


# Castle Master



incentive  
SOFTWARE

DOMARK





## CONTENTS

	Page
1 Contents	1
2 Introduction and Acknowledgements	2
3 Castle Layouts and Screen Information	3
4 Mouse Controls	4
5 Loading and Key Controls	5
- Amiga	5
- Atari ST	6
- IBM PC & Compatibles	7
- Spectrum	8
- Amstrad CPC	9
- Commodore 64	10
6 Castle Master by Mel Croucher	11
7 Hints and Tips	24
8 Français	25
9 Deutsch	36
10 Italiano	47

## INTRODUCTION

### 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!

### ACKNOWLEDGEMENTS

CASTLE MASTER featuring **INCENTIVE**®

Developed by Incentive Software - a subsidiary of New Dimension International Ltd

Concept and Design by: Ian Andrew

Programmed by: Chris Andrew, Paul Gregory and Sean Ellis

Graphics by: Mike Salmon and Team 7

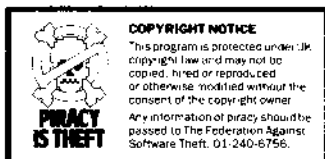
Story & Cryptic Clues by: Mel Croucher

Music by: Teque Software Development

Cover Artwork by: David Wyatt

Typography by: Starlight Graphics

Additional contributions by: Andy Tait, Helen Andrew, Mary Moy, Anita Bradley, Ursula Taylor, Kev, André and Paul



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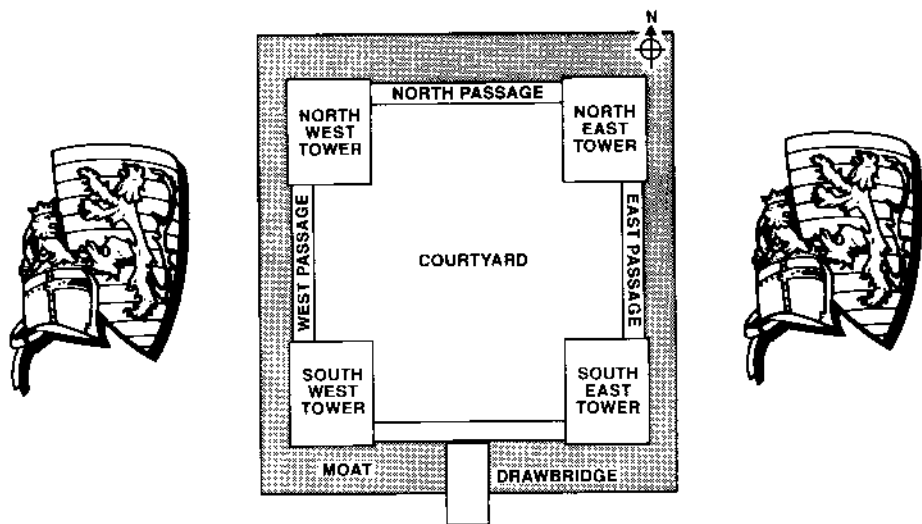
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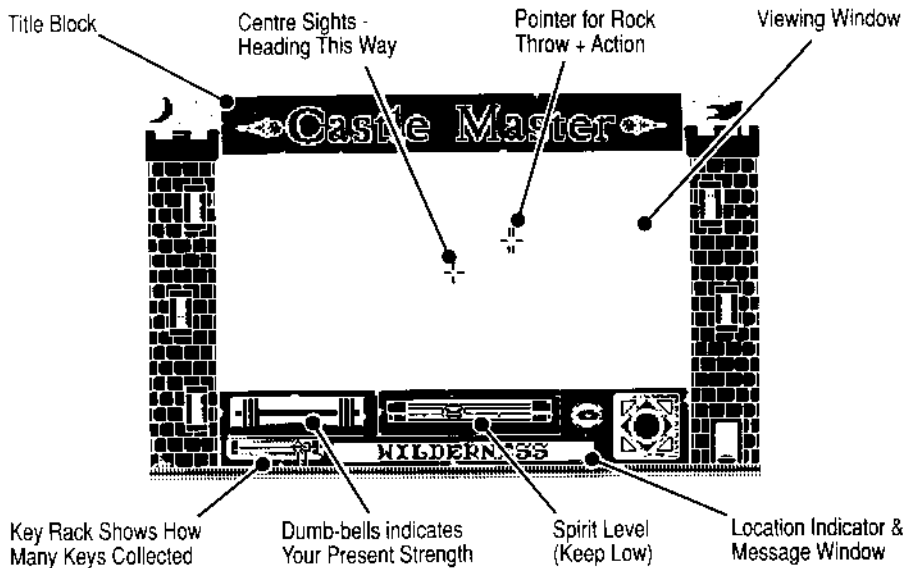
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# CASTLE ETERNITY BASIC LAYOUT

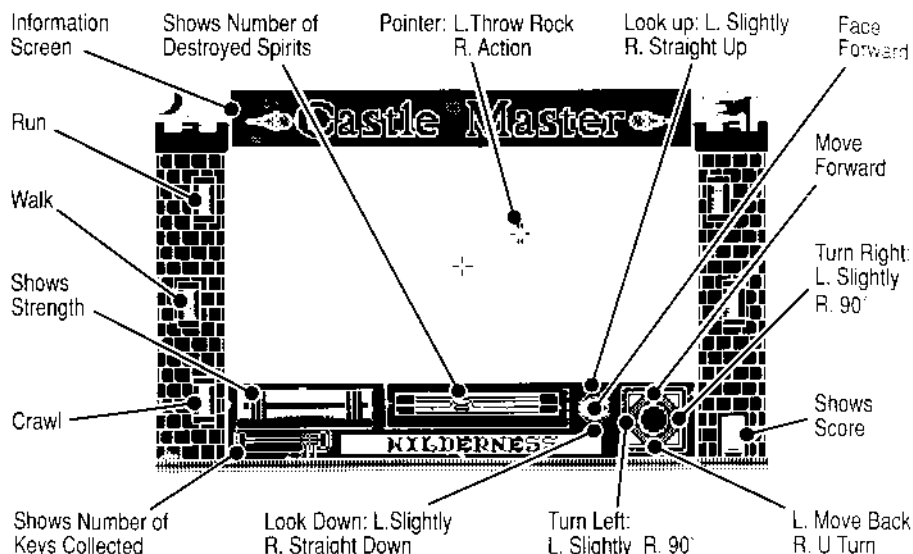


## SCREEN INFORMATION

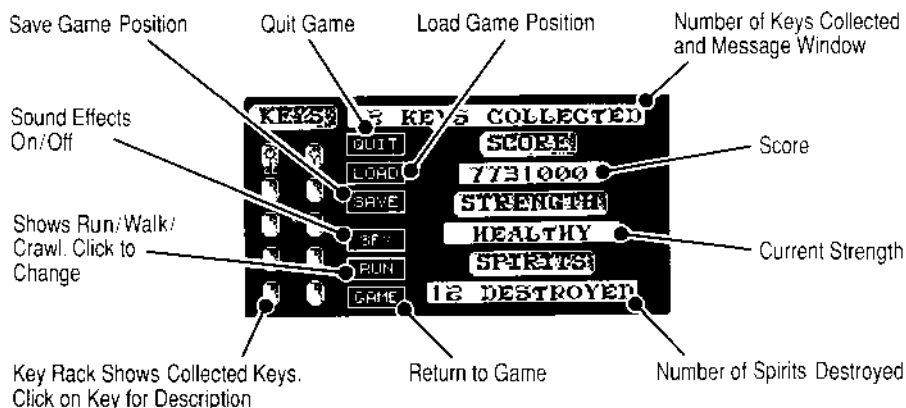


## MOUSE CONTROLS (AMIGA, ATARI ST & IBM PC ONLY)

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



## MOUSE CONTROLS FOR THE INFORMATION SCREEN



## AMIGA

### LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

CASTLE MASTER - Place the disk, text upwards, in drive DF0: 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.

MOUSE CONTROLS - See page 4

### KEYBOARD CONTROLS

#### MOVEMENT

**[↑]** or **[O]** Move Forward

**[U]** U Turn

**[↓]** or **[K]** Move Backwards

**[Ø]** Throw rock

**[←]** or **[Z]** Turn Left

**[A]** Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as 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 **[Ø]** 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)

## ATARI ST

### LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

CASTLE MASTER - Place the CASTLE MASTER disk, text upwards, in drive A and reset your computer. CASTLE MASTER will now load and run automatically.

MOUSE CONTROLS - See page 4

### KEYBOARD CONTROLS

#### MOVEMENT

**[↑]** or **[O]** Move Forward

**[U]** U Turn

**[↓]** or **[K]** Move Backwards

**[Ø]** Throw rock

**[←]** or **[Z]** Turn Left

**[A]** Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as 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 **[Ø]** Show key descriptions

**[L]** Load position

**[W]** Walk

**[F]** Sound effects on/off

**[Q]** Quit game

**[C]** Crawl

Any other key to return to game.

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



# IBM PC AND COMPATIBLES

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

CASTLE MASTER - Boot up from DOS (V2.0 or later), then insert disk in drive A. Type CASTLE, then press return. Select which graphics adapter you have (CGA, EGA, Tandy or Hercules) from the menu, and change disks if requested.

### MOUSE CONTROLS - See page 4

To use a mouse you must have a Microsoft compatible mouse driver installed before you start the game. Instructions for doing this will be included with your mouse.

### KEYBOARD CONTROLS

#### MOVEMENT

**[↑]** or **[O]** Move Forward

**[U]** U Turn

**[↓]** or **[K]** Move Backwards

**[Ø]** or Keypad **[5]** Throw rock

**[←]** or **[Z]** Turn Left

**[A]** Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

**[→]** or **[X]** Turn Right

Pressing **[SHIFT]** with **[←]** or **[→]** Turn left or right 90° (on number pad)

**[SPACE]** toggles between movement and pointer modes...

**[↑]** or **[O]** Move pointer up

**[←]** or **[Z]** Move pointer left

**[↓]** or **[K]** Move pointer down

**[→]** or **[X]** Move pointer right

#### OTHER CONTROLS

**[P]** Look up

**[R]** Run

**[CTRL]** + **[ESC]** Escape from game

**[L]** Look down

**[W]** Walk

**[SHIFT]** + **[P]** or **[L]** Look straight up or down

**[F]** Face forward

**[C]** Crawl

**[I]** Info screen

**[+]** Centre sights on/off

**[S]** Score, Spirit, Key and Strength information

#### INFORMATION SCREEN **[I]**

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

**[S]** Save position

**[R]** Run

**[↑]** to **[Ø]** Show key descriptions

**[L]** Load position

**[W]** Walk

**[F]** Sound effects on/off

**[Q]** Quit game

**[C]** Crawl

Any other key to return to game.

JOYSTICK simulates **[←]** **[↑]** **[↓]** **[→]** keys, fire throws a rock.

# SPECTRUM

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**TAPE CASTLE MASTER** - If you have a Spectrum 128, +2 or +3, select 48K mode. Insert tape into tape recorder and rewind to the start of side 1. Type LOAD"" and press the ENTER key. Now press PLAY on the tape recorder.

