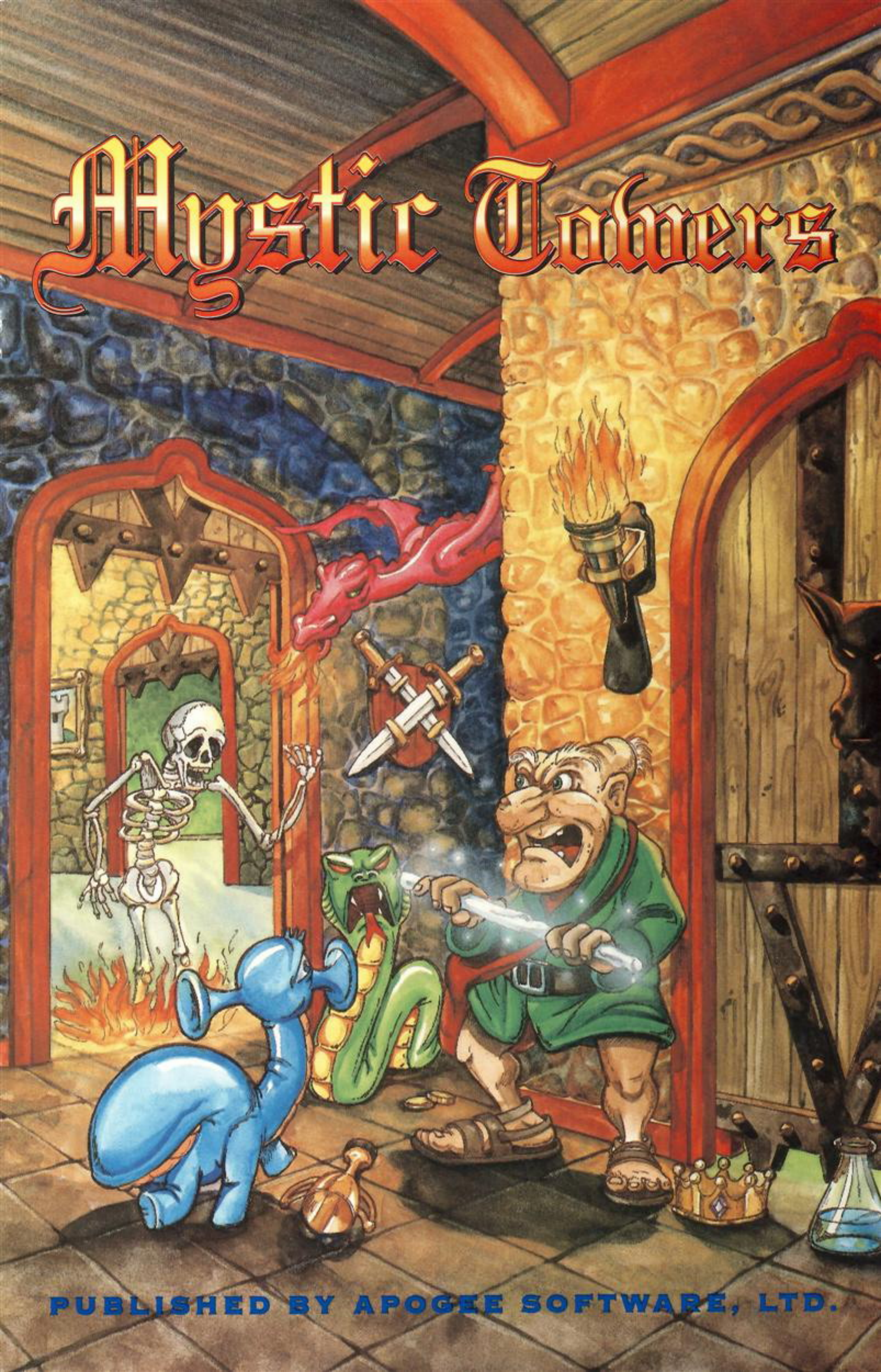


Mystic Towers



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Mystic Towers

As the aging Baron Baldric, only you can wield the Wolf-Magic of your ancestors to save the Rimm Village from certain destruction. Armed only with the Lazarine Staff, an itchy finger and the beans you ate for breakfast, your quest is quite simple: remove the vile shadow cast over the land by ridding the infested Lazarine Towers of monsters.

It's up to you, Baron Baldric.

So, put those retirement plans on hold, and get ready for the challenge of your life. 

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SYSTEM REQUIREMENTS

Mystic Towers requires an IBM™ or 100% compatible 286 (or better) with 550K of free conventional memory, a 256K VGA graphics card, 3.5 Mb of free hard disk space and a Sound Blaster™ compatible card.

INSTALLATION

To play *Mystic Towers*, you must first install the game. The program's installation utility will place all the necessary files on your hard disk drive. To install the game, follow these simple instructions.

1. Place Disk 1 into the appropriate disk drive. Type "A:" or "B:" depending on the drive selected, and press the ENTER key.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type TOWERS and press ENTER to play the game.

