

# UNEXPECTED.

At every corner. With every step. You strain your eyes and your ears. Through endless castles and countless chambers. Where is the jeweled throne? You search. But only find—what you least expect.

FOR  
PROMOTIONAL  
USE ONLY

NOT FOR RESALE OR RETURN

# ALCAZAR

THE FORGOTTEN FORTRESS

*By Tom Loughry*

ACTIVISION  
HOME COMPUTER SOFTWARE



## **DUNGEONS, DEMONS & YOUR BEST DEFENSE.**

With each step you take. Look. Listen. Remember.

One corner of one corridor of one castle **alone** may present: several doors, an annoying fly, a smudged pawprint, a flickering flame and more.

How you react to any one of those may mean the difference between recovering riches or resurrecting a rather vicious castle inhabitant.

So, use your wits and all your senses. Get to know the items listed here. Commit them to memory. Tread softly. And expect the worst.

### **TRACKS.**

Discover pawprints and rest assured there's danger nearby.

### **TARANTULA.**

Very slow but also very deadly. Exercise extreme caution when in their presence.

### **THE RING.**

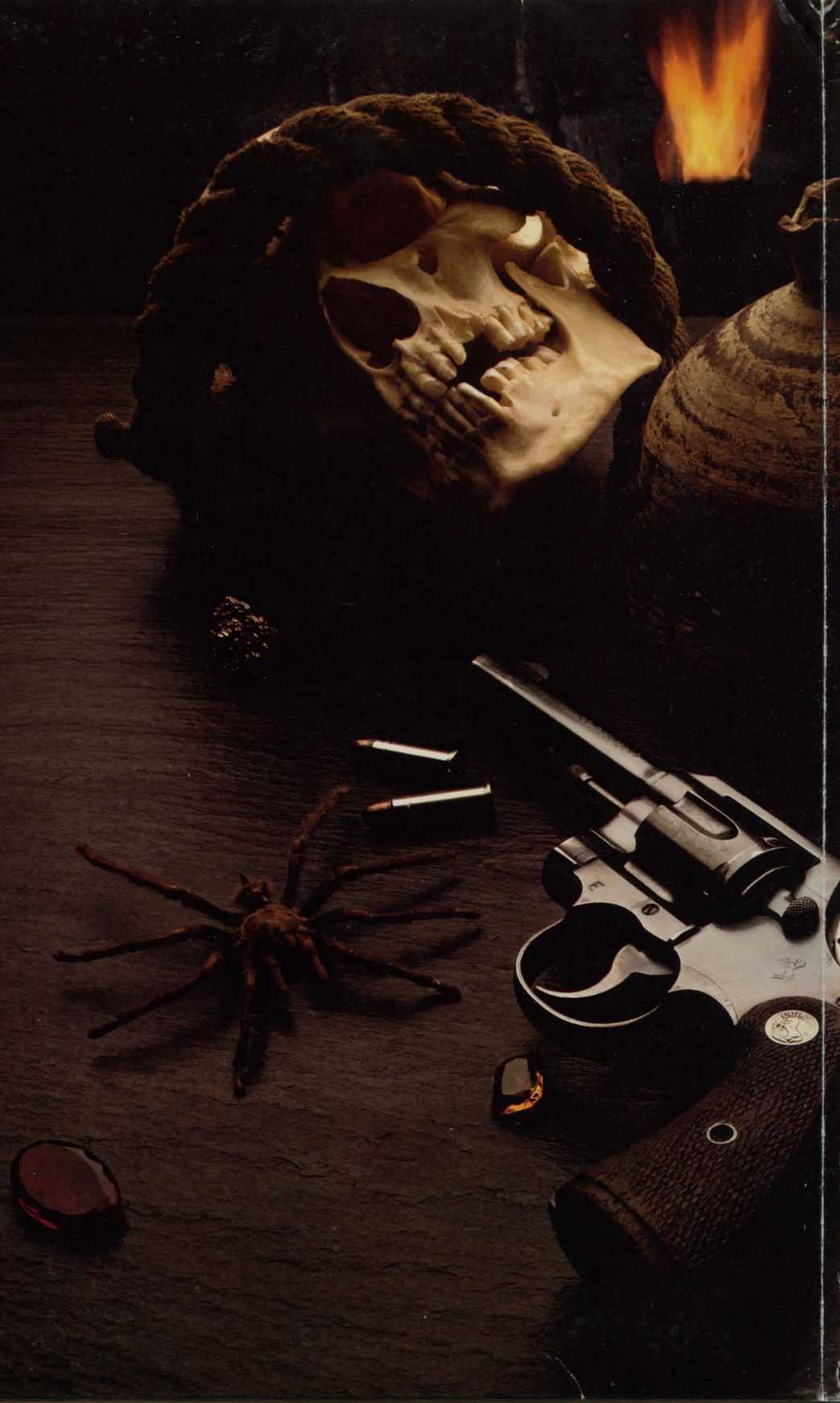
Can dispatch a genie or empower a carpet to fly you over a lake. It's a significant find.

### **WATER!**

Not the thirst-quenching variety but the kind you cast into a genie's face to do more than insult.

### **THE REVOLVER.**

Don't hesitate. All nasty beasts and guards can fall prey to your trusty gun.







### **TORCHES.**

Torches illuminate in more ways than one. Changes in color warn you to watch your step.

### **THE ROPE.**

Quite handy when it comes to crossing a raging river with a broken-down bridge. Also can be used to silence a pesky fly.

### **ANCIENT ACID.**

Think of it as bleach. And the best way to remove nasty oily demons from castle floors.

### **A PERSIAN CARPET.**

Some rugs are harmless. Others have a mind all their own and can whisk you to who knows where.

### **THE MAP.**

Obviously you can't get where you're going unless you know where you are. Heed your map at all possible times.

### **OIL.**

This oil is quite combustible. When tossed into the mouth of a fire-breathing demon, it is also quite effective.

### **THE KEYS.**

Keys can free reinforcements but are often attached to the belts of grisly Moorish warriors.

### **THE FLY.**

Will obscure all audible warnings until you silence its annoying drone.



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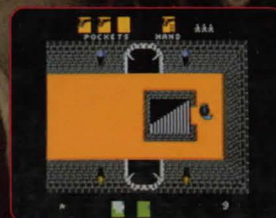
**H**undreds of years ago, massive fortified palaces were built in Spain. Built to withstand the most unbearable siege. With defenses that have become, frankly, legendary.

And the grandest castle of them all was Alcazar. Said to contain the riches of a dozen rulers, folklore also whispered of fantastical demons and unimaginable peril.

Today, Alcazar still stands. Overlooking a forbidden land, it lures and tempts. The forgotten Moorish stronghold, its drawbridge down and its treasure yet untouched, dares to be awakened.

But first, even to reach its entrance, you will need to venture through a broad countryside of ancient castles. Each one harbors within its confines fire-breathing griffins, saber-swinging guards, bottomless shafts and much more.

Through over twenty castles with hundreds of rooms, you will be driven to call upon every ounce of strength and intellect you possess. To decipher both visual and unique audio clues. To discover valuable tools. To simply – survive.



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