### KEYBOARD CONTROLS

#### MOVEMENT

**F** or **O** Move Forward

**U** U Turn

**D** or **K** Move Backwards

**Ø** Throw rock

**←** or **Z** Turn Left

**A** Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

**→** or **X** Turn Right

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

**SPACE** toggles between movement and pointer modes...

**F** or **O** Move pointer up

**←** or **Z** Move pointer left

**D** or **K** Move pointer down

**→** or **X** Move pointer right

#### OTHER CONTROLS

**P** Look up

**R** Run

**B** Centre sights on/off

**L** Look down

**W** Walk

**I** Info screen

**F** Face forward

**C** Crawl

Pressing Symbol **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

**L** Load position

**Q** Quit game

**K** Show descriptions of keys collected

Any other key to return to game.

**JOYSTICK** simulates **←** **↑** **↓** **→** keys, fire throws a rock.

# AMSTRAD CPC

## LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**TAPE CASTLE MASTER** - Reset the computer by pressing the CTRL, SHIFT and ESC keys at the same time. Put the cassette into the recorder and rewind to the start of side 1. If you have a disk drive, type **!TAPE**, then enter (the **!** character is SHIFT and **@** at the same time). Press the CTRL and small ENTER keys together and then press **PLAY** on the tape recorder followed by any key.

**DISK CASTLE MASTER** - Reset the computer as for tape loading, insert the disk, text upwards, into the disk drive and type **RUN "DISC"**, then the ENTER key.

## KEYBOARD CONTROLS

### MOVEMENT

- |   |   |
|---|---|
| <b>[↑]</b> or <b>[O]</b> Move Forward   | <b>[U]</b> U Turn   |
| <b>[↓]</b> or <b>[K]</b> Move Backwards | <b>[COPY]</b> or <b>[Ø]</b> Throw rock  |
| <b>[←]</b> or <b>[Z]</b> Turn Left      | <b>[A]</b> Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate) |
| <b>[→]</b> or <b>[X]</b> Turn Right     |   |
- Pressing **[SHIFT]** with **[←]** or **[→]** Turn left or right 90°.

**[SPACE]** toggles between movement and pointer modes...

- |  |   |
|--|---|
| <b>[↑]</b> or <b>[O]</b> Move pointer up   | <b>[←]</b> or <b>[Z]</b> Move pointer left  |
| <b>[↓]</b> or <b>[K]</b> Move pointer down | <b>[→]</b> or <b>[X]</b> Move pointer right |

### OTHER CONTROLS

- |                         |                  |  |
|-------------------------|------------------|--|
| <b>[P]</b> Look up      | <b>[R]</b> Run   | <b>[+]</b> Centre sights on/off                                    |
| <b>[L]</b> Look down    | <b>[W]</b> Walk  | <b>[I]</b> Info screen   |
| <b>[F]</b> Face forward | <b>[C]</b> Crawl | <b>[SHIFT]</b> + <b>[P]</b> or <b>[L]</b> Look straight up or down |

### INFORMATION SCREEN **[I]**

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

- |                          |                          |                      |  |
|--------------------------|--------------------------|----------------------|--|
| <b>[S]</b> Save position | <b>[L]</b> Load position | <b>[Q]</b> Quit game | <b>[K]</b> Show descriptions of keys collected |
|--------------------------|--------------------------|----------------------|--|

Any other key to return to game.

**JOYSTICK** simulates **[←]** **[↑]** **[↓]** **[→]** keys, fire throws a rock.

## COMMODORE 64

### LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

**TAPE CASTLE MASTER** - Insert tape into tape recorder and rewind to the start of side 1. Press SHIFT and RUN/STOP at the same time. Now press PLAY on the recorder.

**DISK CASTLE MASTER** - Insert disk, text upwards, into drive. Type LOAD "\*", 8,1 and press RETURN.

### KEYBOARD CONTROLS

#### MOVEMENT

**[\*]** or **[↑]** Move Forward  
Hold both down for double distance

**[U]** U Turn

**[=]** Move Backwards

**[SHIFT]** Throw rock

**[Z]** Turn Left

**[A]** Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

**[X]** Turn Right

Pressing the COMMODORE key with **[Z]** or **[X]** Turn left or right 90°.

**[SPACE]** toggles between movement and pointer modes...

**[↑]** Move pointer up

**[Z]** Move pointer left

**[=]** Move pointer down

**[X]** Move pointer right

#### OTHER CONTROLS

**[P]** Look up

**[R]** Run

**[+]** Centre sights on/off

**[L]** Look down

**[W]** Walk

**[I]** Info screen

**[F]** Face forward

**[C]** Crawl

Pressing the COMMODORE key 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

**[Q]** Quit game

**[F]** Music or Sound effects

**[K]** Show descriptions of keys collected

**[L]** Load position

Any other key to return to game.

**JOYSTICK** simulates **[Z]** **[↑]** **[=]** **[X]** keys, fire throws a rock. (Port 2)

# Castle Master

by  
Mel Croucher

## DRAW CLOSER FRIEND

*Draw closer friend and harken  
Take hold my outreached claw  
Now anvil clouds do darken  
Now bilious winds do roar*

*Take shelter 'neath my garment  
Don't wrinkle up your nose  
Assuming there's some harm meant  
Within my apeskin clothes*

*What's this? You wince and struggle  
You wish to shake me free?  
Draw close, my dear, and snuggle  
I'll hold you next to me*

*And let me lisp a story  
A saga, from beyond  
The reckoning of wormbrains.  
I'm not hurting you ... I'm fond!*

*Dare not to turn your sneer aside  
I hold no portal yawning wide  
For sibling scum  
With dribbling gum  
Don't struggle, I'm your Guide*

*And you, you are a player in something more than real  
And I'm the great waylayer with every card to deal  
Oh pardon, gentle person  
Did I just break your skin?  
Then stop your stupid wriggling  
Let me confess your sin*

*I must insist to hush your voice  
Within my cloak, you have no choice  
It hurts you more than I, young pest  
This is no fantasy-game quest  
Within illuminated screens  
Real life reduced to magnet screams  
Stitched onto tape, slipped into disc  
Don't move your head, I must insist  
And if you do I'll break your wrist*

*Imbecile! Hold still  
Mortal! I shall test your will  
Watergut! Turn your face towards that hill  
Sweetness! Calm yourself e'er you fall ill*

*Don't fret, my pet, I won't forget to introduce myself before  
I've fully told you of myself, you cannot shrug my iron claw  
From your bejewelled hosiery  
And all these gaudy clothes I see*

*You shall stay and learn a trick  
Or two, greenface, now feeling sick  
I'll make you feel much sicker yet  
Heed ev'ry word and don't forget  
And don't forgive and don't get wet*

*My name? Not now! it starts with M  
Not Merlin, Mel or Male or Fem  
Not Micky, Mao, select another  
Not Mantovani, Mud or Mother  
My title flashes into view  
Before I've tolled my tail to you  
I'm thirteen thousand years today  
You are my birthday present, play!  
And if you want to call me, cur  
'Tis best you call me softly "Sir"*

*Now cast ill's caste o'er Castle bridge  
I'll speak of what's behind that ridge  
Behind before bestride bedpanned  
Bejasus betamax bedamned  
Bedevilled beebeecee beknighted  
Be still become bewitched befrighted  
Be! Bop Alulah, What? Insane?  
Not I, who causes you this pain*

*I invented you, dear speck  
A challenge to mine intellect,  
Endowed with human strength and reason  
Capable of ev'ry treason*

*Peek and poke and look to see  
Now tremble 'fore this historie...*

## HISTORIE

*Before men learned to scribble and to lie  
Before the likes of you spoke words like princess, pig and pie  
When gods lived not in tawdry chapels, but thunderfooted rode the sky  
When sabre-tooth made take-away of man, when I  
Was young*

*Then earth and fire and air and watery rage  
Then tree and flesh and stone did understand  
And know the law of Magister, shaman and sage  
Lord of the Old Time, ruler over beast and man*

*See where all lines of natural power fuse upon yon hill  
Where the wars of heaven become captive to the will  
Of He who mastered time itself and 'slaved it for eternity  
There did Magister dwell supreme, none powerful as He  
And then as now did storms express His majesty  
And summon all to submit homage at His knee  
The rat, the bat, the ghost and poison'd bumbly-bee*

*But there was one such creature who made to turn away from Him  
To blob and daub its skin with dye, to dress in cloth instead of skin  
To count to ten and dance and preen and cook  
With fire, and worst of all to scratch the rune that would one day  
be the book*

*This creature took on faffing airs and graces  
And grew a leery sneer upon its faces  
It thought itself superior to bear and bug and all things wild  
This creature was a man and woman grown from child  
The puffed-up braggart misbehaved  
And Master's creatures then enslaved  
Forgetting natural Old Time Law  
Without respect for that which went before*

*And seasons passed until the years  
Became an age that disappeared  
Then ice-cap crept and kissed the lip  
Of wilderness from toe to tip  
And all the while Magister watched  
Amused as human schemes were botched*

*They came and went, the stupid tribes  
Whose leaders, warlords, chiefs and scribes  
Flapped banners daft as moths in flame  
Beneath which they did squat, for shame!  
The hunters, fishers, farmers, vermin more or less, wild raiders too  
The redhair yowzah yellowed tress, the black beard and the shaven blue  
And each pathetic nursery band did occupy this hill in turn  
Believing themselves eternal until diseased, drowned or burned*

*First mining dwarves came from the West  
All ratface glowerglum barrel chest  
To dig their shelters in that sloping side  
But never deep enough to bore and scrape and excavate  
Where Magister the Master of the hill did hide...  
Are you still wrestling, young maggot? Kindly wait*

*Then lowlanders from fen and bog  
With reed and weed and snot and log  
Did build a puny sticky twiglet of a town  
'Til fury's storm blew their erections and protections down*

*Next raiders from the North drove home  
Through hillskin, moleskin, earth and stone  
A circled camp of sharpened stakes  
They even built a boating lake  
A hurley pitch and chariot park  
But one moon shortly after dark  
Magister quaked the earth somewhat  
And crumbled up the noxious lot*

*Halt! You dare to make to flee  
And leave this vital historie  
Then must I weld you on to me  
Before Castle Eternity*



*Damn your fatted addled head  
You've gone and made me lose my thread  
Was it Nazi bombers next  
Plague rockets loosed from below-decks  
Or are such trifles yet to be  
We've done the dwarves now let me see*

*Ah yes, about a thousand years before  
The last believers came ashore  
And made a blockstone circle site  
In homage to Magister's might  
Where leylines crackled magic flux  
That 'tranced the wolves and frit the ducks*

*These gentle folk of druid ilk  
Ground up their corn, churned up their milk  
And sat around to talk and think  
Until they all became extinct*

*Then Romans conquered here, my dear,  
drained the bogs and drove away their memories  
And stayed upon that hill three hundred year,  
with dogs and poxy gods and fleas  
Upon its crest they raised a home  
A palace built of mud and stone  
For some new warlord chief of men  
Who messed the whole lot up again  
And as their empire fell to bits  
The Saxons boiled their heads on spits*

