

Vectrex
GRAPHIC COMPUTER SYSTEM

DARK TOWER

CHALLENGE THE TOWER

Vectrex
GRAPHIC COMPUTER SYSTEM

GCE
A Milton Bradley Company

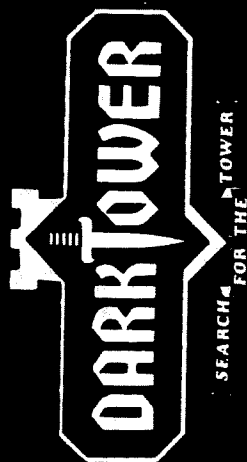
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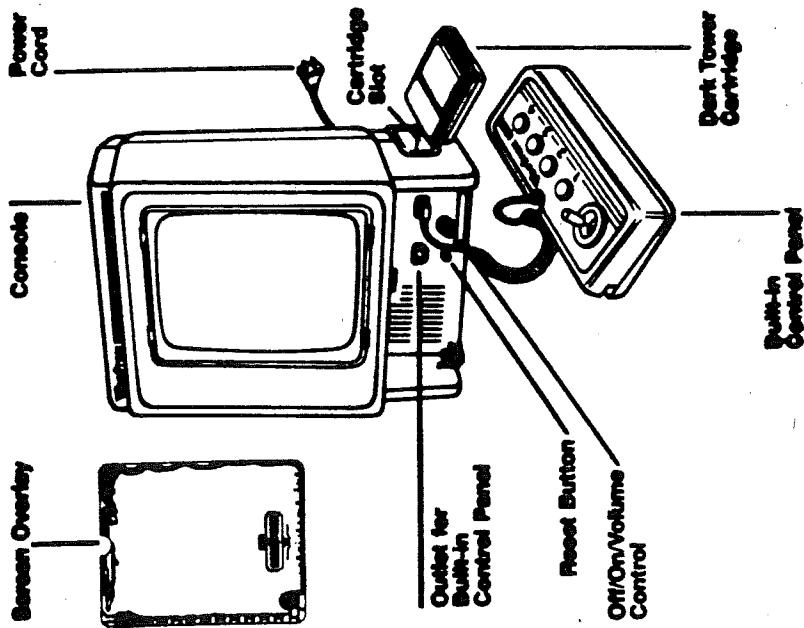


Enter the fantastic world of the Dark Tower—a world filled with adventure, danger and all the mysterious magic of ancient times.

You control a squadron of warriors as you search an adventure-filled forest for the magical keys that will unlock the entrance to the Dark Tower. Guide your warriors to the enchanted chests scattered throughout the forest—each will contain a new puzzle, adventure, terror or treasure. Use your warriors wisely and beware the evils of the forest!



Setting Up



4

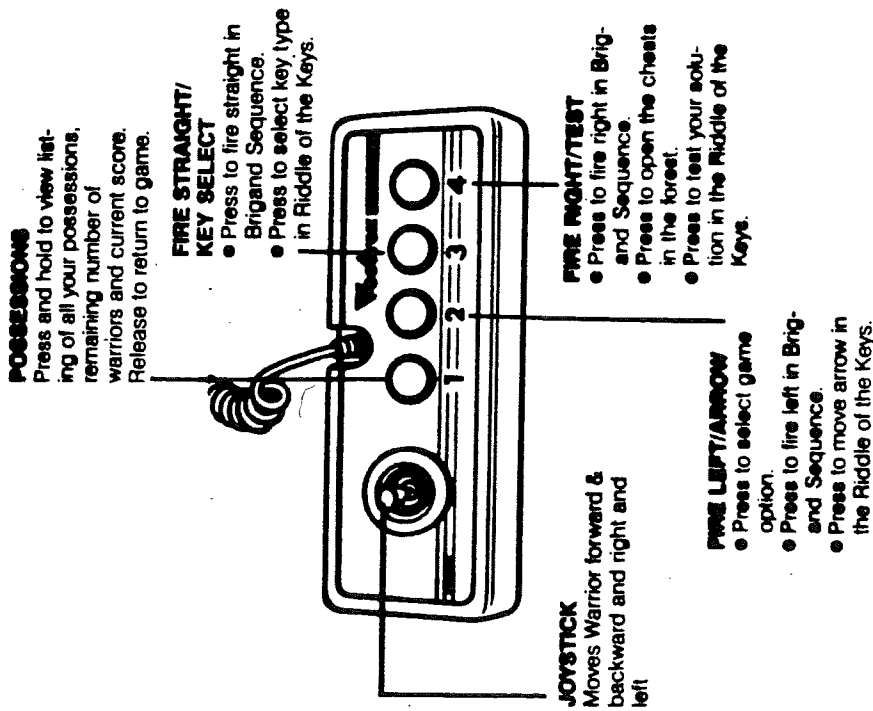
Setting Up

- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- **MAKE SURE THE CONSOLE IS TURNED OFF BEFORE INSERTING THE CARTRIDGE.** Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the Off/On/Volume Control to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

5

Dark Tower Controls

Dark Tower is played with the built-in control panel only. The functions of the controls are:



6

How to Play

Dark Tower is a one-player game.

