

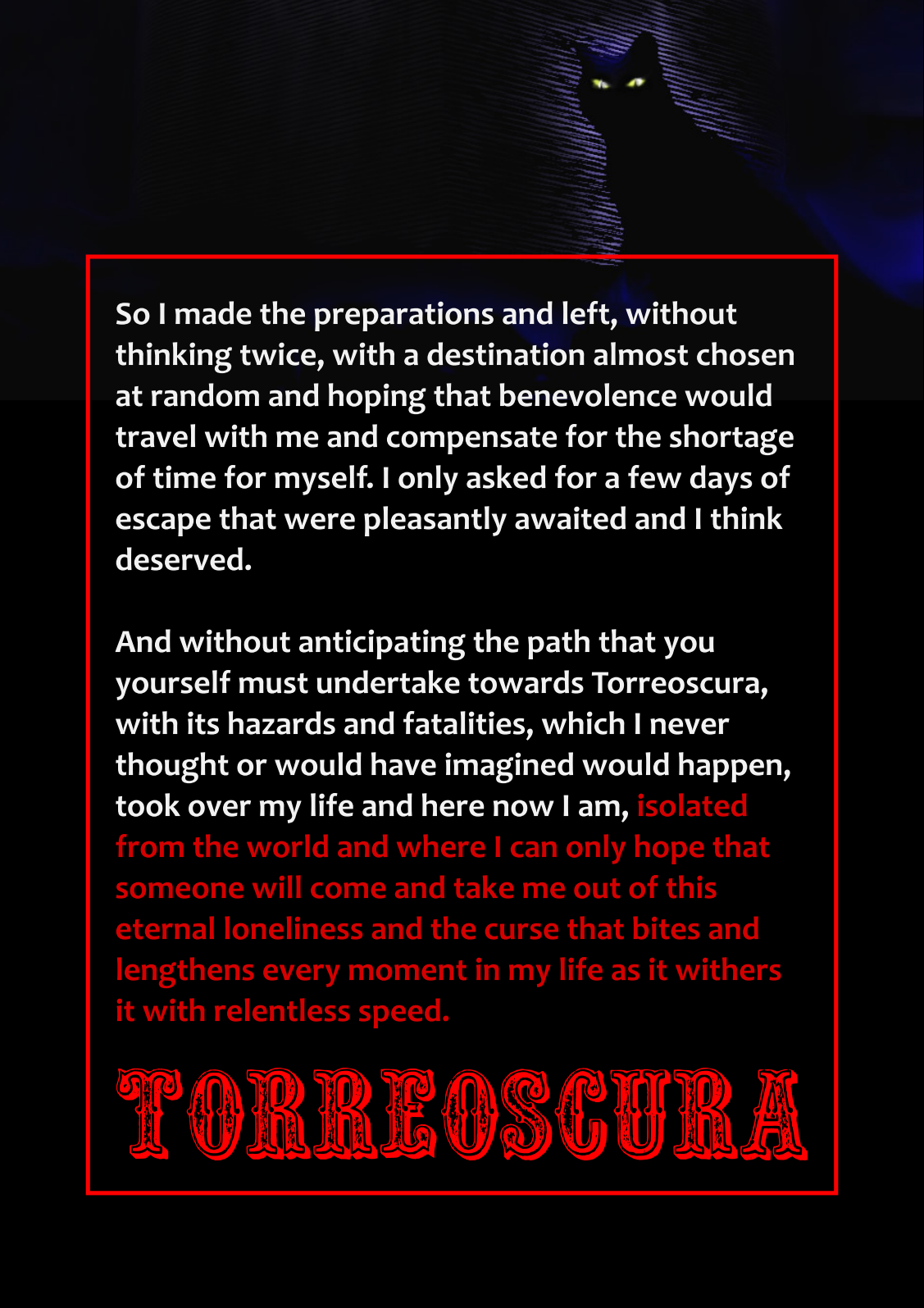


COMMODORE  
PLUS

# THE HISTORY

My life was endless hours and more hours of work, with an urgent need for free time and lack of rest, where routine was the result of every step I took and I was pigeonholed, going around in the same loop, until almost touching background... and this year, no matter what happened, I had proposed to go anywhere, without a specific destination but far from civilization or, at least, from what surrounded my day to day.

