DOCUMENTS-

There is a DV80 file on the disk listing the files.

LOAD will load and run Moonbright Tower.

CRYSTAL will load Crystal Sweep.

CRYSTAL SWEEP

You are crystal sweepers on the crystal fields of Ursa Minor Beta. To accumulate the blue crystals you must direct your collector round the fields. In doing so you must also prevent your rivals from gathering too many crystals. On your turn enter one of eight directions to collect the maximum number of crystals or to cut off another collector.

There are 2 types of crystal:

Solid diamond= 10   Diamond that is blank inside= 1

To direct your collector, press the number of the direction you wish and then hit ENTER. The collector will then keep moving in that direction until it can't gather any more crystals or it hits another collector.

A field ends when a player is in no position to collect any more crystals.

Moonbright Tower

Welcome to the excitement of Moonbright Tower from Cinquédea 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 Nage 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 Cinquédea's unique twist. The large master program is comprised of smaller 16K program modules, which are automatically called and loaded into the TI-99/4A's 16K RAM during the adventure according to how you play. This "virtual memory" technique allows Cinquédea to design well over 48K of adventure on one diskette master program, and yet have the entire adventure play in a standard 16K TI-99/4A Home Computer.

You will find Moonbright Tower far more exciting than adventures which are limited to the standard 16K memory.

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.

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. lt 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 ex amp, if the   treasure is FIRE OPALS, the comm and TAKE JE WELS will not work. The command must be TAKE   FIRE OPALS.

3. The opposite is true for most monsters. It 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 are 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 n ext 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 P1ECES.

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 f rom the dungeoneers. Warning! Even our most hard-core adventurers here at Cinquédea 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 man y 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 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. lt is possible to escape the maze . After much trial arid 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.