

Towers II

PLIGHT OF THE STARGAZER

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The Story Begins... <1.1>

It has been several months since we've been in Lamini. The repairs to our ship are almost complete and the crews morale is finally on the rise. We've heard no news on the wars in Airatose, we've heard no news at all. No information seems to reach or leave this dungeon of an island.

At first, when we ran aground, I thought this was paradise. But having to go through that we have, I would have considered being in one of Sargon's torture cells, paradise. At the time of the wreck, we were alive, and that's all that mattered. Now I realize, time soothes the emotions and things appear as they truly are.

As I've stated before there is no information, not just about Airatose, but anything. This island seems to be cut off from the rest of reality. No one will talk about anything, besides the current affairs here on Lamini. All the people of power seem to be extreme wielders of magic and there is no real outside trade. So how did these mages become so wealthy.

Just some very strange questions I've been tossing around in my head, that no one wants to answer. I'm wondering if we should become more involved with these peoples affairs, perhaps they could help us with the war in Airatose, after all Sargon posses a threat to us all. I wonder.

There have been rumors of Lamini's elite guards, not returning from a quest. We've been asked to see Farale, the new sheriff.

We entered Farales office. A stout man in his later ages sat behind a desk. We quickly exchanged greetings and he began to speak about a lord named Daggan.

"Lord Daggan was once a good man, who held one of the high seats on the council. He as an avid astronomer, who made many discoveries. Then one day he resigned his commission, stating only that his research takes precedence over any problems we might have."

"Strange happenings soon followed. Mighty explosions were seen at his tower, but then examined, not a trace of damage. Also, he's been seen excavating bones out of the mystic's graveyard. When the council inquired about his doings, he flew into a screaming rage. Yelling that everyone should leave him alone, he then burnt down several villager's homes. Thankfully no one was hurt."

"At that point we knew he had gone mad, and must be stopped. All knights and sages who held a chair on the Lamini council, were sent to either make him come to his senses or destroy him. They never returned."

"Several well known thieves were spotted leaving Daggan's tower with bags full of treasure. We caught and questioned one of the hoodlums. What he confessed to us was truly amazing. He spoke of Daggan's guards being very dim witted and that sneaking around them was very easy especially for a man of his talents. He also spoke of strange beings, the likes that I have never heard. Eyes with large wings that fly and wield powerful magic. Creatures made out of the earth itself. Giant men made of iron, living fire and other unnatural beings."

"Also inside the tower, just lying around the floors were the bones and weapons of previous looters who were not so quick for Daggan's guards. Feces from animals, that were never picked up. This is very strange for Daggan, he was normally a very tidy and neat man. It seems that his tower, which is still in the process of being built, is falling apart. Normally we wouldn't have believed a word of what this thief was saying, but it was the way he told his story. You could just feel the unbelievable truth."

"Once again we ask you to help us with our problems. We feel that sending only one of you in, to stop Daggan, is to our best advantage. He would never expect only one man. Here is a letter from the thief. It gives pictures and descriptions of the creatures you might encounter."

"The reward we have to offer is very small, but anything you find in Daggan's tower is yours to keep. When you return, a small keep will be built for you. Thus you will always have a home in Lamini."

"This quest is very important to us. Perhaps if you decide to help us, we could help you in some way with your problems in Airatose. Unfortunately this is all we have to offer. I plead with you to take this quest, Lord Daggan must be killed. We cannot let his new found madness and evil grow."

Thief's Descriptions <1.2>

Heed my warning of what I am about to describe. For death awaits inside Daggan's tower. I did not dare enter any further into this house of horrors, so do not take this as the last word on all the terror that lurk inside.

Associates - Throughout the tower, I'm sure you'll run into many of my associates. Many of those fools are still there, their greed leading them on. Most of them can not be trusted. If you catch one by surprise, then be quick with your blade. Some might try to coax you into helping them. As far as I know, some might have joined Daggan's guards for a small price.

Custodian - The custodian is the keeper of the lower levels. This lazy, ill tempered man, is responsible for keeping the tower sparkling clean. As humble as this man seems, beware. He is armed and trained in the use of a mop, and is a formidable opponent. In my exploration of the tower, I chose to leave him alone.

Daggan's guards - Lord Daggan, has hired many guards to keep intruders out of his tower. These guards are not the most brilliant or fast, but they have been instructed to kill on site. They swing their swords unmercifully and their fighting skills are unmatched. I have seen many of my friends fall underneath their blades.