*The Old Time broke though fierce again  
And men were tamed through fear and pain  
With sacrifices burned inside  
The ruined walls of Roman pride*

*Great Magister slept long and deep  
Inside the hill below the keep  
The storms that once ate through the sky  
Did soothe and calm and fade and die*

*The centuries slipped by once more  
And Normans occupied the shore  
Their architects staked out this site  
And ignorant of dormant might  
They split the hill from crown to base  
Then cut a moat around the place  
Now listen well and shut your face...*

*They drove foundations at its heart  
Dressed up their rocks and made their start  
To raise that castle's earthly powers  
With riddled rooms and four great towers  
A courtyard with a stable shed  
Where warhorses were bed and fed*

*The Normans made a smithy true  
And workshop for the sawyer too  
And kitchen for the cooks to scoff  
With hospice when the food was off  
Five hundred years in peace and quiet  
With just the odd war, plague and riot*

*Now then the fools became ambitious  
And one such who was overvicious  
Decreed five caverns to be found  
From living rock deep underground  
With tunnels hewn from living rocks  
And ten great keys for ten great locks  
In ten great doors from room to room  
That were secreted in the gloom  
The cunning engineers devised  
Strange stairways that could fall and rise  
But having passed one way they learned  
To block the passage of return*

*But such disturbance did they make  
That Magister had cause to wake  
From deepest sleep of centuries  
And he was somewhat less than pleased  
To find his chosen place cut through  
With cave and tunnel dug anew*

Yet he was more than vexed to find  
That in the intervening time  
Of slumbering to such great length  
His godly powers had lost their strength  
And cursing ranting raving on  
His magic too was almost gone

Where had it gone, his former might?  
In truth, it never left the site  
Because it was a mystic place  
It drained of him from toe to face  
Until there was but one last trace  
Superior to human race

Where had it gone, Magister's power?  
In truth, it seeped into each tower  
In every chamber, every cave  
In tunnel, funnel, arch and nave  
The stones themselves had sucked it in  
Until the castle mastered him

And worse than this, while he had slept  
Mankind's intelligence had leapt  
To heights that he could scarce conceive  
To depths that he could scarce believe

What had once seemed some great magic  
Was now a simple chemist's trick  
And even thunderclaps were made  
By gunpowder and cannonade  
The secrets of the stars were wrenched  
By telescope and science bench  
But what caused the most misery  
Was disrespect for wizardry

Then Magister crawled on all fours  
Up through the ground and out of doors  
Into the wilderness outside  
The castle walls and he did hide  
Inside a ragged wooden hut  
From whence to plot his comeback but  
The people in the castle laughed  
At Magister and called him daft  
And called him wizard and buffoon  
And threw old fishguts at the loon

Even little infants teased  
And pulled his hair and kicked his knees  
And sent their dogs to wet his shoes  
And made him stand at backs of queues

The wizard's hut became his lair  
And Magister awaited there  
To build his strength and body too  
And practice ways to make anew  
His former power o'er man and beast  
He also brewed some beer with yeast  
Which is irrelevant but shows  
He had a human tongue and nose  
Attention! Or I'll crunch your toes

He took the leaf and mushroom cap  
From stunted tree he squeezed the sap  
And then with secret oils he brewed  
Those potions which himself renewed

But still the yokels thought him weird  
And spat his face and tugged his beard  
The children that were tall enough  
Covered his hood with sticky stuff  
The babies puked when he passed by  
The sparrows aimed into his eye  
The priest declared he was insane  
The baker tripped him in the drain  
The baker's wife crow'd at his smell  
Her daughter threw him down the well

From whence Magister rubbed his bones  
And muttered spells in Old Time tones  
And hatched his retribution plot  
By which he would expunge the lot  
Thus underground where water lapped  
With energy from leylines tapped  
He ruminated water schemes  
By which to conjour up his dreams  
Revenge is sweet but poison's sour  
And so he plucked the cavern flower  
With which to brew one final flask  
And steal the human souls at last

*Next morn the king woke and tossed off his blanket  
And declared an outrageous and disgusting banquet  
To celebrate nothing whatsoever and at all  
He needed no excuse to throw himself a ball*

*Then heralds climbed the four tall towers  
Screamed invitations for four hours  
To South and North and West and East  
That all should come attend the feast  
All, that is, except the fool  
Who festered in the water pool  
The wizard remained uninvited  
The king and queen remained delighted*

*That night the minstrels raised a din  
The yokels danced the servants grinned  
The great hall's floor with silk was paved  
The knights in armour danced and raved*

*And as the midnight bell was chimed  
And as the drinkers went near blind  
And torches gutted on the walls  
And horses whinnied in the stalls  
The centrepiece of revelrie  
Was borne aloft o'er sagging knee  
There came a giant roasted ox  
So big the king climbed on a box  
In order to be tall enough  
To raise his sword and split the stuff  
From crotch to chin of the great beast  
And loose the contents of the feast*

*The castle folk could hardly wait  
Such gossip they'd anticipate  
The kitchen maids had told of how  
Inside this dripping steaming cow  
One dozen sheep were stuffed inside  
And within every sheepish hide  
A dozen piglets waited there  
Each one itself filled with a hare  
Inside of which a duck was laid  
Filled by a compressed bird parade  
Each tiny fowl stuffed with a fish  
Each fish itself a complex dish  
Containing twenty garlic snails  
Wrapped round a score of mouses' tails*

*The king's sword fell and split the ox apart  
The celebrating crowd rushed forward to its heart  
Hot grease and gas and meat exploded out  
All mouths grinned wide and inhaled breath to shout  
But even as the yell escapes their lips  
But even as the roar the ceiling rips  
It chokes and stifles and turns to screams  
As from the oxenbelly their worst dreams  
Emerge. The uninvited guest stood obscene there  
With thunder in his voice and lightning in his hair  
With eyes as cold and strong as in Old Times  
Magister rose from reeking ox intestines*

*Then every soul from king to stable lad  
Did cower and moan before the eyes of mad  
Magister*

## THE CASTLE MASTER

*Yet death was not to be their fate  
Because such was his depth of hate  
That Magister made each soul weep  
To hear that they would fall asleep  
Drugged by the brew that was consumed  
And when they woke they would be doomed  
Transformed as spirits yet unswerving  
Loyalty to bid his serving  
Taking on the form of beasts  
Gone was the rule of kings and priests  
Henceforth Castle Eternity  
Shall have one Castle Master, He!*

*And so it was, the stricken crowd  
Collapsed in deepdrug coma's shroud  
And while they tumbled through their sleep  
Their nightmares spouted tears to weep  
The horrors that they dreamed became  
Real horrors of another name  
As shapes did change and horns did sprout  
And skin grew scales and tails popped out  
And fangs and fur and leather wings  
As well as quite disgusting things  
From nobles and from common knaves  
Transformed into Magister's slaves*

*At last a fortress worthy of his name  
From whence to tame man's willful spirit once again  
Magister stretched his sphere and pulsed his brain  
Then woke the rested storms to rise and aim and maim*

*But now the souls of common muck were not enough  
As Castle Master longed for extraordinary stuff  
Nothing less than royalty would do  
Which brings us here at length and last to you*

*And so, my pet, lest we forget  
Why you have wandered far and wide  
I shall now let go of your throat  
And you can honestly confide  
By whispering into my ear  
The circumstance that brought you here*

*Why have you come? What do you seek?  
Why are your arms and legs so weak?  
What's that you say, you seek your twin?  
Your royal sibling rots within  
Imprisoned in one tower of four  
Full banged to wrongs behind locked door*

*This story too I know fulwell  
Lend me your ear and let me tell  
Of how your mirror image came  
One year ago across this plain  
To shelter in the forest glade  
Where that twin was a captive made*

*And in the teeth of blasted gale  
Half froze to death outside the pale  
Was summoned by Magister's call  
And frogmarched there behind the wall  
Where Castle Master's spirits dwell  
Right up the pole left down the well*

*No sooner was this twin inside  
Then castled spirits ceased to hide  
They raised the drawbridge, locked the doors  
They screamed through walls they burst through floors  
They snapped with fangs and wiggled claws  
Until their captive messed its drawers*

*The Castle Master then declared  
This pris'ner would only be spared  
If before one year was through  
Another came, and this means you  
To free the contents of the tower  
And wrestle with Magister's power  
Else both twins become spirits too  
Turned into stoats or pots of glue*

*You will be let free from my hand  
As soon as you can understand  
That there are some simple rules  
Designed to sort the wise from fools  
In fact before you can begin  
You must decide how to get in  
And judge your way in depth and length  
As well as ways to boost your strength  
Use your ears and use your brain  
And use your eyes for clues to gain*



*And if the ground begins to shake  
It means a spirit is awake  
Yet there will be no liberty  
While one such ghoulie remains free*

*Enough! The time for talking's done  
Your greatest challenge has begun  
So now as my claw sets you free  
I'll tell you my identity*

*Think you still I am insane?  
My story of your twinself's pain  
The Castle Master all to blame?  
God's teeth! MAGISTER is my name!*

## **HINTS AND 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.

### **TARGETS 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 ).



## TABLE DES MATIERES

	Page
1 Table des matières	25
2 Introduction et remerciements	26
3 Plan de base du château et informations à l'écran	27
4 Commandes à partir de la souris	28
5 Chargement et commandes à partir du clavier	
- Amiga	29
- Atari ST	30
- IBM PC & compatibles IBM	31
- Spectrum	32
- Amstrad CPC	33
- Commodore 64	34
6 Conseils et tuyaux	35

# INTRODUCTION

## CASTLE MASTER

En haut, dans une tour du Castle Eternity, le temps s'écoule pour votre jumeau captif. Si le sauvetage échoue, vous êtes destinés tous deux à devenir des esprits esclaves de Magister, le maître du château, qui attend de voler vos âmes !

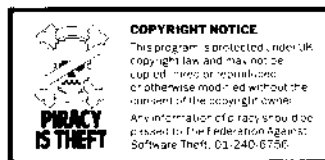
Déchiffrez les indices, ouvrez le pont-levis, maintenez votre force contre chacun des esprits gardiens sans exception. Trois potions, dix clés et un fléau de risques peuvent être rencontrés lorsque vous vous introduisez sans permission derrière des portes verrouillées, explorez des tunnels secrets, descendez dans des cavernes ou tombez sur des trésors ou des choses terrifiantes. Mais si vous échouez... la peur ne vous abandonnera jamais !