By chance of fate, a letter came to me from a remote town, Torreoscura, of which I had never heard. The sender was an old classmate, a boy named Marc and with whom I shared a couple of years at the desk until he left school for some reason that I still do not know. On several occasions I met his sister, Karla, a couple of years older than him and with whom he got along wonderfully well. After both of them left, I never heard from them again and my surprise was to receive her invitation, as pleasant as it was strange at the same time.



So I made the preparations and left, without thinking twice, with a destination almost chosen at random and hoping that benevolence would travel with me and compensate for the shortage of time for myself. I only asked for a few days of escape that were pleasantly awaited and I think deserved.

And without anticipating the path that you yourself must undertake towards Torreoscura, with its hazards and fatalities, which I never thought or would have imagined would happen, took over my life and here now I am, **isolated from the world and where I can only hope that someone will come and take me out of this eternal loneliness and the curse that bites and lengthens every moment in my life as it withers it with relentless speed.**

**TORREOSCURA**

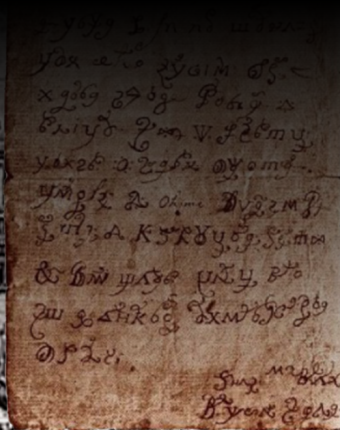
# HOW TO PLAY

We are in front of a text adventure, divided into 2 parts. The keyboard is the means with which we must carry out our actions and the game will place us in the vicinity of Torreoscura. The text will tell us what happens and we, using the keyboard, must discover the intertwining of the story, what happens, look for our host Marc and find out what is hidden behind all this mystery.

# TO MOVE

To move through the map use the cardinal points: **N**, **S**, **E**, **W**, **UP** or **DOWN**.

We can also do it with: **GO + DESTINATION**, such as **GO CHURCH**.



# ACTIONS

To perform the actions we have to use VERB + OBJECT.

An example would be **OPEN UMBRELLA** or **GET BOOK**.

The most common verbs are: **GET, LET, SPEAK, OPEN, CLOSE, USE, GO, PUSH, PULL, GIVE, WAIT, UP, DOWN, EXAMINE...**

# SPECIAL WORDS

**END** to end the game

**WAIT** to pass / wait a turn

**INFO** to see the credits

**HELP** to view the help screen

**SAVE** to record a game to disk or tape

**LOAD** to load a game from disk or tape

**LOOK** or **R** to re-describe a screen

**BROWSE** or **EX** to examine an object

In order to access the second part we will need a password that will be provided to us in the first part.



# THE CREDITS

Loading screen: **R. International**

Idea and programming: **Bieno**

c64 version and graphics: **Bieno**

Game music: **Baron Ashler**

Version for Amstrad CPC: **Miguel Sky**

MS Dos, Amstrad PCW, MSX & ZX Spectrum: **Rockersuke**

Version for Oric: **Bieno & Chema Enguita**

Linking and help in programming: **Karmic**

Cartridge version assembly: **J.J. Saenz**

Original PCB Board: **Hucky**

Cover: **Igor Errazking**

Instruction book: **Igor Errazking & Josepzin**

Tests spanish version: **Miguel Sky & Rockersuke**

Tests english version: **Nich Campbell & Miguel Sky**

Conversion of graphics to other systems: **Rockersuke**