Floating Eyes - I have no true name for these terrors. They appear as large eyes with wings. I have only found them in the back rooms of the tower, behind various secret doors. Constantly searching their surroundings for intruders. These creatures are relatively weak in nature, but they harness great magical powers. If they find a target, they will attack it with an onslaught of blue balls of mystical energy. Be wary though, for they fly with little sound and attack with the speed of light.

Iron Golem - Should a man become a mountain and have the strength of a god. He would not stand a chance against these golems. This giant metal being was somehow bestowed with life. He swings a giant sword as easily as I would swing a stick. I have seen him cut down three associates of mine, with a single blow. My contempt and fear of this soulless creature is beyond words. My only advice -- Should you hear the ground echo with a thunderous foot step, don't waste the time to think, just run.

Men of the Earth - I was in heaven if only for a minute. Diamonds and pearls all about me. I heard it, and then I saw it. The earth itself moved and shook the ground I was walking on. I spun around to see a strange and distorted creature with no legs. His arms and body were as big as boulders and looked as if it was made from mud and stone. My friend, gasped for air when he saw this horror. Thinking quick, I grabbed my friend and used him as a shield between me and the stone man. I could hear his bones crack from the unbelievable strength of this creature. I grabbed what few items I found and ran as fast as my feet could carry me. I will never enter that place again. It is truly a place for the foolish.

The Story of, <1.3>

GERAND - Born on a small Island off the coast of Broken wing. Gerand followed in the footsteps of his father, a great and well known duelist. Taught in the art of war by his father, Gerand helped repel Sargons advancing army in Graystone, where he received most of his scars. In the battle for Graystone, Gerand saw his father killed as Sargons Carrion fighters over ran him, nine to one.

Now 34, Gerand swears to rid this world of Sargons evil. He was on the way to Airatose, to help with their battle, before being side tracked to Lamini.

TASLER - Man of 19, he hates to be called boy. Continually ridiculed by his older and more experienced brothers, Tasler set out to prove that he was their equal and more. Bent on bringing back Sargons head, he is very unsure of his skills and very nervous should he actually encounter Sargon.

On the trip to Airatose, when tension was high, the scribe Marimure accidentally set fire to the ship while practicing a magic trick. He was quickly accused of treason. In an act of bravery, Tasler stood toe to toe with a man twice his size and three times his experience to defend this unknown scribe. Gerand apologized for his unwarranted reaction and all three became friends.

ANDROS - Andros was once a trapeze artist in a circus. Performing for hundreds of children and moving from town to town.

He loved to play practical jokes to make everyone laugh, often forgetting that most people don't have his reflexes. He would later feel guilty when someone got hurt, only to forget what he did and play the same gag the next day.

When Sargon started waging war, the circus soon disbanded as the people no longer had the money to afford such a luxury. Andros pledged to help stop this evil so the children could once again enjoy his antics.

Playing a practical joke on Gerand, a man with little sense of humor, Andros soon found himself dodging various blows. The entire ship was laughing as he made a mockery of Gerand's fighting skill. In the heat of the excitement, Andros ducked when he should have weaved. Waking up, he found himself hanging upside down with a pounding headache. Looking on, he could see a herbal remedy just out of reach and Gerand in the corner of the room, arms crossed, chuckling.

MERTON - Student of the Circle Crest Mages and Heir to the Throne of Storion, Merton left his land utterly bored with his families continual squabbling over politics. Exploring the realm and challenging any mage that made a claim to power. He headed to Airatose to engage Sargon in a one on one duel.

While on board the ship, he talked with the nameless wizard. He found out that the nameless one once worked for Sargon, but when he found out about Sargons true plans, he tried to stop him. The nameless one was almost killed before he narrowly escaped.

Merton, arrogantly called the nameless one's magic weak, just before the storm hit. As the magical storm consumed the ship and lightning littered the deck, the nameless one fought with all his might as Merton just watched in awe. Finally he could see just how

powerful the nameless one truly was, and how powerful Sargon must be. For the first time Merton felt as small as a leaf, in a realm of trees.

After the storm, Merton stood mesmerized at the dying body of the nameless one. If he was going to become one of the great mages, he must research much higher realms of knowledge. For him to defeat Sargon, would be one of life's great opportunities for all to observe.

Some characters will have an easier time in the dungeon at first then get harder later for them, other will have a hard time at first and get easier later.

PLAYING TOWERS II

Introduction <2.1>

When Towers II first starts, you will hear the chiming of bells and be presented with the title screen as the music starts to play. On the title screen are two options written in the sand; Incarnation and Continuation.