## REMERCIEMENTS

CASTLE MASTER avec **UBISOFT**®

Développé par Incentive Software - filiale de New Dimension International Ltd

Concept et design :	Ian Andrew
Programmation :	Chris Andrew, Paul Gregory et Sean Ellis
Graphismes :	Mike Salmon et l'Equipe 7
Histoire & indices cryptiques :	Mel Croucher
Musique :	Teque Software Development
Illustrations de couverture :	David Wyatt
Typographie :	Starlight Graphics
Contributions supplémentaires :	Andy Tait, Helen Andrew, Mary Moy, Anita Bradley, Ursula Taylor, Kev, André et Paul



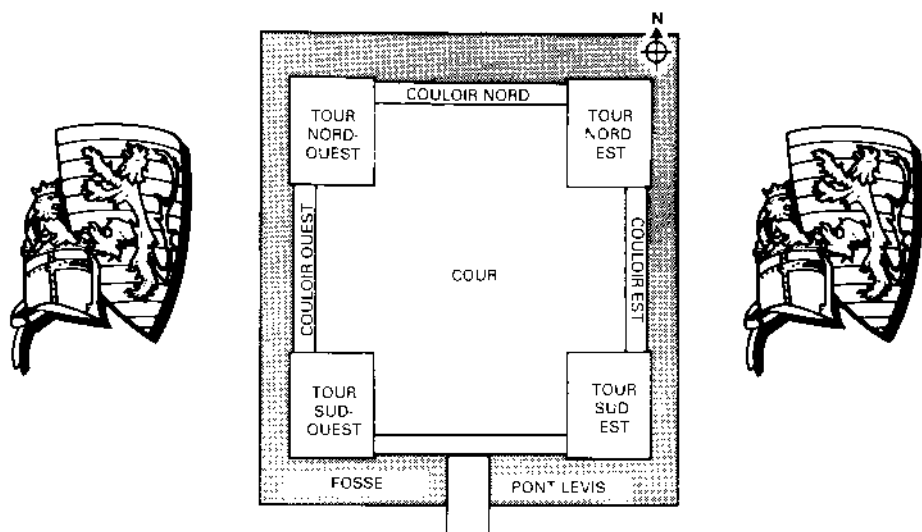
*Publié par Domark  
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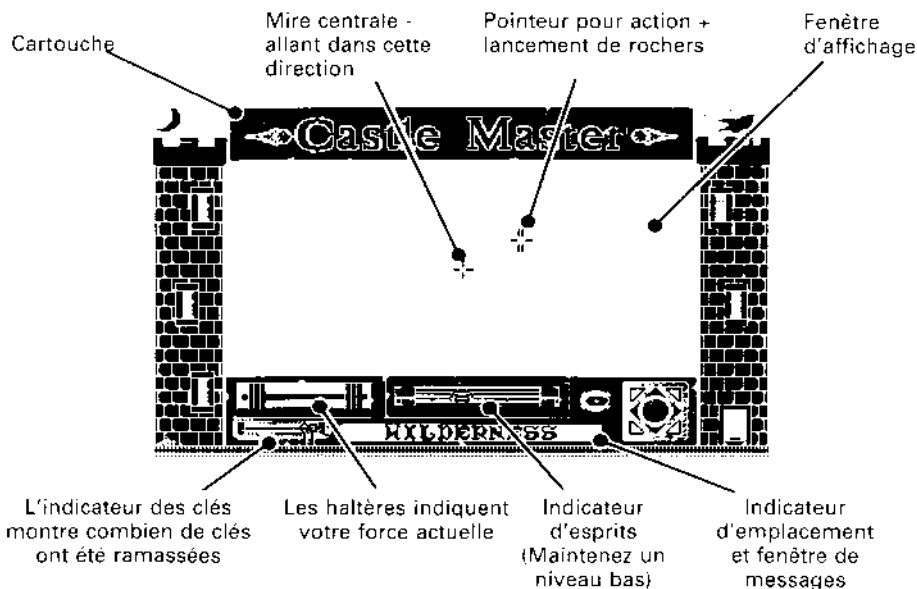
Nous remercions également Domark Ltd de toutes ses précieuses contributions et assistance.

**UBISOFT**® est une marque déposée d'Incentive Software

# PLAN DE BASE DU CASTLE ETERNITY

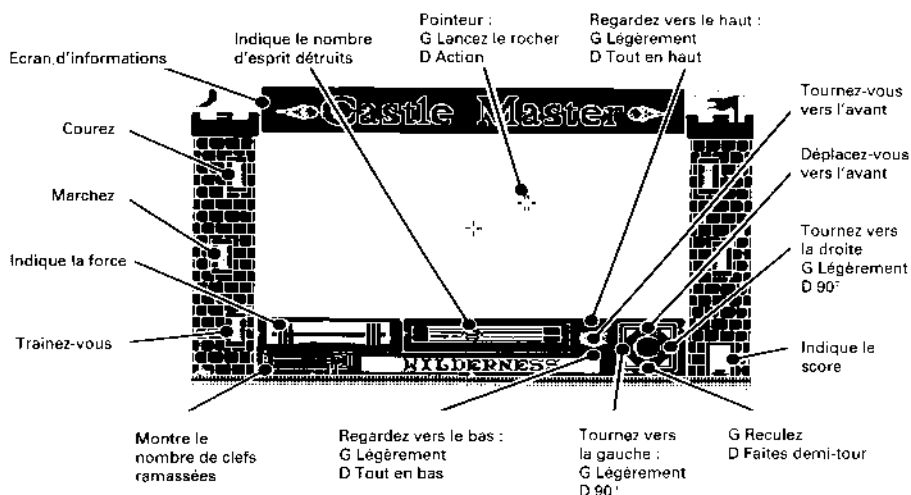


## INFORMATIONS A L'ECRAN

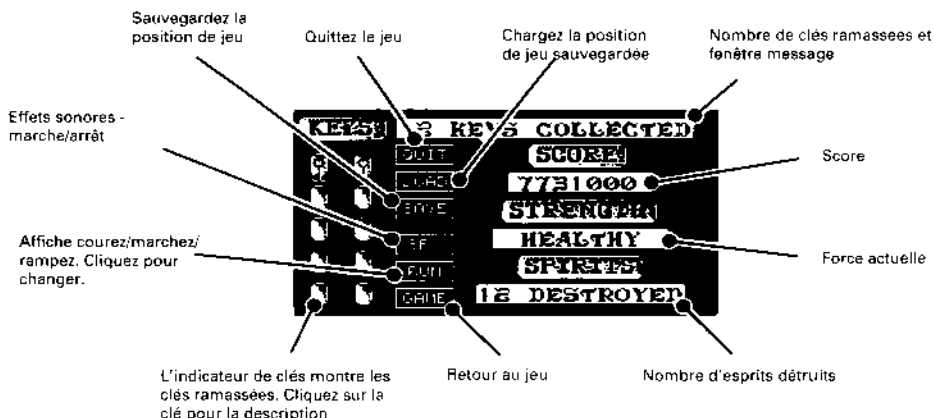


## COMMANDES A PARTIR DE LA SOURIS (Amiga, Atari ST & IBM PC seulement)

L'un ou l'autre bouton de souris commandera la fonction -  
sauf indication G (gauche) ou D (droite)



## COMMANDES A PARTIR DE LA SOURIS POUR L'ECRAN D'INFORMATIONS



# AMIGA

## INSTRUCTIONS DE CHARGEMENT ET COMMANDES A PARTIR DU CLAVIER















CASTLE MASTER - Mettez la disquette, le texte étant tourné vers le haut, dans le lecteur DF0: et remettez votre ordinateur à zéro. CASTLE MASTER se chargera et marchera automatiquement.

\*Laissez la disquette dans le lecteur à tout moment pendant le jeu puisque vous en aurez besoin si vous souhaitez sauvegarder ou charger votre position de jeu.














COMMANDES A PARTIR DE LA SOURIS - Voir page 4

### COMMANDES A PARTIR DU CLAVIER

#### DEPLACEMENT










- |  |  |
|--|--|
|  ou  Avancez                |  Faites demi-tour   |
|  ou  Reculez                |  Lancez un rocher   |
|  ou  Tournez vers la gauche |  Action (vous mangerez, boirez, lirez, pousserez, vous déplacerez, ramasserez, examinerez, ouvrirez, déverrouillerez ou utiliserez selon les besoins) |
|  ou  Tournez vers la droite |  |
- Un appui sur  avec  ou  Tournez à gauche ou à droite 90°

#### AUTRES COMMANDES

- |  |  |  |
|--|--|--|
|  Regardez vers le haut     |  Courez               |  Mire centrale marche/arrêt                                   |
|  Regardez vers le bas      |  Marchez              |  Informations sur le score, les esprits, les clés et la force |
|  Tournez-vous vers l'avant |  Rampez               |  |
|  Arrêtez le jeu            |  Ecran d'informations |  |
- Un appui sur  avec  ou  Regardez tout en haut ou en bas

#### ECRAN D'INFORMATIONS

Votre score, force, nombre de clés ramassées et nombre d'esprits détruits sont tous affichés ici.

- |   |   |  |
|---|---|--|
|  Sauvegardez la position de jeu |  Courez  |  à  Affichez les descriptions des clés |
|  Chargez la position de jeu     |  Marchez |  Effets sonores/musique (Chargés à partir de la disquette)  |
|  Quittez le jeu                 |  Rampez  |  |

Toute autre touche vous fera retourner au jeu.

Le JOYSTICK simule les touches     , le bouton de tir lance un rocher (Port 2)

# ATARI ST

## INSTRUCTIONS DE CHARGEMENT ET COMMANDES A PARTIR DU CLAVIER

**CASTLE MASTER** - Mettez la disquette **CASTLE MASTER**. Le texte étant tourné vers le haut, dans le lecteur A et remettez votre ordinateur à zéro. **CASTLE MASTER** se chargera et tournera automatiquement.

**COMMANDES A PARTIR DE LA SOURIS** - Voir page 4

## COMMANDES A PARTIR DU CLAVIER

### DEPLACEMENT

- |  |    |  |                        |  |   |
|--|----|--|------------------------|--|---|
|  | ou |  | Avancez                |  | Faites demi-tour  |
|  | ou |  | Reculer                |  | Lancez un rocher  |
|  | ou |  | Tournez vers la gauche |  | Action (vous mangerez, bœrez, firez, pousserez, vous déplacerez, ramasserez, examinerez, ouvrirez, déverrouillerez ou utiliserez selon les besoins) |
|  | ou |  | Tournez vers la droite |  |   |

Un appui sur avec ou Tournez à gauche ou à droite 90°

### AUTRES COMMANDES

- |  |                           |  |                      |  |  |
|--|---------------------------|--|----------------------|--|--|
|  | Regardez vers le haut     |  | Courez               |  | Mire centrale marche/arrêt                                   |
|  | Regardez vers le bas      |  | Marchez              |  | Informations sur le score, les esprits, les clés et la force |
|  | Tournez-vous vers l'avant |  | Rampez               |  |  |
|  | Arrêtez le jeu            |  | Ecran d'informations |  |  |

Un appui sur avec ou Regardez tout en haut ou en bas

### ECRAN D'INFORMATIONS

Votre score, force, nombre de clés ramassées et nombre d'esprits détruits sont tous affichés ici.

- |  |                                |  |         |  |   |  |                                    |
|--|--------------------------------|--|---------|--|---|--|------------------------------------|
|  | Sauvegardez la position de jeu |  | Courez  |  | à |  | Affichez les descriptions des clés |
|  | Chargez la position de jeu     |  | Marchez |  |   |  | Effets sonores/arrêt               |
|  | Quittez le jeu                 |  | Rampez  |  |   |  |                                    |

Toute autre touche vous fera retourner au jeu.