Skill Level Selection

You can begin Dark Tower at any of four different skill levels. The skill level determines how many keys you are given before starting your journey. **Game 1 is the most difficult**; Game 4 is the least difficult.

The games are as follows:

Skill Level

Game	Keys Provided
Game 1	NONE
Game 2	Silver
Game 3	Silver and Bronze
Game 4	Silver, bronze and brass

To select the skill level, press Button 2. (Note: You will not receive any points for the keys initially given in Games 2, 3 or 4.)

Starting Game Play

Once you have selected the skill level, press Button 4 to enter the forest and begin your adventure!

Object of the Game

Your goal is to unlock the door of the Dark Tower by solving the Riddle of the Keys. To solve the riddle, you must first find the four different keys scattered throughout the forest and then find and enter the Dark Tower itself. Along the way, you will encounter a series of hazards and mysteries. Tread carefully... you never know where dangers lurk!

7

Warriors



At the beginning of the game, you are provided with a warrior who appears somewhere within the forest. You are also provided with five reserve warriors and two bags of gold. You can earn additional warriors and gold during the game, as explained later.

Possessions

Any time during the game, you can press Button 1 to see a list of your possessions, your inventory of reserve troops, and your score.

Forest Sequence

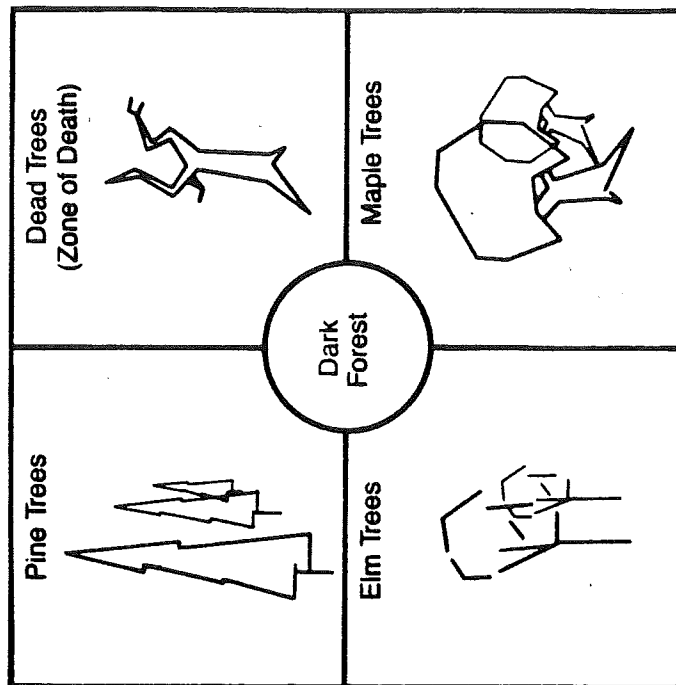
Forest map and Boundaries

The forest is divided into four equal sectors, each represented by a different type of tree—pines, elms, maples, and dead trees. In the very center of the forest, called the Dark Forest, there are no trees at all. This is where the Dark Tower is hidden and will become visible only when your warrior has collected all four keys (see Dark Tower Sequence). There are also smaller dark forest zones scattered throughout the forest map. It is easy to get lost in these zones.

Be especially careful when in the Zone of Death, where the plague occurs more often. It is advisable to enter the Zone of Death only when you have a healer in your possession (see Plague and Healer).

If you reach the boundaries of the forest, the trees will disappear, you will enter a fog and will be placed randomly somewhere else within the forest.

It is helpful to map the forest as you play the game because objects always appear in the same location from game to game. (Using standard graph paper is helpful in mapping the forest). As you learn where objects will be found, your skill in playing the game will be increased.



Direction of Travel

Use the joystick to move your warrior around the forest. As your warrior walks through the forest, his direction of travel is shown at the top right side of the screen (N, NW, W, SW, S, SE, E, NE). The number of steps forward he has taken since he made his last turn is also shown. To go in a specific direction (eg, North), rotate your warrior to the left (counter clockwise) until the desired direction appears at the top of the screen. Then your warrior will be heading in that direction.