Waiting a short time, the Sheriff Farele, will begin to show you a short graphical story of the new problems in Lamini. Pressing the mouse button or 'ESC' will return you to the title screen. Pressing 'ESC' from the title screen will exit the game and return to Windows.

Continuation <2.2>

Continuation can only be used once you have saved a game (*saving a game will be explained later*). Clicking on Continuation with the mouse, will bring up a menu with your previously saved games. To load a game, simply click the mouse button on the name of the game that you want to load. If there are no saved games, -- Empty Slot --" will appear on all the listings. If everything goes well, you will be where you last left off after a brief pause.

If you make a mistake and decide not to load a game, press the 'ESC' button or the 'right' mouse button. This will take you back to the Title Screen.

Incarnation <2.3>

Clicking on Incarnation from the title screen will take you to a screen with four pictures & names of worthy adventurers. Gerand, Tasler, Merton, and Andros are your character choices. Move the mouse and click on one of the characters to change your selection of the character you want.

In the center of the screen the characters statistics will appear. If those statistics suite you, then move the mouse over accept and click on the 'left' mouse button. Otherwise, click on a character to re-roll or select another character.

STR (Strength) - Strength is used for determining how much weight the character can carry. Also, strength can increase or decrease the amount of damage you inflict and the chance of hitting your opponent.

INT (Intelligence) - Intelligence is used for determining how well you pronounce a spell. If you pronounce it correctly it will be cast. If not, it fails.

WIS (Wisdom) - Wisdom reflects your mystical context. If your wisdom is high, you are more adept at casting spells and thus will have more mana to cast spells from.

DEX (Dexterity) - Dexterity determines how fast and flexible you are. With a high dexterity you will naturally weave in and out of your opponent's attacks.

CON (Constitution) - Constitution shows how healthy and physically fit you are. Any healthy warrior or mage in battle, is apt to live longer. The characters statistics can have a minimum of 9 and a maximum of 20.

GETTING INSIDE TOWERS II

<3.1>

Once you've accepted your character, the program will take a few seconds to start. You will then find yourself inside a large room. From this point, you should save your game. ***(GO TO THE SAVING AND LOADING SECTION.)***

To the top left of screen is a red stone plaque with a picture of your character in it. Also carved on that plaque is an arrow pointing to the right. Underneath your character, are four slots for holding items and bags.

At the top of the screen, you will find two horizontal bars. One green and one blue. The green bar represents your hit points. This is how much life energy you have, before dying. The blue bar represents your mana. Mana is the mystical energy needed for casting spells. Some characters will be more apt at casting spells than others.

The top right of the screen is your compass. Right now it reads north, as you move about the tower it will change directions as you change. To the right, and underneath the compass is the spell canvas. As you travel throughout the tower, you will find and learn spells. As this happens a representation of the spell you just learned will appear on the canvas. Right now the canvas should be blank.

The bottom of the screen should be blank. Any text along with a message canvas, will appear here.

Windows 95 controls <3.2>

Key Controls

7, F	8, X	9, Z
Flip Inv/char	Stats	Sleep

4, <-	6, ->
Side-step Left	Side-step Right

1, S	2, M	3, TAB
Toggle Spells	More/Clear Text	Map

0, ENTER, SPACE
Cast Active Spell

ESC	<i>(Loading, Saving, Restarting</i>
Escapes from selections	<i>Quitting, Sound Volumes, and</i>
Quits Game in Title Screen	<i>Mouse Movement are handled</i>
PAUSES Game while playing	<i>while game is paused.)</i>

Mouse Controls

The mouse controls are setup in to modes. Movement Mode and Hand mode. Depending on your Windows setting, the mouse buttons may be switched.

Movement Mode ---

In movement mode, the mouse pointer is in the shape of an arrow (*or square if not moving*). To move in the dungeon move the mouse in that direction, an arrow will appear to tell you what direction you are moving.

Left Button - Attacks

Right Button - Toggles back to Hand mode.

Hand Mode ---

In the Hand mode, the mouse pointer is shaped like a hand (*or object, if you are holding one.*)

Left Button - The action button. With it you can pick up items, select from menu options, select spells, and various other tasks.

Right Button - Toggles back to movement mode.

