joystick' mode and use spell by clicking on right mouse button when spell is required. Keep button depressed to auto-cast spell. To cancel spells, close spell book or deselect spell by clicking on A,D,M or E.

Spell Selection

With pointer over the spell book on the menu bar spell types can be selected by keeping LEFT mouse button depressed while moving mouse left and right. Spell levels can also be selected using this method by moving mouse up and down.

Keyboard Short Cuts

The following keys can be used to operate the menu bar while the virtual joystick is still on. This speeds up the flow of the game allowing you to access functions without having to switch off the virtual joystick and go and click on the icons by hand.

Virtual Joystick Keys:

- SPACE - Virtual Joystick On / Off

Menu bar keys:

- Z - Select Spell flip forwards
- X - Select Spell flip backwards
- F1 or C - Select Attack Class and Next Spell
- F2 or V - Select Defence Class and Next Spell
- F3 or B - Select Morphosis Class and Next Spell
- F4 or N - Select Equipment Class and Next Spell
- F5 or AMIGA key - Open/Close Spell book
- 1-5 - Select Spell Page Level
- DEL - Cast Crystal Amulet
- S - Go to Status Screen
- M - Go to Auto Map Screen
- A - Go to Alchemy Screen

Spells which are currently available:

- Destroy magic - Stops baddies casting spells.
- Invisibility - Makes you undetectable unless you are within sniffing range.
- Freeze - Freezes an enemy when hit.
- Unseen servant - Allows you to get objects that would normally be out of reach.
- Shield - Lessens the blows from your opponent.
- Firebolt - Smite enemies from a distance.
- Enchant weapon - Increases strength of sword to cause more damage.
- Enchant armour - Increases strength of armour giving better protection.
- Haste - Allows you to move faster.

- Blind - Blinds some enemies susceptible to it.
Will damage others.
- Lightening - Smite enemies with lightening bolt.
- Master - Controls the mind of an enemy so that he fights for you.
- Dissolve - Burn enemies with acid spell
- Illusion - Project image of column or other object to hide in.
- Fear - Create fear in enemies who flee in terror.
- Slow - Slows pace of enemies.
- Deflect - Partial shield to deflect missiles.
- Transform - Turns main character into a rat.
- Intangibility - Become invisible and ghost-like.
- Heal - Heals wounds according to strength, the lower the strength the more time wounds will take to heal.
- Food - Increases energy.
- Levitate - Ability to walk on the surface of liquids.
- Stone flesh - Turns flesh into stone so that you cannot be hurt.
- Banish - Banishes demons back to their own dimension.
- Dispell - Cancels spells cast against you.
- Luck - Tips the balance of fate in your favour.
- Featherfall - Shields you as you fall allowing you to fall greater distances with less damage.
- Psionic Blast - Links mind and body together allowing you to use mental and physical abilities to their full potential simultaneously.
- Hero - Puts body into overdrive boosting all stats for

duration of the spell. Skills are increased, you become more difficult for enemies to hurt and are a higher rank character than before.

Repair Armour - Repairs your armour.

Repair Sword - Repairs your sword, the level of spell used will dictate which sword can be repaired.

Time Warp - Slows down time for all but you.

Fighting

Fighting is 8-directional. With 'virtual joystick' ON press left mouse button to attack enemy with currently held weapon when the guiding light pointer is RED. (The guiding light will already have changed from green to red to warn you of the approaching enemy). The red guiding light must be, more or less, directly on the centre of your target in order to ensure that you inflict damage on your enemy.

To Pick up an Item

You must be close enough to an object to pick it up (unless using Unseen Servant spell). Press SPACE to turn 'virtual joystick' OFF.

Move hand pointer over object you want to pick up and click with LEFT mouse button. If the item cannot be picked up nothing will happen. If the item can be picked up you may now move the item to EITHER a spare hand on the menu bar and place it there by pressing the LEFT mouse button to release the item into the hand; OR place item over the bag icon (far left of menu bar) and by pressing the LEFT mouse button the object will be automatically packed into the correct container if there is space available. If the object does not disappear when this is done click RIGHT and go into the Status Screen and exchange for another object if necessary.

If you are already holding an object and you pick up another one the object that you were holding will be shuffled into your right hand. Continuously picking up objects will shuffle them through your hands into the bag.

Magic items can be immediately selected by placing straight into Spell Book. Items which are not magic items will automatically be packed into bag if dropped on Spell Book.

Herbs may be placed directly into the Alchemy chest by dropping them on the Alchemy icon (pestle and mortar).

Objects can also be picked up by walking over them or clicking on them when the guiding light pointer is green.

(See also 'hands' in section on Menu Bar page 4).

To Open Chests

Providing you are close enough to the chest, and have the correct key, clicking on the chest will open it. With hand pointer keep clicking on the chest and objects contained in the chest will be shuffled through hands into your bag. With green guiding light pointer one click on the chest will shuffle through this process even more quickly. If a chest is locked the lock will appear on the menu bar when you click on the chest. Use the key (if that is available to you) or the lock picks (see section below on Opening locks) if you want to open the chest.

Puzzles

Some doors may have a combination lock. To open these doors, first click with the left mouse button on the lock which you will find on or near the door. This then displays the puzzle lock on the menu bar. Clicking with the left mouse button on the parts of the lock will move the bolts. Move all the bolts to the right open position and the door will be unlocked. Click the right mouse button at any time to return you to the game. Some levers open hidden rooms so anything that looks as though it may act as a lever should be looked out for.

Power locks rely upon you having the crystals to operate them. When a crystal is in the correct position all four lights in the corners of that box will be lit. To alter the position of crystals click on the two crystals you wish to swap and they will change places. When all crystals are in the correct positions the lock will open.

Fountains, Pumps and Engines

The more you can shut down of these component parts of the Spirit Reaping Machinery the less power Baalhathrok wields. The fountains cause the lower levels to flood, it is therefore advisable to try to solve the puzzles required for turning these off.

The pistons have to be destroyed by blowing them up using attack spells.

Opening locks

Click on the chest or lock on the door that you wish to unlock. The lock will appear on the menu bar. If you have the correct key, it will appear in the lock and by moving the mouse left or right the key can be turned. If you turn the key the wrong way there is a possibility that it will snap.

If a key has not appeared in the lock you have the option of picking the lock. The lock picks are positioned either side of the lock and by left clicking on the pick you wish to select, it will be placed in the lock. By moving the mouse around the pick can be used in the lock. Taking the pick towards the point it is being pushed away from will force it into place. The pick that moves the slowest during this operation is the correct pick for that lock. Once the pick is in the correct position in the lock move the mouse left or right to unlock. Turning the pick the wrong way may cause the pick to snap.

Automap

With hand pointer click on map icon displayed on menu bar to view the Automap. This shows your position in the tower and rooms that you have been through. Clicking on the depiction of the tower on the right of the map allows you to select tower levels; the red light indicating the level you are currently viewing. RIGHT mouse button exits from Automap.

Game keys

- Mouse sensitivity. F9 lower sensitivity, F10 increases mouse sensitivity.
- Music and sound effects. Up and Down Arrow keys increase and decrease volume of music and Right and Left Arrow keys increase and decrease volume of sound effects.
- ESC - Quits current games.

Game hints

- You must collect all seven of the Nydus Crystal to gain entry to the lair of Baalhathrok in the depths of the tower.
- You need to slay Baalhathrok to end his reign of terror.
- Shut down the pumps, engines and fountains that are sucking the life-force from Chaybore, these are also causing the lower levels of the tower to flood.



BLACK LEGEND

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