Le **JOYSTICK** simule les touches - Action (Port 1)



# IBM PC ET COMPATIBLES IBM

## INSTRUCTIONS DE CHARGEMENT ET COMMANDES A PARTIR DU CLAVIER

**CASTLE MASTER** - Mettez en route à partir de DOS (V2.0 ou version ultérieure), puis introduisez la disquette dans le lecteur A. Tapez CASTLE, puis appuyez sur RETURN. Sélectionnez l'adaptateur de graphisme que vous avez (CGA, EGA, Tandy ou Hercules) à partir du menu, et changez les disquettes si besoin est.

### COMMANDES A PARTIR DE LA SOURIS - Voir page 4

Pour utiliser une souris, vous devez avoir un driver de souris compatible Microsoft avant de commencer le jeu. Des instructions seront jointes à votre souris.

### COMMANDES A PARTIR DU CLAVIER

#### DEPLACEMENT

	ou		Avancez		Faites demi-tour	
	ou		Reculez		ou clavier numérique	Lancez un rocher
	ou		Tournez vers la gauche		Action (vous mangerez, boirez, lirez, pousserez, vous déplacerez, ramasserez, examinerez, ouvrirez, déverrouillerez ou utiliserez selon les besoins)	
	ou		Tournez vers la droite			
Un appui sur  avec  ou  Tournez à gauche ou à droite 90° (sur le clavier numérique)						

Barre d'espace entre les modes mouvement et pointeur...

	ou		Déplacez le pointeur vers le haut		ou		Déplacez le pointeur vers la gauche
	ou		Déplacez le pointeur vers le bas		ou		Déplacez le pointeur vers la droite

#### AUTRES COMMANDES

	Regardez vers le haut		Courez	+	Abandonnez le jeu
	Regardez vers le bas		Marchez	+  ou	Regardez tout en haut ou tout en bas
	Tournez-vous vers l'avant		Rampez		
	Ecran d'informations		Mire centrale marche/arrêt		Informations sur le score, les esprits, les clés et la force

#### ECRAN D'INFORMATIONS

Votre score, force, nombre de clés ramassées et nombre d'esprits détruits sont tous affichés ici.

	Sauvegardez la position de jeu		Courez		à		Affichez les descriptions des clés
	Chargez la position de jeu		Marchez				Effets sonores marche/arrêt
	Quittez le jeu		Rampez				

Toute autre touche vous fera retourner au jeu.

Le Joystick simule les touches . Le bouton de tir lance un rocher.















# SPECTRUM

## INSTRUCTIONS DE CHARGEMENT ET COMMANDES A PARTIR DU CLAVIER

**BANDE CASTLE MASTER** - si vous avez un Spectrum 128, +2 ou +3, sélectionnez le mode 48K. Introduisez la bande dans le magnétophone et rembobinez jusqu'au début de la face 1. Tapez "LOAD" et appuyez sur la touche ENTER. Appuyez ensuite sur PLAY sur le magnétophone.









### COMMANDES A PARTIR DU CLAVIER

#### DEPLACEMENT



- |  |  |
|--|--|
|  ou  Avancez                |  Faites demi-tour   |
|  ou  Reculez                |  Lancez un rocher   |
|  ou  Tournez vers la gauche |  Action (vous mangerez, boirez, lirez, pousserez, vous déplacerez, ramasserez, examinerez, ouvrirez, déverrouillerez ou utiliserez selon les besoins) |
|  ou  Tournez vers la droite |  |
- Un appui sur  avec  ou  Tournez à gauche ou à droite 90°



Barre d'espace entre les modes mouvement et pointeur...





- |   |  |
|---|--|
|  ou  Déplacez le pointeur vers le haut |  ou  Déplacez le pointeur vers la gauche |
|  ou  Déplacez le pointeur vers le bas  |  ou  Déplacez le pointeur vers la droite |

#### AUTRES COMMANDES

- |  |   |  |
|--|---|--|
|  Regardez vers le haut     |  Courez  |  Mire centrale marche/arrêt |
|  Regardez vers le bas      |  Marchez |  Ecran d'informations       |
|  Tournez-vous vers l'avant |  Rampez  |  |
- Un appui sur  avec  ou  Regardez tout en haut ou tout en bas





#### ECRAN D'INFORMATIONS

Votre score, force, nombre de clés ramassées et nombre d'esprits détruits sont tous affichés ici.

- |   |  |  |
|---|--|--|
|  Sauvegardez la position de jeu               |  Chargez la position de jeu |  Quittez le jeu |
|  Affichez les descriptions des clés ramassées |  |  |

Toute autre touche vous fera retourner au jeu.

Le JOYSTICK simule les touches

    , le bouton de tir lance un rocher.

## AMSTRAD CPC

### INSTRUCTIONS DE CHARGEMENT ET COMMANDES A PARTIR DU CLAVIER

**BANDE CASTLE MASTER** - Remettez l'ordinateur à zéro en appuyant simultanément sur les touches CTRL, SHIFT et ESC. Mettez la cassette dans le magnétophone et rembobinez jusqu'au début de la face 1. Si vous avez un lecteur, tapez /TAPE, puis entrez (le caractère / est obtenu en appuyant sur SHIFT et @ en même temps). Appuyez simultanément sur CTRL et les petites touches ENTER, puis appuyez sur PLAY sur le magnétophone, puis sur n'importe quelle touche.

**DISQUETTE CASTLE MASTER** - Remettez l'ordinateur à zéro comme pour le chargement à partir de la bande, introduisez la disquette dans le lecteur, le texte étant tourné vers le haut, et tapez RUN "DISC", puis appuyez sur ENTER.

#### COMMANDES A PARTIR DU CLAVIER

##### DEPLACEMENT

- |  |    |  |                        |  |  |                  |
|--|----|--|------------------------|--|--|------------------|
|  | ou |  | Avancez                |  | Faites demi-tour   |                  |
|  | ou |  | Reculer                |  | ou   | Lancez un rocher |
|  | ou |  | Tournez vers la gauche |  | Action (vous mangerez, boirez, lirez, pousserez, vous déplacerez, ramasserez, examinerez, ouvrirez, déverrouillerez ou utiliserez selon les besoins) |                  |
|  | ou |  | Tournez vers la droite |  |  |                  |

Un appui sur avec ou Tournez à gauche ou à droite 90°

Barre d'espace entre les modes mouvement et pointeur...

- |  |    |  |                                     |  |    |  |                                     |
|--|----|--|-------------------------------------|--|----|--|-------------------------------------|
|  | ou |  | Déplacez le pointeur vers le haut   |  | ou |  | Déplacez le pointeur vers le bas    |
|  | ou |  | Déplacez le pointeur vers la gauche |  | ou |  | Déplacez le pointeur vers la droite |

##### AUTRES COMMANDES

- |  |                           |  |         |  |                            |
|--|---------------------------|--|---------|--|----------------------------|
|  | Regardez vers le haut     |  | Courez  |  | Mire centrale marche/arrêt |
|  | Regardez vers le bas      |  | Marchez |  | Ecran d'informations       |
|  | Tournez-vous vers l'avant |  | Rampez  |  |                            |

+ ou Regardez tout en haut ou tout en bas

##### ECRAN D'INFORMATIONS

Votre score, force, nombre de clés ramassées et nombre d'esprits détruits sont tous affichés ici.

- |  |   |  |                            |  |                |
|--|---|--|----------------------------|--|----------------|
|  | Sauvegardez la position de jeu                |  | Chargez la position de jeu |  | Quittez le jeu |
|  | Affichez les descriptions des clefs ramassées |  |                            |  |                |

Toute autre touche vous fera retourner au jeu.

Le JOYSTICK simule les touches le bouton de tir lance un rocher.

## COMMODORE 64

### INSTRUCTIONS DE CHARGEMENT ET COMMANDES A PARTIR DU CLAVIER

**BANDE CASTLE MASTER** - Introduisez la bande dans le magnétophone et rembobinez jusqu'au début de la face 1. Appuyez simultanément sur SHIFT et RUN/STOP. Maintenant, appuyez sur PLAY sur le magnétophone.

**DISQUETTE CASTLE MASTER** - Introduisez la disquette dans le lecteur, le texte étant tourné vers le haut. Tapez LOAD"0", 8,1 et appuyez sur RETURN.

#### COMMANDES A PARTIR DU CLAVIER

##### DEPLACEMENT



ou



Avancez.

Maintenez les deux touches en position enfoncée pour une double distance



Faites demi-tour



Reculez



Lancez un rocher



Tournez vers la gauche



Action (vous mangerez, boirez, lirez, pousserez, vous déplacerez, ramasserez, examinerez, ouvrirez, déverrouillerez ou utiliserez selon les besoins)



Tournez vers la droite

Un appui sur la touche COMMODORE avec  ou  Tournez à gauche ou à droite 90°



Barre d'espace entre les modes mouvement et pointeur...



Déplacez le pointeur vers le haut



Déplacez le pointeur vers la gauche



Déplacez le pointeur vers le bas



Déplacez le pointeur vers la droite

##### AUTRES COMMANDES



Regardez vers le haut



Courez



Mire centrale marche/arrêt



Regardez vers le bas



Marchez



Ecran d'informations



Tournez-vous vers l'avant



Rampez

Un appui sur la touche COMMODORE avec  ou  Regardez tout en haut ou tout en bas

##### ECRAN D'INFORMATIONS



Votre score, force, nombre de clés ramassées et nombre d'esprits détruits sont tous affichés ici.



Sauvegardez la position



Quittez le jeu



Musique ou effets sonores



Affichez les descriptions des clés ramassées



Chargez la position

Toute autre touche vous fera retourner au jeu.

Le JOYSTICK simule les touches



, le bouton de tir lance un rocher. (Port 2)

## CONSEILS ET TUYAUX

### DEMARRAGE

1. Un rocher bien lancé fera baisser le pont-levis.
2. Examinez les tableaux pendus pour étudier les indices.
3. Les esprits peuvent être exorcisés par un bon lancement des rochers.
4. La réalisation d'une carte d'avancement vous aidera à vous orienter.
5. Il est préférable de marcher dans les pièces encloses et de courir lorsque vous êtes dehors ou dans les couloirs.
6. Les aliments vous donneront des forces.

### CONSEILS GENERAUX

1. Examinez les portes verrouillées pour plus d'informations.
2. Hélas, vous ne savez pas nager.
3. Le pouvoir des esprits restants augmente tout le temps.  
Vous serez dominé si l'indicateur esprits atteint le maximum.
4. Examinez les clés que vous ramassez.
5. Si vous ramassez des trésors, cela augmentera votre score.
6. Rampez pour regarder sous les choses.
7. Soyez à l'affût des potions magiques.

### OBJECTIFS POUR LES JOUEURS AVANCES

1. Objectif pour le premier jour : 1.000.000 points.
2. Finissez le jeu !
3. Finissez le jeu en jouant le rôle de l'autre personnage.
4. Essayez d'obtenir le score maximum (au moins 7.500.000 points).