Statistics <3.3>

To bring up your statistics, press **(8)** or **(X)** on the keyboard. This will display your character's statistics divided into three columns. In the first column, it displays your STR, INT, WIS, DEX, and CON. In the center, current FOOD, STAMina, HIT points (*current and maximum*), MANA (*current and maximum*), and WeiGHT (*current and maximum*). In the last column is the amount of Damage you can inflict (*minimum and maximum*), your current Attack skill (*how well you hit*), Defense (*how hard it is to hit you*) and Save (*your resistance to magic*). All of the statistics in the second and third column will change throughout the game. Should your food & stamina become too low, it will have an adverse effect on your movement.

Sleep <3.4>

Should you become tired or need to heal and regain mana, press **(9)** or **(Z)**. The view screen will turn black, and a message will appear stating you're asleep. You can not sleep if you are hungry.

Intelligent Automap Feature <3.5>

Towers II is equipped with an intelligent auto map feature. While transversing the tower, should you become lost, just bring up the Map by pressing **(3)** or **(Tab)** to find where you are. The auto map will take the place of the view screen.

Moving the mouse left and right, or **(4)** and **(6)** on the keyboard will change the level of the map that you are viewing. Every time the auto map is engaged it will bring you to your current level with a small blue dot showing your position. You will see a large tan area, with the darker areas depicting where you've been. Various X's, circles and squares are used to show obstacles you have encountered. Press the Map button again or the mouse button to get back to the game.

Pausing the Game <3.6>

Press the 'ESC' key to pause the game. From here you can: Load or Save a game, change Sound volume, modify the Mouse sensitivity, bring up the Help screen, or Exit the game. To select any of these functions, move the mouse and click on your selection. Pressing 'ESC' again will return you to the game.

Saving and Loading <3.7>

If while paused, you can select the Load/Save game function. Once selected, a sub-menu will appear allowing you to Load, Save, or Restart the game.

Load Game

Clicking on 'Load Game' will bring up a menu with five save game slots. Click on the Name of the game that you want to load, and after a brief time you are back where you once left off.

Save Game

Clicking on 'Save Game' will bring up a menu with five save game slots. A name will appear if the slot is full, and '--Empty Slot--' will appear if the slot is empty. Click on the slot that you would like to save the game with. Your game will then save, so you can return at a latter time or continue playing.

Equipment <3.8>

Move the mouse in hand mode to your character's picture and click on the arrow in the bottom right of the plaque with your 'left' mouse button.

Your character's picture should have flipped around to show the silhouette of a man and several small boxes located around him. These are the areas where you'll equip the items you find around the tower.

The top left box is where all the necklaces and amulets go. The box in the top-center should outline the character's head; all head gear goes here. On the next row, the far left box is carved with a small dagger. Any active weapon should go there.

The next box outlines the body of the character; all armor, cloaks, and body items go here. In the box to the right; shields, quivers, and any miscellaneous items go there. The next row directly underneath, are for gloves and rings. At the bottom, a box that outlines the feet of the character -- as you may have guessed -- are for boots and shoes.

Underneath the character window are four boxes for holding items. When you put the bag in one of these areas, it will open up eight more spots directly underneath. These

can be used to store any item, weapon, and armor as long as you're strong enough to carry it. You can always check your stats to find your current and maximum weight.

Special Note

When ever you place an object on your character, be sure to check your statistics to see if it benefited or hindered you.

MOVING AROUND IN TOWERS II

Moving <4.1>

To toggle between Movement mode and Hand mode, click on the 'right' mouse button. In Movement mode, everything except for the compass, mana bar, and hit point bar will remain.

If you move the mouse forward, you will start to move forward. By moving the mouse to the left or right will cause you to turn in the appropriate direction. You can also back up by moving the mouse back.

To side step, press the **(4)** and **(6)** or the left and right arrows.

Picking up & Dropping Objects <4.2>

To pick up an object, move relatively close it. Press the 'right' mouse button to toggle into the Hand mode. Everything will appear back on the screen and the hand pointer, or whatever object you are holding will also appear. Now move the pointer, with the mouse, over the object and press the 'left' button. The pointer will now turn into the object and you can place it in your inventory. If you decided not to keep it, you can place it back on the ground or throw it. Just point the object somewhere on the screen and press the 'left' button again.

Opening and Closing Doors <4.3>

To open a door, simply move in front of one and press the 'left' mouse button. You can open the door in either Movement or Hand mode. To open in Hand mode, move the hand over the door first. To close a door, just press the 'left' button again. Many doors in Towers II are locked. These doors can only be opened by various keys or switches.

To unlock a door, you must be holding the appropriate key and then maneuver the mouse pointer (*which should be a key*) in Hand mode over the door and press the 'left' button. You will hear a click as the locking mechanism opens. You can open and close the door as normal from this point on. To search for a secret door, just point the pointer on the area that you think can open and press the 'left' button. If you choose correctly, the area will slide open. Keep an eye out for secret doors, as they are slightly different than the surrounding walls.

