



CINQUÉDEA SOFTWARE

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## Catch the excitement of... **Moonbright Tower™**

Welcome to the excitement of MOONBRIGHT TOWER from Cinquedea Software...the adventure wizards!

MOONBRIGHT TOWER, ancient stronghold of evil on the shores of the Moonbright Sea, has been standing for centuries. Now, its original owner, the evil Arch-Mage Garowulf, has returned to terrorize the nearby town of Farfoot. You've decided to invade the tower, slay this horrible wizard, and steal as much treasure as possible.

MOONBRIGHT TOWER is an adventure in the classic style - but with Cinquedea's unique twist. The large master program is comprised of smaller 16K program modules, which are automatically called and loaded into the TI99/4A's 16K RAM memory during the adventure according to how you play. This "virtual memory" technique allows Cinquedea to design well over 48K of adventure on one diskette master program, and yet have the entire adventure play in a standard 16K TI99/4A home computer. You will find MOONBRIGHT TOWER far more exciting than adventures which are limited to standard 16K memory.

\*\*\*\*\* HOW IT RUNS \*\*\*\*\*

Running MOONBRIGHT TOWER is the easy part! Simply place the diskette in drive #1 and chose Extended Basic on the proper screen menu. The MOONBRIGHT TOWER program loads and runs itself.

\*\*\*\*\* HOW IT PLAYS \*\*\*\*\*

Now...the hard part. Figuring out the adventure. Some of the specific commands the program will understand are:

- direction commands such as N, S, E, W,;
- status commands such as SCORE and INVEN(tory);
- action commands such as FIGHT, TAKE, DROP, KILL, SAY, LIGHT, LOOK, RUN and others which you may discover!.

Along the way you might also encounter;

a monstrous fire-breathing dragon, a mind-bending maze, a treacherous rope bridge, a magic grove that can teleport adventurers, four magic words of power, scores of valuable treasures, mysterious and foggy Nether Planes beneath the Tower, and, of course, monsters - from fiery demons to mighty giants to armored warlords.

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You may also find the following general instructions helpful in playing MOONBRIGHT TOWER:

1. When you first enter a level, the room is not described. It is up to the player to enter LOOK to get a description. After the first room, all room descriptions are then displayed upon entering the room.
2. If you wish to take a treasure, the precise name of the treasure must be input. For example, if the treasure is FIRE OPALS, the command TAKE JEWELS will not work - the command must be TAKE FIRE OPALS.
3. The opposite is true about monsters. To fight, it is not necessary to enter the monster's name - FIGHT or KILL will work fine by themselves.
4. Special commands will occasionally pop up. One that I will hint at is BOARD, which may not be in the normal adventure vocabulary. Others you will have to figure out for yourself.
5. It is a law of Garowulf's realm that adventurers placed in the Dungeons must not be greedy. Therefore, all treasure accumulated is confiscated between adventure modules, although points for these treasures are added to your score as you enter the next module. Also, more than one treasure of one type may not be taken. For example, a player could not take two SACKS OF GEMS or two SILVER PIECES.
6. As you proceed through the dungeon, you become faster and stronger, hitting monsters more often and doing more damage with every strike.
7. Being stuck in the maze on level 4 is not a bug in the program. The game was specifically designed to weed out the rookies from the experienced dungeoneers. WARNING! Even our most hard-core adventurers here at Cinquedeia have virtually pleaded for the secret path through the maze. If you get lost, plan on spending 4 or 5 hours to get out.
8. RUN, which is occasionally used by adventurers to escape a fight, may NOT be used in the last room of any level! Doing so teleports you to a room which has NO ENTRANCE OR EXIT!

\*\*\*\*\* CLUES \*\*\*\*\*

Moonbright Tower has many complex features and facets, so these bonus clues have been included to help you along:

1. The boat is not the only way to reach the tower. There are other ways...some hidden...some obvious.
2. There are many magic words hidden in the tower. One can take you back to the moor. The other three you must decipher for yourself.
3. It is possible to escape the maze. After much trial and error, you may find the way out...and you must, for the wizard lies beyond the maze.
4. The dragon is not invulnerable, just very tough. It will probably take several sessions of play before you defeat him.
5. The method to slay the wizard is somewhere within the Nether Planes. You must journey there before you can kill the wizard.

With these clues, perhaps you can penetrate the murky depths of MOONBRIGHT TOWER and slay the wizard. Be warned...It may take you months to find the way to stop his evil doings.