



Castle Master

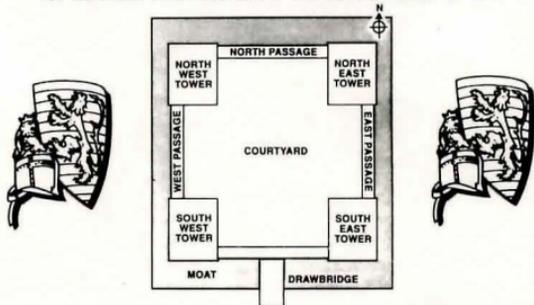


ATARI ST / CBM AMIGA

CASTLE MASTER

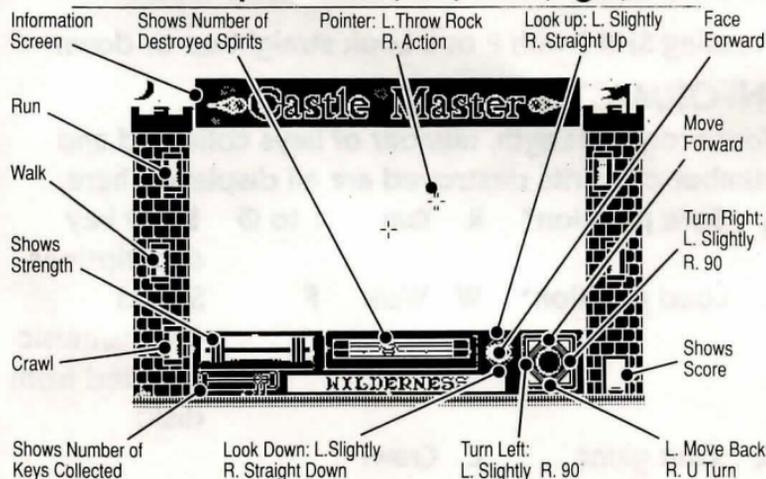
High in one tower of Castle Eternity, time seeps away for your captive twin. If rescue fails, you are both doomed to become spirit slaves of Magister the Castle Master, who waits to steal your souls! Decipher the clues, open the drawbridge, maintain your strength against each and every guardian spirit. Three Potions, ten keys and a plague of hazards may be encountered as you trespass behind locked doors, explore secret tunnels, descend into caverns or stumble upon treasure and terror. But should you fail... fear is forever!

CASTLE ETERNITY BASIC LAYOUT

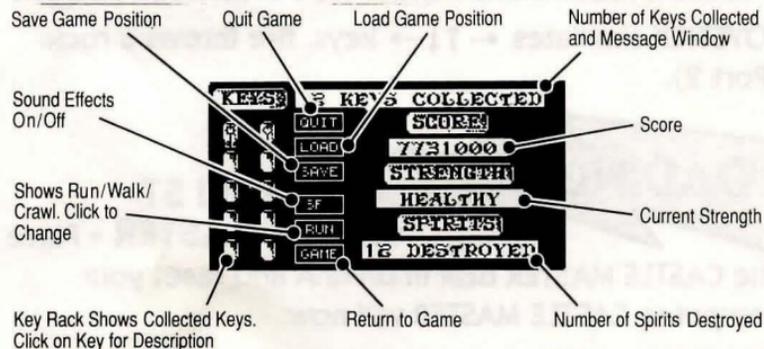


MOUSE CONTROLS

Either mouse button to operate function - unless specified L (Left) or R (Right).



MOUSE CONTROLS FOR THE INFORMATION SCREEN



LOADING

AMIGA CASTLE MASTER -

Place the disk in the drive

and reset your computer.

CASTLE MASTER will now load and run automatically.

* Leave the disk in the drive at all times during play since it will be required should you wish to save or load your game position.

KEYBOARD CONTROLS - ST/Amiga MOVEMENT

↑ or O	Move Forward	U	U Turn
↓ or K	Move Backwards	∅	Throw Rock
← or Z	Turn Left	A	Action (will eat, drink, read, push, move collect, examine, open, unlock or use a appropriate)
→ or X	Turn Right		

Pressing SHIFT with ← or → Turn left or right 90°.

OTHER CONTROLS

P	Look Up	R	Run	SPACE	Centre sights on/off
L	Look Down	W	Walk	S	Score, Spirit, Key and Strength information.

F	Face Forward	C	Crawl
H	Halt Game	I	Info Screen

Pressing SHIFT with P or L Look straight up or down.

INFORMATION SCREEN - I

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

S	Save position*	R	Run	1 to ∅	Show key descriptions
L	Load position*	W	Walk	F	Sound effects/music (Loaded from disk)

Q	Quit game	C	Crawl
---	-----------	---	-------

Any other key to return to game.

JOYSTICK simulates ← ↑ ↓ → keys, fire throws a rock. (Port 2).

LOADING

ATARI ST CASTLE MASTER -

Place the CASTLE MASTER disk in drive A and reset your computer. CASTLE MASTER will now

load and run automatically.

JOYSTICK simulates ← ↑ ↓ → keys - Action. (Port 1).

HINTS & TIPS

GETTING STARTED

1. A well aimed rock will bring the drawbridge down.
2. Examine the hanging pictures to study the clues.
3. Spirits can be exorcised by some accurate rock throwing.
4. Making a map of your progress will aid orientation.
5. It is best to walk within enclosed chambers and to run when outside or in corridors.
6. Eating food will boost your strength.

GENERAL HINTS

1. Examine locked doors for more information.
2. Alas, you cannot swim.
3. The remaining spirits' power increases all the time. You will be over-powered if the spirit level reaches maximum.
4. Examine the keys you collect.
5. Collecting treasure will boost your score.
6. Crawl to look under things.
7. Look out for the Magic Potions.

TARGET FOR ADVANCED PLAYERS

1. First day target 1,000,000 points.
2. Complete the game!
3. Complete the game playing the alternative character.
4. Go for maximum score (at least 7,500,000 points).

CREDITS

© 1990 New Dimension International Ltd.
The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX

**ESCAPE FROM THE PLANET
OF THE ROBOT MONSTERS**

PUFFY'S SAGA

PUZZNIC

RAINBOW ISLANDS

SLY SPY

LOOK OUT FOR THESE
FANTASTIC GAMES FROM

