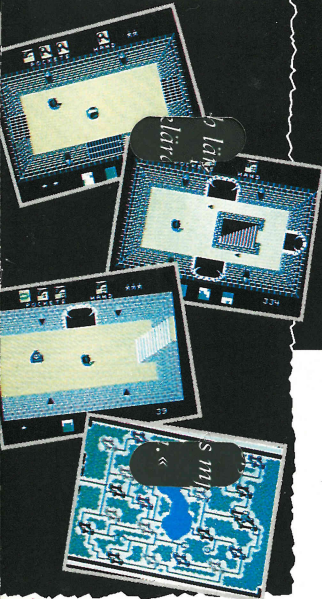


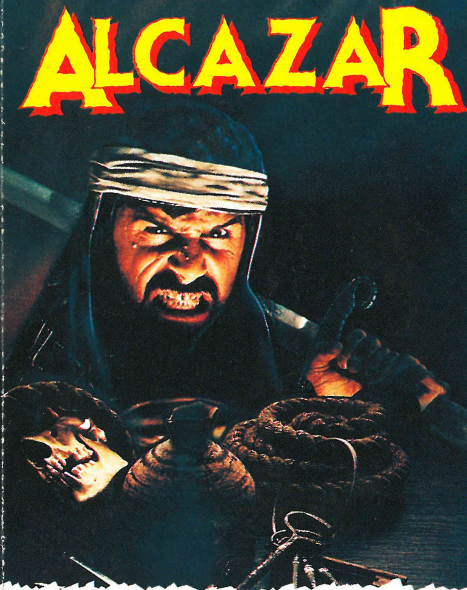


Explore castles, combat demons and collect the tools needed to secure the throne of Alcazar. This joystick controlled adventure is not for the faint-hearted.



ALCAZAR

IC 0298



LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

THE QUEST THAT AWAITS YOU . . .

The fabled throne of Alcazar awaits, but the road is far from clear. Looking at the map, you see a land dotted with castles and dissected with pathways. Alcazar sits on the far right of the map, with you – the small white dot – on the left.

Moving the joystick allows you character to be guided along the paths. Reach a castle, and the screen switches to show an overhead view of the fortress interior, revealing the individual rooms and their connecting doorways.

Many perils lurk within these bastions of evil: enchanted Persian carpets transport you randomly around the building; bottomless shafts tempt an unwary explorer to his death and demons of all species are lying in wait for the hapless adventurer.

If there is danger present in an adjacent room, you are warned in advance by a visual or audible signal. Wherever possible, it is best to avoid confrontations with demons – their touch is deadly, and once disturbed they chase you through the castle.

On the positive side, adversaries may be despatched with the appropriate weapons. Four squares at the top of the screen represent your hand and three pockets:

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up to four items may be carried at a time and swapped between pockets and hand by pressing the fire button. The following table offers a guide to dealing with the creatures and hazards encountered:

DEMON

Tiger • Griffin • Oilmoeba • Guard • Genie
Tarantula • Flies • Bottomless Pit

WARNING

Pawprints • Rasping sound • Black slime
Tinkling sound • Genie jar • No warning
Buzzing noise • Black torch flame

DEFENCE

Three bullets • Six bullets or oil
Five bullets or bleach • Four bullets
Six bullets, water or ring • One bullet or raft
One bullet or rope • Don't enter!

Raw meat can also be found and used as a tranquiliser – toss it at a démon, and the effect will last for ten seconds. Flies, however, just love raw meat . . .

TO BEGIN THE QUEST

Select a difficulty level by pressing the appropriate function key. On higher levels, demons move faster, floor plans are only obtained when Guards or Genies have been killed, and there are fewer guns available.

F1 – beginner. Start with five explorers and three guns

F2 – intermediate. Start with four explorers and two guns

F3 – advanced. Start with two explorers and one gun

F4 – expert. Start with two explorers and one gun

Then press F1 to start the quest.

During Play

RUN/STOP pauses the game

RUN/STOP and RESTORE begins a new adventure

The game is played using the joystick only. To pick up an object, walk over it. If the explorer's hands and pockets are full, the new object is swapped for the object being held.

To move objects from pocket to hand, press and release the fire button with the joystick centralised.

To refer to the map, press and hold the fire button – this only works when there are no other characters on the screen.

To throw an object of fire a weapon, press the fire button and push the joystick in the desired direction of fire.

When the quest has ended, press F5 to restart on the same difficulty level or press F7 to return to the main selection screen.

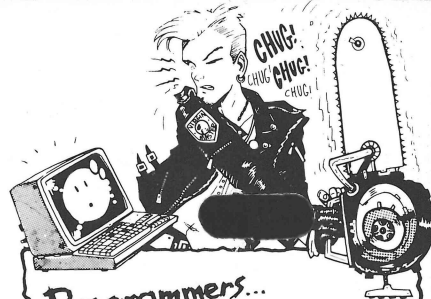
HINTS ON PLAY

Each castle has two storeys, linked by a stairway. Both floorplans are displayed at the bottom of the screen, and show which rooms have been entered and your current location. The floorplan only becomes active once a specific demon has been defeated (see difficulty levels). All the castle layouts are identical.

Shortcuts too Alcazar can only be used once specific items have been collected: the raft in the Red Castle is needed to cross the lake; the rope in the Blue Castle is needed to cross a broken bridge; and the flying carpet it activated by the ring located in the Purple Castle.

Dungeons in the Black castle and in Alcazar itself hold explorers. Find and touch one of these poor devils and his life is added to your current stock.

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