DO YOU REQUIRE FURTHER TECHNICAL ASSISTANCE?

As a registered user of *Mystic Towers*, you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling **(214) 278-5655**, Monday through Friday, between 8:00 a.m. and 6:00 p.m. Central Standard Time. Or fax us at **(214) 278-4670**, 24 hours a day.

MYSTIC TOWERS

MAIN MENU

After the title sequence, the Main Menu screen will be displayed. Use the up and down arrow keys to move Baron Baldric's head beside your choice, then press ENTER to activate your selection.



Play or Resume Game

Selecting this option will start you off on a new game. It also allows you to restore saved games.

Saving a Game

To save a game, press the F2 function key while you are in your game. The save game screen will be displayed.

THE OBJECTIVE

The Baron's objective is to clear each of the 12 Lazarine Towers of monsters by using spells gathered along his quest. Baldric must also destroy the Monster Generator with a bomb, in order to obtain the red tower key to exit each tower.

HOW TO PLAY

The game may be played using the keyboard, mouse, joystick, game pad, or a combination of these.

Bksp=Pull While facing an object, click on the icon or press the Bksp key to pull objects across the floor. This is helpful when objects have been pushed into a corner or if they are against a wall.

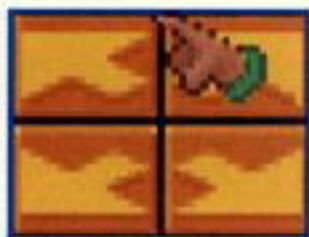
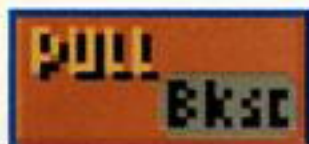
Alt=Jump To jump, click on the icon, press the Alt key, or use the right mouse button while over the Direction pad on the screen.

Ctrl=Action While facing an object, pressing the Ctrl key or the icon will perform many different actions. When facing a liftable object, such as a spell or food, Baldric will bend and pick it up. Facing keyholes or coin-slots will result in the appropriate key or coin(s) to be used and if facing a water fountain, drinking will take place. If not facing an object, Baldric will fire one shot of the currently selected spell.

Arrow keys/Direction pad=Movement Press the arrow keys or click on the direction pad to control movement. To move continuously, hold down the arrow key or mouse button. Climbing ladders is achieved by walking directly onto the ladder, and pressing the up arrow key.

Space bar/#1-0=Spell Select To select spells, click on the icon, press the space bar or any number between 1 and 0.

ON SCREEN ICONS



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STATUS DISPLAY

In addition to the various action buttons needed to guide Baldric around the Lazarine Towers, there are several status displays of important information.



Room displays current room location in a tower.

Food and Drink Meters display food and drink levels. They also have a direct effect on the Life meter.

Tower number displays current tower number.

Coins displays the amount of money that Baldric has found.

Keys displays the tower keys found.

Message Scroll displays messages and hints.

Monsters displays image of monsters and the amount left.

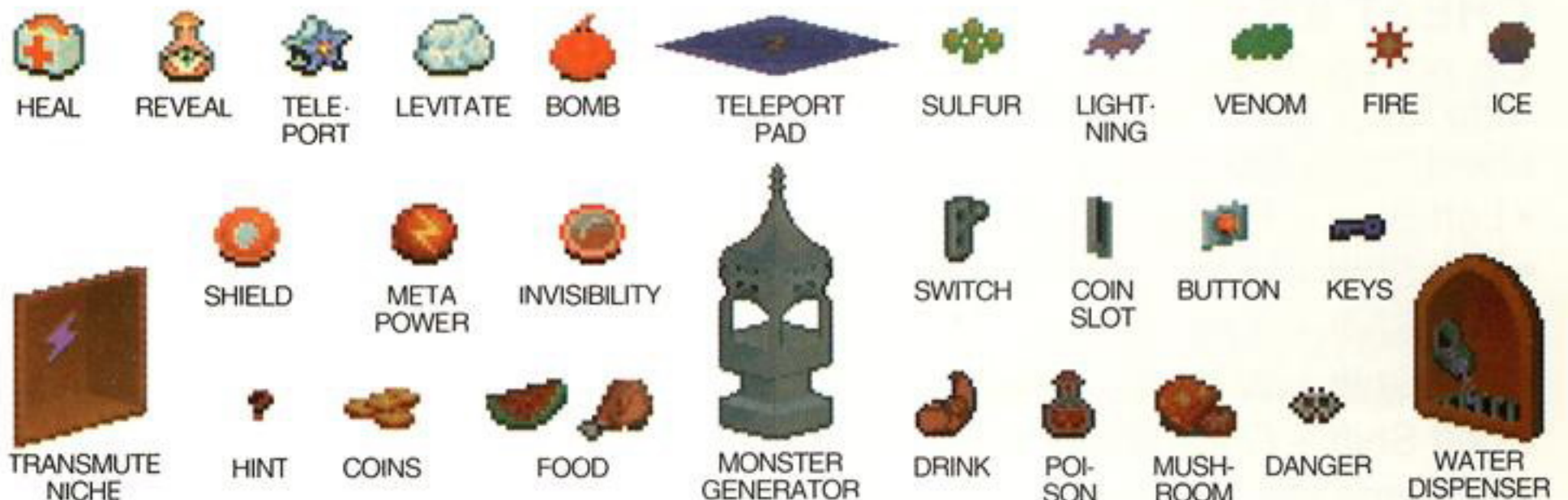
Life Meter displays the life-force level. Always monitor the food and drink levels; if they are low the Life meter will decrease. Also, when flashing it acts as a poison alert.