Fog

 In addition to the boundary fog, you can also run into fog while walking within the forest. You may also find fog in some of the chests scattered throughout the forest (see Chests). When you run into fog, it will move up from the bottom of the screen and you will be placed randomly somewhere else within the forest unless you have a scout in your possession (see Magician Sequence).

Plague

 Like fog, you can run into the plague while walking throughout the forest and may also find the plague in a chest (see Chests). When you run into the plague, it will move up from the bottom of the screen like the fog, but you will lose your warrior unless you have a healer in your possession (see Magician Sequence).

Chests

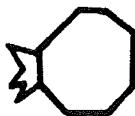


You will see many chests scattered throughout the forest. All chests look alike and give no clue as to their contents. To open a chest, move your warrior in front of the chest and press Button 4. If you press Button 4 again before the chest lid is fully opened, you can close the chest and move on. Once the chest is fully opened, you must proceed to handle whatever it has in store for you. There are six types of chests:

- **Treasure Chests**—These chests are very rare and contain a no-risk treasure (one to nine bags of gold or one to four replacement warriors). A particular Treasure chest can only be opened once per game—opening this same chest again will take you to the Brigand Sequence (see below).
- **'Do-Nothing' Chests**—These are empty chests that will open, pause for a moment, and then close.
- **Fog Chests**—These chests contain fog. When fully opened, the fog cycle will be started, as explained earlier.
- **Plague Chests**—These chests contain the plague. When fully opened, the plague cycle will be started, as explained earlier.
- **Brigand Chests**—These contain enemy beasts called 'Brigands' who you must fight for your warrior's survival (see Brigand Sequence).
- **Magician Chests**—These contain magicians who can provide you with many valuable treasures (see Magician Sequence). As with treasure chests, each Magician Chest can only be opened once per game—opening the same chest again will take you to the Brigand Sequence.

Bags of Gold

Scattered throughout the forest are bags of gold which you can pick up and add to your possessions. You can pick up the bag of gold by walking forward directly toward it. Each bag of gold can be picked up only once per game.



Keys

In each of the four sectors of the forest there is one of the keys needed to solve the Riddle of the Keys and open the Dark Tower. These keys will be in the same location for each game, although the particular type of key (gold, silver, brass or bronze) will vary from game to game. (Note: You will only be able to find the number of keys still needed depending on which game option you selected. For example, if you selected Game #4 you will only find one key in the forest, since you already have the three other keys in your possession.) You can pick up a key by walking forward directly toward it. Each key can be picked up only once per game.



Brigand Sequence

The Brigand Sequence begins when a warrior opens a brigand chest. The warrior will be drawn into the chest and must fight for his survival by hurling flamoids at the brigands while avoiding the flamoids the brigands throw at him. The brigands will appear from and disappear behind walls on the left and right. Use the joystick to move the warrior to the right and left and press Buttons 2, 3 and 4 to throw flamoids at the brigands. Button 2 throws flamoids to the left; Button 3 throws flamoids straight ahead; and Button 4 throws flamoids to the right.

The brigands will throw most of their flamoids directly at the warrior but will also throw some in other directions

once in a while hoping that the warrior will walk into them and be killed. Neither the warrior nor the brigands can be killed by their own flamoids.

If the warrior successfully destroys a random number of brigands, (up to about 20 brigands) he will receive a treasure—either replacement warriors or more bags of gold—or may be told to just 'BE GONE'. In any case, he will be returned to the forest at the same location he left. If the warrior is killed by one of the brigands, a replacement warrior will be provided (if one is available), which will be returned to the same location outside the Brigand Chest. The same Brigand Chest can be re-opened again or the warrior can move on through the forest.

Magician Sequence

The Magician Sequence begins when a warrior opens a magician chest. The warrior will be drawn into the chest and will be open to the will of the magician. If you have enough gold in your inventory, the magician may sell you a key, replacement warriors, a healer, a scout or the crystal crown. The amount of gold needed to buy these treasures is as follows:

Treasure

Gold Key
Silver Key
Bronze Key
Brass Key
Warrior
Crystal Crown
Healer
Scout

Gold Needed

60-69 bags
50-59 bags
40-49 bags
30-39 bags
10-20 bags
60-69 bags
15-20 bags
20-30 bags

The Crystal Crown is a special treasure that is worth 1500 points if it is in your possession at the end of the game.

The Healer is one of the warrior's helpers that prevents the fatal effects of the plague. The Healer can be

used only 4-6 times while in your possession and will then be lost. Another Healer may be granted by the Magician later in the game if there are still Magician Chests available and the player has enough gold.

