

TOWER

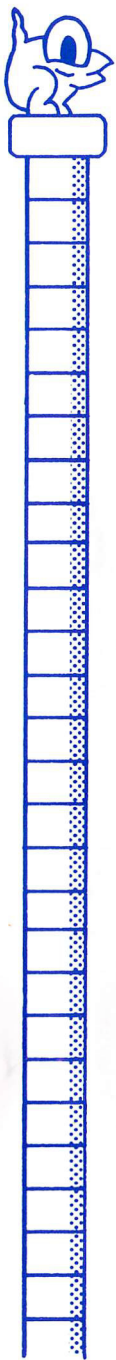


TOPPLER™



Instruction Manual

for Atari® ST™, Commodore 64®/128™, Commodore®
Amiga®, Apple® II series, and IBM® PC and compatibles



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DESTROY OR DIE!

In a toxic ocean on the distant planet Nebulus, far from the sight of land, stand eight mysterious rotating towers. Whoever put them up, you know his motives were evil. That's why you've been sent to blow the towers back into the sea.

After all, blowing things up is what you do best. You're the top seadog operative at Destructo, Inc. At least that's what your boss said to sweet-talk you into this job. When he hinted at a pay raise, and said you'd be cruising this poison ocean in the experimental MK.7 minisub, you couldn't resist.

Only trouble is, you have to climb to the top of these towers to bring them down. And each one is guarded by different enemies--indestructible mutant molecules, weird flying eyes, vicious robots, and huge rolling cannonballs that barrel out of nowhere. You're armed, sure, but your weapon's no good against some of these creatures, and others come back to life even after you stun them.

If you can dodge them all, and if you can find the right route, you'll make it to the top. That is, if you don't slip on a ledge or find it crumbling beneath you, dropping you back into the poison sea. Remember, you start your mission on Nebulus with only three lives, and you use one up every time you go for a swim.

The clock starts running from the moment you step out of your sub. It will take all your coordination, judgment, and speed to reach the upper level of the tower and set off the automatic destruction sequence before you run out of time. If you don't make it, better luck next time.

After the first tower topples, you can relax in the sub, racking up bonus points by catching fish as you speed to your next mission. As soon as you get there, the clock starts again.

GETTING STARTED

To load Tower Toppler, find the information for your system in this section and follow the steps.

Note: To play Tower Toppler on all systems, use the Epyx 500XJ joystick with tactile-response microswitches for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger.



Atari ST

1. Set up your system, following the instructions in your owner's manual, and plug a joystick into joystick port 1.
2. Insert the Tower Toppler disk into drive A, label side up, and turn on your system.
3. When the options screen appears, press the correct key to make your selections:

F1 One player

F2 Two players

F3 Sound on

F4 Sound off

4. Press the fire button to start the game.

Commodore 64/128

1. Set up your system, following the instructions in your owner's manual, and plug a joystick into joystick port 2.
2. Remove all disks from the disk drives and turn on the system. For Commodore 128, hold down the **C** key while turning on the system to set it to C64 mode.
3. Insert the Tower Toppler disk into the drive, label side up. Type **LOAD "*"8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **C** key and press **Run/Stop**.)
4. When the options screen appears, press the correct key to make your selections:

F1 One player

F3 Two players

F5 Sound on

F7 Sound off

5. Press the fire button to start the game.
6. Press **P** to pause a game. Press the fire button to resume play.
7. Press **Run/Stop** at any time to reset the game.

Commodore Amiga

1. Set up your system, following the instructions in your owner's manual, and plug a joystick into joystick port 2.
2. Turn on your system with Kickstart version 1.2 in the internal drive. (Using Kickstart version 1.1 may cause graphics flickers during game play.)
3. When asked to insert the Workbench disk into the drive, insert the Tower Toppler disk instead, label side up. The program will automatically load.
4. When the options screen appears, press the correct key to make your selections:

F1	One player	F3	Sound on
F2	Two players	F4	Sound off
5. Press the fire button to start the game.

Apple II Series

1. Set up your system, following the instructions in your owner's manual, and plug in your joystick.
2. Insert the Tower Toppler disk into the disk drive, label side up, and turn on your system.
3. When the options screen appears, press **1** for a one-player game or **2** for a two-player game.
4. Press the fire button to start the game.

IBM PC and Compatibles

1. Set up your system, following the instructions in your owner's manual, and plug in your joystick.
2. Insert the DOS disk into drive A and turn on the system.
3. After DOS boots, remove the disk from drive A and insert the Tower Toppler disk.



4. If your system boots from a floppy disk drive, type **TOWERTOP** and press **Enter**. If your system boots from a hard disk drive, type **A:** and press **Enter**. Then type **TOWERTOP** and press **Enter** again.
5. When the options screen appears, press **F1** for a one-player game or **F2** for a two-player game.
6. Press the fire button to start the game.

TIME FOR ACTION

The object of the game is to topple all eight towers. Reaching the top of a tower automatically starts the destruction sequence. Each tower is more difficult to topple than the last, and there is a set time limit for each one.

Here's how to move:

Action

Joystick

Walk left or right.

Push handle left or right.

Enter tunnel or take outside elevator up.

Push handle up.

Take outside elevator down.

Pull handle back.

Jump.

Press fire button while walking.

Shoot.

Press fire button while stopped.

You're armed with a snowball gun, and you can destroy flashing block barricades by shooting them. You have to do that in order to get past them. You can also destroy all the rolling cannonballs except the silver ones. You can stun these for a few seconds, but you can't get past them.

All other creatures are indestructible. You have to time your movements to avoid them or they'll knock you down the tower and maybe even into the water. If that happens, you lose a life.

Your footing on the towers is shaky at best. Some ledges are slippery, others crumble beneath you. If you're lucky you'll just fall part way down when you slip. If you're unlucky, you'll find yourself taking an unplanned bath.

When you topple a tower, you return to the sub and travel to your next mission. While under water, use your gun to stun and catch fish and pick up extra points.

Towers

Tower of Eyes (easiest)
 Realm of Robots
 Trap of Tricks
 Slippery Slide
 Broken Path
 Swimmer's Delight
 Nasty One
 Edge of Doom (most difficult)

SCORING

Scoring is based on the amount of time you take to topple a tower, the number of mistakes you make in your route, and the number of times you're knocked part way down or all the way down.

You earn 100 points for each bouncing cannonball you destroy.

You earn 50 points for each flashing block you destroy.

You earn 25, 50, or 75 bonus points at random for each fish you catch.

You gain an extra life for every 5,000 points you earn.

Use your joystick to enter your initials in the high-score chart. Push the handle up or down to select a letter, and press the fire button to enter the selected letter in the chart.

SPORTS A-Roni™

- 8 events provide an off-the-wall look at sports. Choose from the Sack Race, Pile of Plates, Boot Throwing, River Jump, Pole Climbing, Run Up the Wall, Pillow Fight, and Pogo events.
- Brilliant graphics display actual Italian landmarks.
- Represent one of 18 different countries and listen to some rather unusual national anthems.
- Practice sessions allow you to obtain that winning edge.



Available for most personal computer systems.

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