## INHALT

	Seite
1 Inhalt	36
2 Einführung und Quellenangaben & Autoren	37
3 Grundriß der Burg und Bildschirminformationen	38
4 Bedienungshinweise für die Maus	39
5 Lade- und Bedienungsanweisungen - Amiga	40
- Atari ST	41
- IBM PC und Kompatible	42
- Spectrum	43
- Amstrad CPC	44
- Commodore 64	45
6 Tips und Hinweise	46

# EINFÜHRUNG

## CASTLE MASTER

In einem der hoch aufragenden Türme von Schloß Ewigkeit zerrinnt für Deinen gefangenen Zwillingbruder allmählich die Zeit. Wenn es nicht gelingt, ihn zu retten, seid Ihr beide dazu verdammt, für alle Zeit die geisterhaften Sklaven von Magister, dem Burgherrn, zu werden, der nur darauf wartet, Euch eurer Seelen zu berauben!

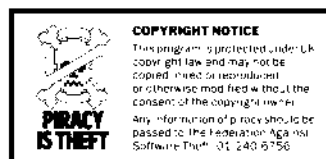
Du mußt die Hinweise enträtseln, die Zugbrücke herunterlassen, und darfst im Kampf mit den wachhabenden Geistern Deine Kraft nicht verschwenden. Du wirst drei Zaubertrünke, zehn Schlüssel und eine wahre Gefahrenplage finden, während Du hinter verschlossenen Türen in verbotenen Räumen herumstöberst, geheime Tunnel erkundest, in Höhlen herabsteigst und über Schätze - aber auch Schrecken - stolperst. Doch wenn Du scheitern solltest ... droht Grauen ohne Ende!

## QUELLENANGABEN UND AUTOREN

CASTLEMASTER/BURGHERR verwendet **ELITESCAPE**®

Entwickelt von Incentive Software - eine Tochterfirma von New Dimension International Ltd.

Konzept und Gestaltung von:	Ian Andrew
Programmiert von:	Chris Andrew, Paul Gregory und Sean Ellis
Grafiken von:	Mike Salmon und Team 7
Geschichte und Rätsel von:	Mel Croucher
Musik von:	Teque Software Development
Umschlaggrafik von:	David Wyatt
Typografische Gestaltung:	Starlight Graphics
Zusätzliche Beiträge von:	Andy Tait, Helen Andrew, Mary Moy, Anita Bradley, Ursula Taylor, Kev, André und Paul



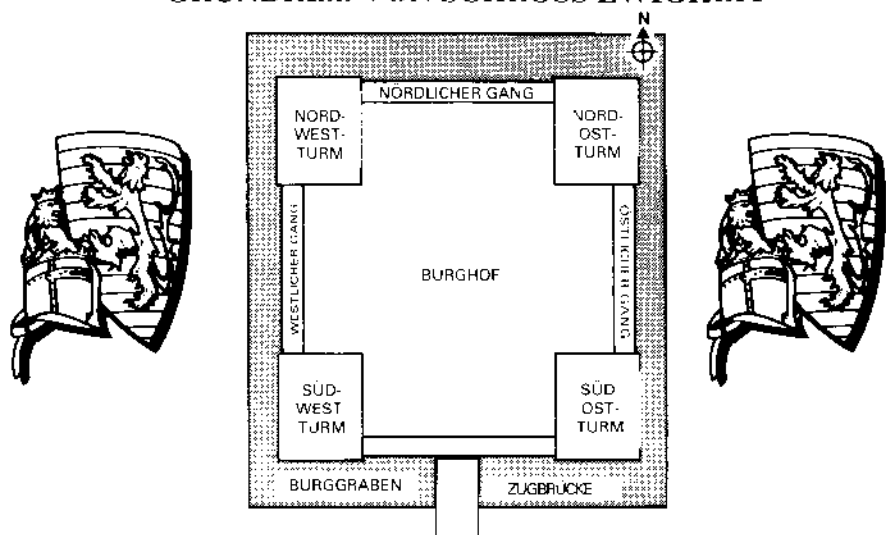
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Vertrieb: Bomico, Elbinger Str.  
6000 Frankfurt m/90.*

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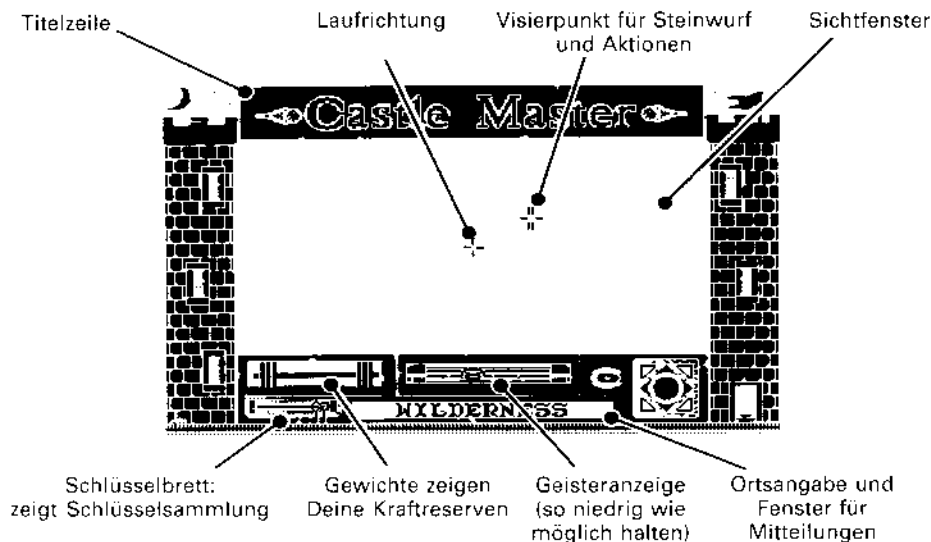
Unser Dank geht auch an Domark Ltd für ihre Hilfe und Unterstützung.

**ELITESCAPE**® ist ein eingetragenes Warenzeichen von Incentive Software.

# GRUNDRISS VON SCHLOSS EWIGKEIT



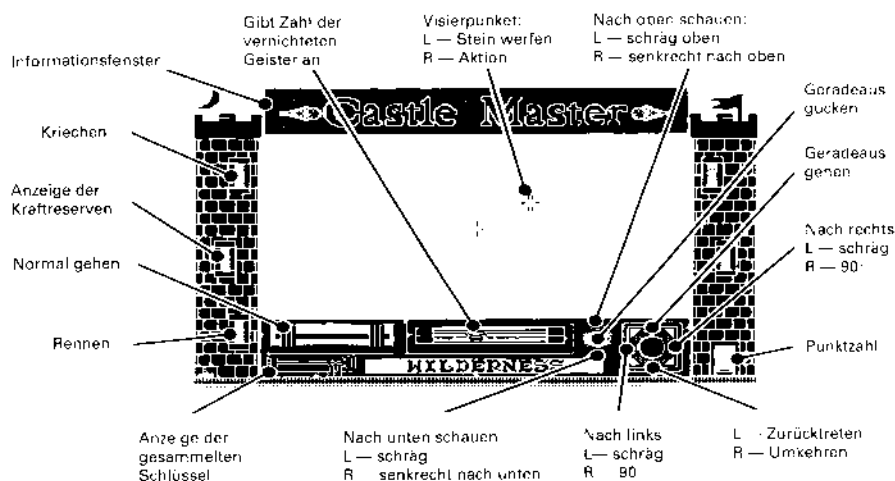
## BILDSCHIRMINFORMATION



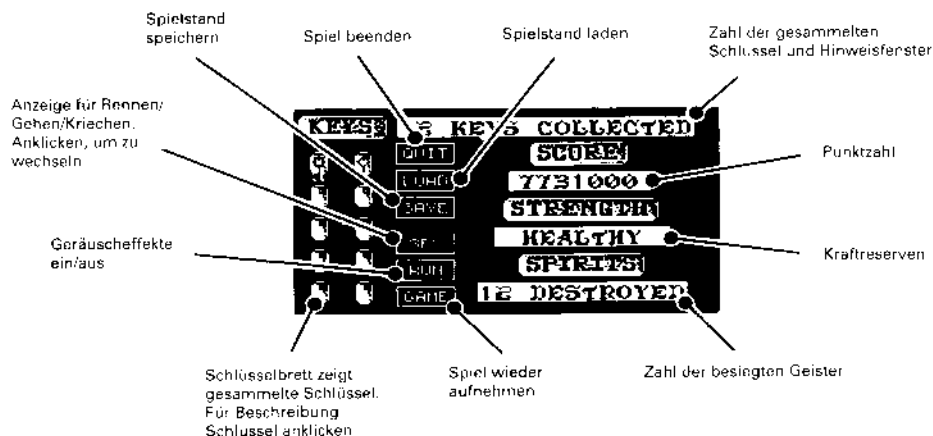


## BEDIENUNGSHINWEISE FÜR DIE MAUS (Nur Amiga, Atari ST & IBM PC)

Wo nicht ausdrücklich L (Links) oder R (Rechts) angegeben ist, kann jeder der beiden Mausknöpfe die Funktion ausüben.



## BEDIENUNGSHINWEISE FÜR DIE MAUS INFORMATIONSFENSTER



# AMIGA

## LADEHINWEISE UND BEDIENUNG ÜBER DIE TASTATUR

CASTLE MASTER — Diskette mit dem Etikett nach oben ins DF0-Laufwerk einlegen und Computer rücksetzen. CASTLE MASTER lädt sich und läuft jetzt automatisch.

\* Diskette während des Spiels nicht aus dem Laufwerk entfernen; sie wird gebraucht, wenn Du Deinen gegenwärtigen Spielstand sichern oder neu laden willst.

**BEDIENUNG MIT DER MAUS** — Siehe Seite 4

### BEDIENUNG ÜBER DIE TASTATUR

#### BEWEGUNG

	oder		vorwärts		180°-Wendung
	oder		rückwärts		Stein werfen
	oder		nach links		Aktion (für essen, trinken, lesen, schießen, bewegen, einsammeln, untersuchen, öffnen, aufschließen, oder anderes nach Bedarf)
	oder		nach rechts		
	Taste zusammen mit  oder  90°-Wendung nach links oder rechts.				

#### ANDERE FUNKTIONEN

	Nach oben schauen		Rennen		Laufrichtung ein/aus
	Nach unten schauen		Gehen		Information über Punktzahl, Geister, Schlüssel und Kraft
	Nach vorn schauen		Kriechen		
	Spiel anhalten		Infofenster		
	Taste zusammen mit  oder  senkrecht nach oben oder unten schauen				

#### INFORMATIONSFENSTER

Hier wird Deine Punktzahl, Kraftreserve, die Zahl der gesammelten Schlüssel und der besiegten Geister angezeigt

	Spielstand sichern*		rennen		bis		Schlüsselbeschreibungen
	Spielstand laden*		gehen				Geräuscheffekte/Musik (von Diskette geladen)
	Spiel beenden		kriechen				

Mit jeder anderen Taste kehrst Du zum Spiel zurück

Der JOYSTICK übernimmt die Funktion der Taste . Feuerknopf wirft Stein (Port 2)

## LADEHINWEISE UND BEDIENUNG ÜBER DIE TASTATUR

**CASTLE MASTER — CASTLE MASTER** — Diskette mit Etikett nach oben in Laufwerk A einlegen und Computer rücksetzen. CASTLE MASTER lädt sich und läuft jetzt automatisch.

