

# **ALCAZAR:** **THE FORGOTTEN FORTRESS™**

## **INSTRUCTIONS**

The country is covered with castles and curios, with bridges and carpets that fly. And there's no way around it. Your destination is on the other side.

What perils lurk in these mysterious castles? Which path is quick and sure? With map in hand, you'll dare across, collecting the tools you'll need. Tools to master that grandest of castles, the lure, the dream, the goal... the legendary keep, Alcazar.

**ACTIVISION**  
HOME COMPUTER SOFTWARE™

## THE TASK AT HAND

You are an explorer moving through a countryside of castles, enroute to Alcazar. Along the way, you must gather the implements needed for a successful journey. Your goal is to enter Alcazar, find your way to its crown room and sit on its fabled throne — but **not** while a demon is chasing you.

## LOADING INSTRUCTIONS

- Insert disk, label side up.
- Turn computer and disk drive on.
- Type: LOAD “\*”, 8, 1 and press **RETURN**.

## GETTING STARTED

- **To watch the demonstration mode**, wait 30 seconds. You will see a brief display of the demons you are about to meet.
- **To select difficulty level**, press **F3** until the desired level appears (descriptions of levels appear later in this manual).

|                               |                           |
|-------------------------------|---------------------------|
| <b>Level 1</b> — Beginner     | <b>Level 3</b> — Advanced |
| <b>Level 2</b> — Intermediate | <b>Level 4</b> — Expert   |
- **To begin the adventure**, press **F1** after selecting difficulty level.
- **To pause the adventure at any time**, press **RUN/STOP**. To resume the action, press it again.
- **To begin a new adventure at any time**, press **RUN/STOP** and **RESTORE** at the same time.
- **To play the same difficulty level after an adventure** has ended, press **F5**. Press **F7** to return to the title and selection screen.
- If none of the controls are activated for approximately ten minutes, your screen will black out. Press **RUN/STOP** to resume the adventure.

## PATHWAYS TO ADVENTURE

- **THE FIRST THING YOU'LL SEE** is a large **strategy map**. It displays a countryside dotted with castles connected by paths. Your explorer is represented on the map as a flashing dot. You'll enter the country on the left side and move toward Alcazar,

the largest castle, on the right. Plan your route wisely. This map changes with each new game and can be referred to often. See “Controls.”

## CONTROLS

- To move your explorer, move joystick left, right, forward or back.
- To pick up an item, simply walk over it. If you walk over an object while your hand and pockets are full, the new object will be switched with the object in your hand. If you don't want the new object, just repeat the process.
- To switch things from pocket to hand, press and release the joystick button.
- To refer to the large map, press and **hold** the joystick button. (This won't work when a demon is on screen.)
- To throw or fire an item in your hand, press the joystick button then move the joystick in the desired direction. To fire multiple shots, follow the same procedure but hold the button down.

## CASTLES

- **By moving the white dot** on the map screen into one of the castles, you will see your explorer standing in the corridor of that castle. You will now be able to move your explorer through the castle finding tools and fighting demons. More on this later.
- All castles are two stories high, except for Alcazar, which has three stories.
- **To enter a castle**, simply follow a pathway which leads into it.
- **Upon entering**, the screen displays a top-down view of the room you've just stepped into. It changes as you move from room to room.
- The three squares at the top right of the screen display the contents of **your pockets**; to their right, a fourth square displays what you are holding in **your hand**.
- The number at the upper right indicates the number of **explorers in reserve**; the number at the lower right displays the number of **doorways you've passed through**. A star appears in the lower left corner whenever a major demon is destroyed.
- **After you've defeated the first required demon** (see “Difficulty Levels”), a **small map of the castle you are in appears** at screen bottom. The square on the left

represents the first floor, the square on the right represents the second; the blinking dot shows where you are in the castle, and the rooms you've entered are shown in white.

- **SHORTCUTS** to Alcazar can be used only if you have certain implements: A raft is required to cross **the Lake**; a ring is required to use either of the two **flying carpets** (represented by two blinking white squares above the lake); a rope is required to cross either of the two **broken bridges** (represented by two blinking black squares in the lower left corner).

## CONTENTS OF CASTLE

- **THE CONTENTS OF A CASTLE** are indicated by its color. Its most sought-after object is always guarded by that castle's major demon.

### CASTLE

| COLOR   | CONTENTS   | DEMONS  |
|---------|--|---|
| blue    | <b>rope</b> , guns<br>raw meat                           | <b>tigers</b> , griffin, tarantulas, flies                  |
| purple  | <b>ring</b> , oil, bleach<br>raw meat                    | <b>oilmoebas</b> , guard, tarantulas, flies                 |
| red     | <b>raft</b> , water                                      | <b>griffins</b> , genie, tarantulas, flies                  |
| black   | <b>extra explorer</b><br>in dungeon,<br>bleach, raw meat | <b>guards</b> , tiger, oilmoeba, tarantulas, flies          |
| Alcazar | <b>throne</b> in crown<br>room, bleach,<br>raw meat      | <b>genies</b> , tiger, oilmoeba, griffin, tarantulas, flies |

- **VISUAL AND AUDIBLE WARNINGS** are given when danger is nearby. Avoid a confrontation or gather the proper defense.