A Scout is another one of the Warrior's helpers. The Scout prevents a Warrior from getting lost in a fog. The only exception is the boundary fog, where the Scout cannot help the Warrior from getting lost. As with the Healer, the Scout can be used only 4-6 times while in your possession. Another Scout may be granted by the Magician later in the game if there are still Magician Chests available and the player has enough gold.

Dark Tower Sequence

Once you have all four keys in your possession, you can enter the Dark Tower and try to solve the Riddle of the Keys to open the tower door.

The Dark Tower is visible only when all four keys are in your possession. It is located near the center of the map in the largest of the dark forests, which is surrounded by a mixture of all four types of trees. When you find the Dark Tower, use the joystick to move your warrior forward directly into the entrance of the door.

Once you are inside the door, you will see the four keys, which you must put in the correct order to try and unlock the tower. Press Button 2 one or more times to move the arrow and select the desired key. Then press Button 3 one or more times to select the type of key (gold, silver, bronze, or brass). **Make sure each type of key is used only once.**

When you think you have put the keys in the correct sequence, press Button 4 to test your solution. If all four keys are in the correct position, the game will end. If not, those keys that are in the correct positions will stay lit for a few seconds and then the Warrior will be placed back into the forest at a randomly selected location. If you have a Scout in your possession, you Warrior will be

placed outside the Dark Tower rather than somewhere within the forest, and he can enter the tower and try to solve the Riddle of the Keys again.

Scoring

Points are awarded for each treasure you pick up after the start of the game (ie, you do not receive points for the keys, gold, or warriors you are given at the beginning of the game.) Points are also earned for destroying brigands and for solving the Riddle of the Keys.

Possessions

Gold Key	1,000 points
Silver Key	900 points
Bronze Key	800 points
Brass Key	700 points
Bag of Gold	100 points
Warrior	100 points
Crystal Crown	1,500 points
Healer	300 points + a bonus warrior
Scout	300 points + a bonus warrior

Destroying each Brigand

125 points

Solving Riddle of the Keys

3,000 points

High Score Memory

As long as your machine is on with the Dark Tower cartridge in place, the high score is retained. Once the machine is turned off and the cartridge is removed, the high score is lost. To check the high score, press the Reset Button on the console.

Restarting the Game

To restart after a completed game, simply press any of the buttons on the control panel.

Score Record

Name

Score

[illegible]

16

Score Record

Warto

ScoreThis image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

17

90 Day Limited Warranty

This Video Game Cartridge is warranted by General Consumer Electronics, Inc. to the original consumer purchaser in the U.S.A. for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials. ANY IMPLIED WARRANTIES ARE ALSO LIMITED IN DURATION TO THE NINETY (90) DAY PERIOD FROM THE ORIGINAL PURCHASE DATE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS. SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

This warranty is void if the GCE Video Game Cartridge has been damaged by accident, unreasonable use, neglect, misuse, abuse, improper service, modification, subject to commercial use or other causes not arising out of defects in workmanship or materials and is limited to electronic and mechanical parts contained in the cartridge.

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During the warranty period, if found to be defective due to workmanship or materials, the GCE Video Game Cartridge will at the option of General Consumer Electronics, Inc. be repaired or replaced with a new or reconditioned GCE Video Game Cartridge without charge for parts or labor when returned by Purchaser with proof of purchase date, shipped prepaid to General Consumer Electronics, Inc. at the following address:

General Consumer Electronics Inc.

233 Wilshire Boulevard

Santa Monica, California 90401

In the event that your GCE Video Game Cartridge is replaced, the warranty on the replacement will be ninety (90) days from the date of its return to you.

Order Form for Replacement Screen Overlays

Additional screen overlays may be ordered by completing this form and mailing it with your check or money order for \$2.00 each. Address check or money order to:

**GCE, Vectrex Screen Overlays, P.O. Box 8123,
San Francisco, CA 94128**

Please allow 2-3 weeks for delivery. Offer subject to availability.
Note: Separate cartridges are needed for the overlays listed below.

SCREEN OVERLAY

Mine Storm	Solar Quest	Spike
Armor Attack	Space Wars	SpinBall
Berzerk	Star Hawk	Web Wars
Clean Sweep	Star Trek	Pole Position
Hyperchase	Blitz!	Dark Tower
Cosmic Chasm	Heads-Up	Star Castle
Rip-Off	Fortress of Narzod	Polar Rescue
Scramble	Bedlam	Others (specify)

SCREEN OVERLAY

SCREEN OVERLAY (fill in)	QUANTITY (fill in)	COST (fill in)
		(a) \$2.00 \$
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Total Overlays Ordered		Total Costs \$
Calif. Residents Add 6% Sales Tax		\$
Total Amount Enclosed		\$

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