**BEDIENUNG MIT DER MAUS** — Siehe Seite 4

### BEDIENUNG ÜBER DIE TASTATUR

#### BEWEGUNG

- |  |      |  |             |  |  |
|--|------|--|-------------|--|--|
|  | oder |  | vorwärts    |  | 180°-Wendung   |
|  | oder |  | rückwärts   |  | Stein werfen   |
|  | oder |  | nach links  |  | Aktion (für essen, trinken, lesen, schießen, bewegen, einsammeln, untersuchen, öffnen, aufschließen, oder anderes nach Bedarf) |
|  | oder |  | nach rechts |  |  |
- Taste zusammen mit oder 90°-Wendung nach links oder rechts.

#### ANDERE FUNKTIONEN

- |  |                    |  |           |  |  |
|--|--------------------|--|-----------|--|--|
|  | Nach oben schauen  |  | Rennen    |  | Laufrichtung ein/aus                                     |
|  | Nach unten schauen |  | Gehen     |  | Information über Punktzahl, Geister, Schlüssel und Kraft |
|  | Nach vorn schauen  |  | Kriechen  |  |  |
|  | Spiel anhalten     |  | Infenster |  |  |
- Taste zusammen mit oder senkrecht nach oben oder unten schauen

#### INFORMATIONSFENSTER

Hier wird Deine Punktzahl, Kraftreserve, die Zahl der gesammelten Schlüssel und der bestiegten Geister angezeigt

- |  |                     |  |          |  |     |  |  |
|--|---------------------|--|----------|--|-----|--|--|
|  | Spielstand sichern* |  | rennen   |  | bis |  | Schlüsselbeschreibungen                      |
|  | Spielstand laden*   |  | gehen    |  |     |  | Geräuscheffekte/Musik (von Diskette geladen) |
|  | Spiel beenden       |  | kriechen |  |     |  |  |

Mit jeder anderen Taste kehrst Du zum Spiel zurück

**JOYSTICK** übernimmt die Funktion der Tasten

, Aktion (Port 1)

# IBM PC UND KOMPATIBLE

## LADEHINWEISE UND BEDIENUNG ÜBER DIE TASTATUR

**CASTLE MASTER** MS-DOS laden (V2.0 oder später), dann Diskette in Laufwerk A einlegen.  
CASTLE eintippen, dann Eingabetaste drücken. Auf dem Menü den zutreffenden Grafikadapter anwählen (CGA, EGA, Tandy oder Hercules) und gegebenenfalls Diskette wechseln.

**BEDIENUNG MIT DER MAUS** - Siehe Seite 4

Um eine Maus zu verwenden, muß vor Spielbeginn ein Microsoft-kompatibler Maustreiber installiert werden. Installierungshinweise werden mit der Maus mitgeliefert.

## BEDIENUNG ÜBER DIE TASTATUR

### BEWEGUNG

	oder		vorwärts		180°-Wendung
	oder		rückwärts		oder Ziffernblock Stein werfen
	oder		nach links		Aktion (für essen, trinken, lesen, schießen, bewegen, einsammeln, untersuchen, öffnen, aufschließen, oder anderes nach Bedarf)
	oder		nach rechts		
	Taste zusammen mit		oder		90°-Wendung nach links oder rechts (Ziffernblock).

wechselt zwischen Bewegungs- und Visierpunktmodus

	oder		Visierpunkt nach oben		oder		Visierpunkt nach links
	oder		Visierpunkt nach unten		oder		Visierpunkt nach rechts

### ANDERE FUNKTIONEN

	Nach oben schauen		Rennen	+	Spiel abbrechen
	Nach unten schauen		Gehen	+  oder	senkrecht nach oben oder unten schauen
	Nach vorn schauen		Kriechen		
	Infofenster		Lauftrichtungs- anzeige ein/aus		Information über Punktzahl, Geister, Schlüssel und Kraft

### INFORMATIONSFENSTER

Hier wird Deine Punktzahl, Kraftreserve, die Zahl der gesammelten Schlüssel und der besiegten Geister angezeigt

	Spielstand sichern*		rennen	bis	Schlüsselbeschreibungen
	Spielstand laden*		gehen		Geräuscheffekte/Musik (von Diskette geladen)
	Spiel beenden		kriechen		

Mit jeder anderen Taste kehrst Du zum Spiel zurück

**JOYSTICK** übernimmt die Funktion der Tasten . Feuerknopf wirft Stein

## LADDEHINWEISE UND BEDIENUNG ÜBER DIE TASTATUR

**BANDKASSETTE zu CASTLE MASTER** - Beim Spectrum 128, +2 oder +3 den 48K-Modus anwählen. Kassette in Bandgerät einlegen und auf Anfang der Kassette zurückspulen. **LOAD** tippen und **ENTER**-Taste drücken, dann **SPIEL**-Taste des Bandgeräts drücken.

### BEDIENUNG ÜBER DIE TASTATUR

#### BEWEGUNG

	oder		vorwärts		180°-Wendung
	oder		rückwärts		Stein werfen
	oder		nach links		Aktion (für essen, trinken, lesen, schießen, bewegen, einsammeln, untersuchen, öffnen, aufschließen, oder anderes nach Bedarf)
	oder		nach rechts		
	Taste zusammen mit				oder  90°-Wendung nach links oder rechts.

wechselt zwischen Bewegungs- und Visierpunktmodus

	oder		Visierpunkt nach oben	oder	Visierpunkt nach links
	oder		Visierpunkt nach unten	oder	Visierpunkt nach rechts

#### ANDERE FUNKTIONEN

	Nach oben schauen		Rennen		Laufrichtung ein/aus
	Nach unten schauen		Gehen		Infofenster
	Nach vorn schauen		Kriechen		
	Taste zusammen mit  oder  senkrecht nach oben oder unten schauen				

#### INFORMATIONSFENSTER

Hier wird Deine Punktzahl, Kraftreserve, die Zahl der gesammelten Schlüssel und der besiegten Geister angezeigt

	Spielstand sichern		Spielstand laden		Spiel beenden
	Zeigt Beschreibungen der gesammelten Schlüssel				

Mit jeder anderen Taste kehrst Du zum Spiel zurück

JOYSTICK übernimmt die Funktion der Tasten



Feuerknopf wirft Stein
















# AMSTRAD CPC

## LADEHINWEISE UND BEDIENUNG ÜBER DIE TASTATUR

KASSETTE zu CASTLE MASTER - Computer durch gleichzeitiges Drücken der CTRL, SHIFT und ESC-Tasten rücksetzen. Kassette in das Bandgerät einlegen und bis zum Anfang von Seite 1 zurückspulen. Wenn Du ein Diskettenlaufwerk hast, TAPE eintippen, dann Eingabe (für I drückt man SHIFT und @ gleichzeitig) Gleichzeitig CTRL und die kleinen ENTER - Tasten drücken und dann auf dem Bandgerät die PLAY-Taste betätigen; danach eine beliebige Taste drücken. DISKETTE für CASTLE MASTER - Wie für die Kassette den Computer rücksetzen, die Diskette mit dem Etikett nach oben ins Laufwerk einlegen und RUN"DISC" eintippen, danach die ENTER-Taste drücken.

## BEDIENUNG ÜBER DIE TASTATUR

### BEWEGUNG

	oder		vorwärts		180°-Wendung
	oder		rückwärts		oder  Stein werfen
	oder		nach links		Aktion (für essen, trinken, lesen, schieben, bewegen, einsammeln, oder anderes nach Bedarf)
	oder		nach rechts		
	Taste zusammen mit			oder	 90°-Wendung nach links oder rechts .

wechselt zwischen Bewegungs- und Visierpunktmodus

	oder		Visierpunkt nach oben		oder		Visierpunkt nach links
	oder		Visierpunkt nach unten		oder		Visierpunkt nach rechts

### ANDERE FUNKTIONEN

<b>[P]</b>	Nach oben schauen	<b>[R]</b>	Rennen	<b>[+]</b>	Laufrichtung ein/aus
<b>[L]</b>	Nach unten schauen	<b>[W]</b>	Gehen	<b>[I]</b>	Infenster
<b>[F]</b>	Nach vorn schauen	<b>[C]</b>	Kriechen		
<b>[SHIFT]</b>	Taste zusammen mit <b>[P]</b> oder <b>[L]</b> Senkrecht nach oben oder unten schauen				

### INFORMATIONSFENSTER

Hier wird Deine Punktzahl, Kraftreserve, die Zahl der gesammelten Schlüssel und der besieigten Geister angezeigt

	Spielstand sichern		Spielstand laden		Spiel beenden
	Beschreibung der gesammelten Schlüssel				

Mit jeder anderen Taste kehrst Du zum Spiel zurück

JOYSTICK übernimmt die Funktion der Tasten . Feuerknopf wirft Stein

# COMMODORE 64

## LADDEHINWEISE UND BEDIENUNG ÜBER DIE TASTATUR

**KASSETTE** für CASTLE MASTER - Kassette in das Bandgerät einlegen und an den Anfang von Seite 1 zurückspulen. Gleichzeitig SHIFT und RUN/STOP drücken. Drückt PLAY-Taste auf dem Bandgerät drücken.

**DISKETTE** für CASTLE MASTER - Diskette mit dem Etikett nach oben in das Laufwerk einlegen. LOAD\*\*8.1 eintippen und RETURN drücken.

## BEDIENUNG ÜBER DIE TASTATUR

### BEWEGUNG

oder vorwärts  
Für doppelte Entfernung beide festhalten

180°-Wendung

rückwärts Stein werfen

nach links Aktion (für essen, trinken, lesen, schieben, bewegen, einsammeln, untersuchen, öffnen, aufschließen, oder anderes nach Bedarf)

nach rechts

COMMODORE-Taste zusammen mit oder 90°-Wendung nach links oder rechts.

wechselt zwischen Bewegungs- und Visierpunktmodus

Visierpunkt noch oben

Visierpunkt nach links

Visierpunkt nach unten

Visierpunkt nach rechts

### ANDERE FUNKTIONEN

Nach oben schauen Rennen Laufrichtung ein/aus

Nach unten schauen Gehen Infofenster

Nach vorn schauen Kriechen

COMMODORE-Taste und oder Senkrecht nach oben oder unten schauen.

### INFORMATIONSFENSTER

Hier wird Deine Punktzahl, Kraftreserve, die Zahl der gesammelten Schlüssel und der besiegten Geister angezeigt

Spielstand sichern Spiel beenden Musik oder Geräuscheffekte

Gibt Beschreibung der gesammelten Schlüssel Spielstand laden

Mit jeder anderen Taste kehrst Du zum Spiel zurück

JOYSTICK übernimmt die Funktion der Tasten . Feuerknopf wirft Stein (Port 2)

## TIPS UND HINWEISE

### SPIELBEGINN

- 1 Ein gut gezielter Stein holt die Zugbrücke herunter.
- 2 Untersuche die an der Wand hängenden Bilder nach Hinweisen.
- 3 Geister lassen sich durch gezieltes Steinewerfen austreiben.
- 4 Mach zur besseren Orientierung einen Lageplan.
- 5 In Zimmern sollte man gehen, draußen und in den Gängen empfiehlt es sich zu rennen.
- 6 Essen gibt Kraft.