### DEMONS & DANGERS

| DANGERS | WARNING               | DEFENSE            |
|---------|-----------------------|--------------------|
| tiger   | pawprints on floor    | three bullets      |
| griffin | raspy breathing sound | oil or six bullets |

### DEMONS & DANGERS

| DANGERS          | WARNING   | DEFENSE                      |
|------------------|---|------------------------------|
| oilmoeba         | black slime on the floor                                  | bleach or five bullets       |
| guard            | tinkling sound of keys                                    | four bullets                 |
| genie            | genie jar on floor  | water or six bullets or ring |
| tarantula        | no warning, but they're slow                              | one bullet or the raft       |
| flies            | loud buzzing sound (obscures all other audible warnings!) | one bullet or the rope       |
| bottomless shaft | torches hanging on walls<br>flame black                   | do not enter                 |

**Another warning:** Your hair turns red when you're on the verge of 'extinction.' Another few bites from a demon and you've had it. **Renew your strength by leaving the castle!**

**Another defense:** The raw meat scattered about is laced with tranquilizers. All demons (except flies) will be stunned for ten seconds when you toss them this handy between-meal snack.

- **MORE ABOUT DEMONS.** All demons (except flies and tarantulas) will lie in wait until they see or hear you. Shooting a gun, bumping into a genie jar or using your keys will attract **all** nearby demons. If a demon is chasing you, try to leave a room before he enters it. Doing so will end the chase. Demons will return to a castle when you enter any **other** castle, but the useful objects are never restocked, during a game.
- **DUNGEONS, SHAFTS AND PERSIAN RUGS.** **Dungeons** are found in the black castle and in Alcazar. They can be entered through a hallway or a locked gate (the latter requiring a set of keys). Once inside a dungeon, rescue the explorer by touching him, and receive an extra life. **Bottomless shafts** are scattered throughout the castles. Falls therein are fatal.
- **Persian rugs** are also scattered about. Some are harmless, while others are deranged flying carpets that will whisk you (or a demon) to a random room in the same castle. Additionally, a **floor-sized flying carpet** lies in every castle without a dungeon or crown room. Since it covers the entire floor, all visual warnings are also covered. You can **tip-toe** around this carpet. Flying carpets will never drop you into a shaft but they may deposit you inside a dungeon or into a room with a demon.

## DIFFICULTY LEVELS

- **LEVEL 1 Beginner.** Start with five explorers and three guns. No raw meat, small pits, rafts or flying carpets in castles. Dungeon keys are obtained from guards or genies. Castle floor plans appear upon destroying the first demon.
- **LEVEL 2 Intermediate.** Start with four explorers and two guns. No raw meat or small pits. Dungeon keys are obtained from guards or genies. Floor plans appear upon destroying the first demon.
- **LEVEL 3 Advanced.** Start with two explorers and one gun. All items present. Dungeon keys are obtained from guards only. Floor plans appear after destroying a guard or genie.
- **LEVEL 4 Expert.** Start with two explorers and one gun. All items present. Dungeon keys are obtained from guards only. Floor plans appear after destroying a genie. Fewer guns and one additional major demon are in each castle.

Demons move faster at the higher difficulty levels.

## A FINAL, IMPORTANT FACT

**You can effectively shoot or throw things into adjoining rooms.** If you think a demon is in the next room, you needn't risk your life by entering it! Just fire the required defense through the door, and you will hit the demon. This works just dandy if you're using a one-piece defense. However, if you are firing a series of bullets into an adjoining room, be prepared: While you're shooting, the demon will run out, into your room. So, stand against the farthest wall and shoot quickly.

## WORDS TO THE WISE

To succeed, you must be able to predict which rooms contain demons. The best method is to draw two floor plan maps — one for the small castles (all basically the same) and one for Alcazar. Become adept at correlating these floor plans with the warning signs you see and hear along the way.

Learn how to give demons the shaft! You can stand on the farthest edge of a bottomless shaft and shoot into the adjoining room. When the demon runs out toward you, he'll fall to the depths. It's a great move when you're down to one bullet. Demons can also be tricked onto flying carpets, though you won't know where they'll turn up

later. Neither of these tricks works with genies, flies or tarantulas (they'll fly up or spin a web).

Plan ahead! Know where you're going and carry only what you'll need. Enter Alcazar with a bucket of water to survive the first genie, and in level 3 and 4, bring keys, too, since there are no guards in Alcazar.

Use the strategy map to note where a castle's entrances/exits are. Remember that some are on the first floor and some are on the second.

Alcazar was conceived and designed by Tom Loughry.



## LET'S GET TO KNOW EACH OTHER:

We're working hard to design the kind of home computer software you want. And we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 940-6044/5 (WEEKDAYS ONLY).

Activision, Inc.  
P.O. Box 7287  
Mountain View, CA 94039

## DON'T FORGET THE FLIP SIDE!!

On the reverse side of your disk is an exciting sample of several new Activision products. Insert the disk into your disk drive, label side down, and type: LOAD "\*", 8, 1 then press RETURN to review the latest and greatest Activision Home Computer Software!

This manual was written by Susan Monteleone.

## **ACTIVISION LIMITED 90-DAY WARRANTY**

Activision Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

---

### **COPYING PROHIBITED**

This software product is copyrighted and all rights are reserved by Activision Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

---

### **WARNING**

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

#### **CONSUMER REPLACEMENTS**

U.P.S. or registered mail is recommended for returns.

Consumer Relations  
Activision, Inc.

2350 Bayshore Frontage Road  
Mountain View, CA 94043

Commodore 64™ is a trademark of Commodore Electronics Limited.

©1985 ACTIVISION, INC. DD-114-09