Using Chains and Levers <4.4>

In various areas of the tower, you will come across chains and levers hanging from the ceiling. To use these chains, move the pointer over the chain and press the 'left' button, while you are in Hand mode. You will hear a click and see the chain lower or raise. You must be facing the wall when pulling the chain.

Facial Activities <4.5>

Throughout the game you will find items to eat, drink and read. After every good fight, or walking a billion miles of floor space, every man deserves a good hardy meal. Simply pick up an edible item move it over the characters face and press the 'left' button. You will hear a satisfied crunch, and just know that you ate well.

Should you find a need to indulge yourself in one of the many potions scattered about the tower, just pick up the vial, move it over the characters mouth and press the 'left' Button. You should hear a gulp, as your character consumes the delicious liquid.

When you are curious as to the writings on a scroll, just pick it up and repeat the same steps like the food and potion. The writings will appear on the message canvas. Sometimes at the bottom of the canvas, the message "more" will appear. This means that there is still something to be read. Just press **(2)** or **(M)** button on the keyboard to continue the text. If there is no "more" message, pressing the those button will make the message canvas disappear.

Interacting <4.6>

In Towers II there are several characters that you can interact with. To see what someone has to say, simply maneuver the pointer over that character and press the 'left' button. You must be within speaking range. A character will never talk if they are frightened or hostile.

If you intend on giving a character an item of yours, hold the item over the character and left click the mouse button.

When you have objects in your pointer hand, be careful not to throw the item at them, it could make them angry. Get within arms reach before giving them an item or attempting to communicate with them with an item in hand.

COMBAT AND SPELL CASTING

Hand to Hand <5.1>

Hand to hand combat is performed by being in Movement mode and getting within striking distance. To strike out and bludgeon your enemy, press the 'left' button. If you don't have a weapon equipped in your left hand, you will punch with your fist.

If you hit your enemy you will see a brief blood spot and hear the sound of your weapon slicing through his hide. If your enemy hits you, the screen will briefly flash red, and you'll hear a disgruntled grunt.

Using a Shield <5.2>

For added protection, pick up the nearest shield and equip it on your characters right hand. To use the shield, simply press and hold the 'left' mouse button. Your character will make a quick attack and then hold up the shield to help block oncoming blows. The longer you hold the 'left' button, the longer the shield stays up.

Missile Weapons <5.3>

Out muscled? No problem, just equip your character with the nearest bow (*right hand*) and quiver (*left hand*). Stay out of arms reach and fire away (*'left' mouse button*). You will hear the delightful pluck of the bow string, as an arrow races away to find its mark in the heart of the nearest enemy. Pay close attention to the number of shots fired. Finding yourself out of arrows as a guard is running your way can prove to be painful.

Throwing Objects <5.4>

Have you found the perfect item to break across someone's noggin? Well, simply pick it up, aim it on the screen while in the hand mode, and press the 'left' mouse button. The object will soon find itself sailing across time and space. Remember that every object has a different weight. Depending on the strength of your character and the weight of the object will dictate the distance it will travel and the damage it can do. However, this method may prove to be a bit difficult to do often.

Spell Casting <5.5>

To cast a spell, you must first find a scroll with a spell on it. By reading the scroll, you will duplicate the spell on to your spell canvas. When the spell is on the canvas, maneuver over the picture representation of the spell and press the 'left' button. It will then say that you memorized the spell. You can also toggle which spell is memorized with the **(I)** or **(S)** key.

To speak those magical words of power, press the **(SPACE)** or **(ENTER)** button on the keyboard. If at first you don't succeed, well, you know the rest. If you cast a spell that has a delayed or continual effect, a spell representation will appear on the left side of the message canvas. When the spell ends the picture will disappear.

HINTS AND TIPS

<6.1>

Towers II, is not a shoot to kill game. The first and most important hint, is don't kill everything you see. As you progress through the game, you will need to talk to and trade with several characters along the way.

Keep an eye out for secret doors, it is required that you find certain ones of them in order finish the game.

Not all weapons and spells work on all monsters. Certain monster are immune to certain spells and weapons. For example, fire is immune to a fire spells.

If you are still having problems with the game. JV Games has an online hint site to the most common puzzles and situations that you will encounter throughout the game. To find some of these hints, just point your web browser to:

<http://www.jvgames.com>