Spells displays current spell and the amount. The two types of spells are Weapon and Tactical. The Weapon spells include Sulfur, Lightning, Venom, Fire, and Ice. The Tactical spells are Heal, Reveal, Teleport, Levitate, and the Bomb.

Floor Map displays an overhead map of the current floor.

GAME OBJECTS AND SPELLS

Here's a look at some of the objects and spells that are in the game.



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IMPORTANT OBJECTS AND HINTS

In addition to the various action buttons needed to guide Baldric around the Towers, there are several objects and helpful hints needed to complete the quest.



Poison Alert



When Baldric is poisoned, the Life-force meter will begin to flash. Flashing will continue until Baldric takes an antidote. Using one shot of the Heal spell, drinking green slime, or eating the usually deadly poisonous mushrooms are antidotes for poison.



Tower Floors

In the bottom left of the screen is a tower image. The floor that Baldric is currently on is indicated by a white box. As Baldric clears the floor of monsters, the red tint will be replaced with a normal stone color. However, the Monster Generator creates replacement monsters until it is destroyed.



End-of-Tower Key

After killing all the monsters and destroying the Monster Generator, Baldric has completed the tower. To retrieve a tower exit key, Baldric must find the room where the yellow key pad is located. This key will unlock the tower's exit, thus finishing that quest.



Spell Dispenser

In rooms housing an Idol, a coin slot signifies a Spell Dispenser. Placing coins in the slot will cause spells to be dispensed.



Transmute Niche

Some towers have wall niches with a Magic symbol, and a coin slot. Place any spell in the niche, move to the coin slot and insert coins. This will increase Baldric's supply of that spell by one shot.



Teleport Pad

The Teleport spell is used while standing on the Teleport pad. The numbers indicate the Tower floor to which the pad is linked.



Monster Generator

After finding the red bomb, locate the Monster Generator. Place the bomb in the opening of the generator and, after a short delay, the bomb will detonate. Only after destroying the generator will Baldric stop the production of monsters and be able to complete the tower.

CHEAT KEYS

Oh no, you're down to just staff power and the health meter is dropping like mad. Just type "BALDRIC" during a level to enter the cheat mode. While in cheat mode type any of these key commands:

- Left Shift + R plus 2 digit number to jump to any room (01-45)
- Left Shift + H for maximum Health, also Food and Drink
- Left Shift + K for all keys (Except the end of tower key)
- Left Shift + W for full weapons
- Left Shift + C for 10 coins

Each time you use the cheat mode your score is reset to zero.

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CONTROLLING THE ACTION

Mystic Towers is compatible with a variety of input devices. If you prefer, you can play the game by using a keyboard, mouse, game pad or a joystick. The following outlines the player input actions and the functions they control:



KEYBOARD

CONTROL KEYS

Left or Right Arrow Keys

Moves Baldric left or right

Up or Down Arrow Keys

Moves Baldric up and down

Space bar

Select spells and weapons

Ctrl (Fire)

Unleashes spells, pick up or drop items

Alt (Jump)

Baldric jumps up

Backspace (Pull)

Baldric pulls objects

QUICK KEYS

Esc

Exit to the main menu

F1

Help

F2

Saves the game in progress

F3

Restores a previously saved game

F10

Toggles wide screen

M

Toggles music

S

Toggles sound

+,- (on the keypad)

Toggles game speed

P

Pauses game

Numbers 1-0

Select spells and weapons



GAME PAD

Movement

Moves Baldric left, right, up, and down

Button 1 (Action)

Unleashes spells, pick up or drop items

Button 2 (Jump)

Baldric jumps up

Button 3 (Pull)

Baldric pulls objects

Button 4

Select spells and weapons



MOUSE

Movement

Moves Selection icon around the screen

Left Button (Select)

Selects an action

Right Button (Jump)

Jumps up while icon is over direction pad



JOYSTICK

Movement

Moves Baldric left, right, up, and down

Button 1 (Action)

Unleashes spells, pick up or drop items

Button 2 (Jump)

Baldric jumps up

FROM APOGEE SOFTWARE

All of us at Apogee would like to express our sincere appreciation for your purchase of this software package. Apogee Software, Ltd. is the publisher of *Mystic Towers*, as well as other games and educational software for IBM and compatibles. For information about all the products available from Apogee call **1-800-GAME-123**—ask for a catalog.

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SPECIAL THANKS TO
"THE APOGEE BETA TESTERS"



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