### ALLGEMEINE HINWEISE

- 1 Verschlussene Türen genauer untersuchen.
- 2 Schwimmen kannst Du leider nicht.
- 3 Die Macht der verbleibenden Geister nimmt ständig zu. Wenn die Geisteranzeige den Höchststand erreicht, werden sie Dich überwältigen!
- 4 Untersuche die Schlüssel, die Du einsammelst.
- 5 Schätze sammeln erhöht die Punktzahl.
- 6 Um unter etwas zu schauen, mußt Du kriechen.
- 7 Halt Ausschau nach den Zaubertränken.

### ZIELE FÜR FORTGESCHRITTENE

- 1 1.000.000 Punkte am ersten Tag.
- 2 Das Spiel erfolgreich abschließen!
- 3 Das Spiel als Alternativfigur erfolgreich abschließen.
- 4 Die maximale Punktzahl erreichen (mindestens 7,500,000 Punkte)





## INDICE

	Pagina
1    Indice	47
2    Introduzione ed elenco dei collaboratori	48
3    Configurazione del castello ed informazioni su schermo	49
4    Comandi per l'uso del topo	50
5    Comandi per il caricamento e dei tasti:	
- Amiga	51
- Atari ST	52
- PC IBM & Compatibili	53
- Spectrum	54
- Amstrad CPC	55
- Commodore 64	56
6    Suggerimenti e consigli	57

## INTRODUZIONE

### CASTLE MASTER

In cima ad una delle torri di Castello Eternità al tuo gemello imprigionato rimane poco tempo. Se dovessi fallire nel tuo tentativo di liberarlo sarete entrambi destinati a divenire spiriti schiavi di Magister, il Padrone del Castello, che è pronto ad impadronirsi delle vostre anime.

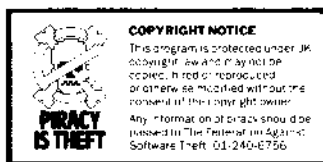
Decifra gli indizi, apri il ponte levatoio, mantieni le tue forze nel confrontare ognuno degli spiriti che stanno a guardia del castello. Avventurandoti al di là delle porte incontrerai tre pozioni, dieci chiavi ed un flagello di calamità. Potrai esplorare le gallerie segrete, scendere nelle caverne ed imbatterti in tesori nascosti e terrificanti situazioni. Se dovessi fallire nel tuo tentativo ... il terrore rimarrà sempre con te!

### ELENCO DEI COLLABORATORI

CASTLE MASTER con la partecipazione di **INFESODI**

Creato dalla Incentive Software - consociata della New Dimension International Ltd. [ ]

Concetto e design:	Ian Andrews
Programmazione :	Chris Andrew, Paul Gregory e Sean Ellis
Arte grafica:	Mike Salmon e Team 7
Storia e Indizi Enigmatici:	Mel Croucher
Musica:	Teque Software Development
Illustrazioni in sovraccoperta:	David Wyatt
Tipografia:	Starlight Graphics
Altri collaboratori:	Andy Tait, Helen Andrew, Mary Moy, Anita Bradley, Ursula Taylor, Kev, André e Paul.



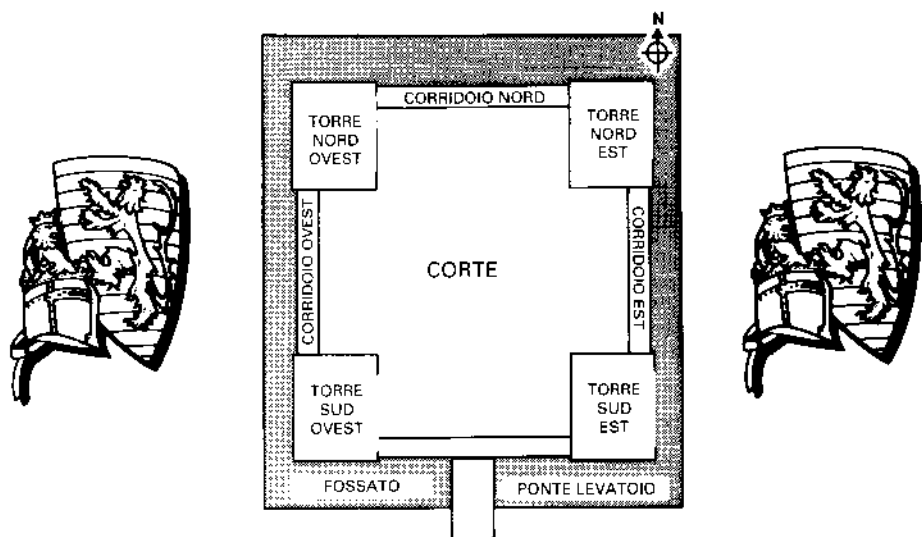
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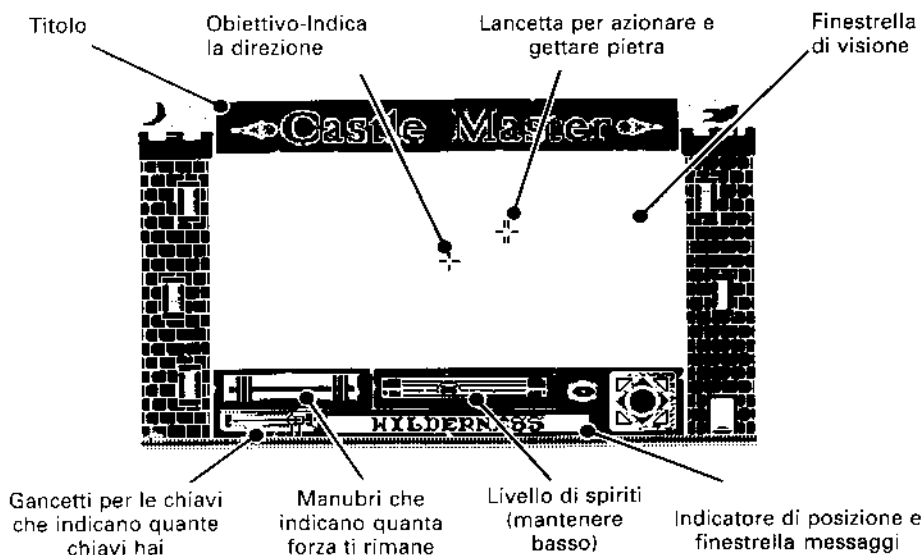
Ringraziamo anche la Domark Ltd. per il loro contributo e la loro assistenza.

**INFESODI**® è un marchio depositato della Incentive Software

# CONFIGURAZIONE DI BASE DI CASTELLO ETERNITA'



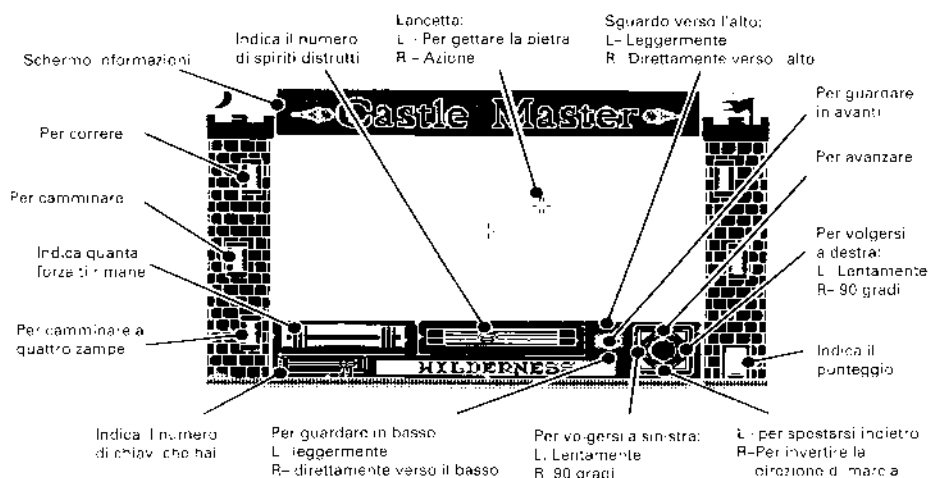
## INFORMAZIONI SU SCHERMO



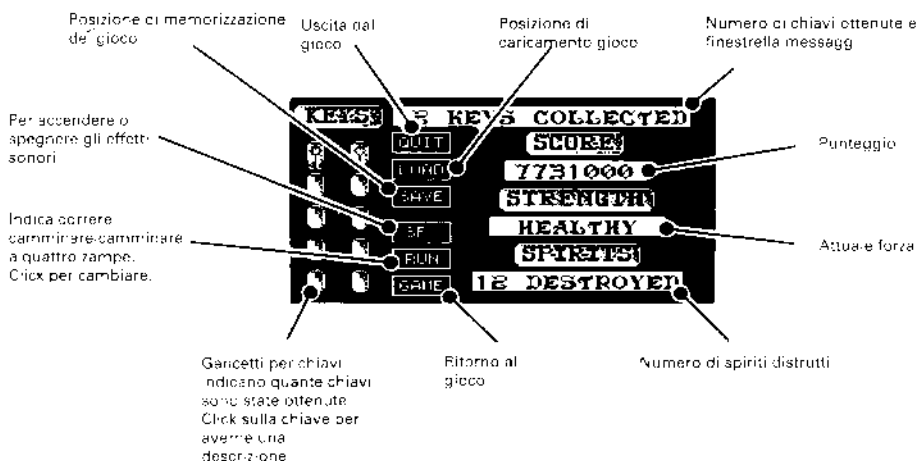
# COMANDI PER L'USO DEL TOPO

## (Solo per Amiga, Atari ST & IBM PC)

Uno qualunque dei due tasti per azionare la funzione – a meno che non venga specificato l'uso di quello sinistro (L) o destro (R)



# COMANDI DEL TOPO PER LO SCHERMO INFORMAZIONI



## ISTRUZIONI PER IL CARICAMENTO ED I COMANDI DELLA TASTIERA

**CASTLE MASTER** - Inserire il disco, testo verso l'alto, nell'unità disco DFO; ed eseguire la procedura di ripristino. **CASTLE MASTER** verrà caricato e funzionerà automaticamente. Lasciate il disco nell'unità disco per la durata del gioco dato che vi servirà qualora desideriate memorizzare o cancellare la vostra posizione nel gioco.

**COMANDI PER L'USO DEL TOPO** - v. pagina 4

**COMANDI PER L'USO DELLA TASTIERA**

### MOVIMENTO

	oppure	in avanti		inversione di marcia
	oppure	indietro		per gettare la pietra
	oppure	verso sinistra		azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario)
	oppure	verso destra		

Premendo il tasto delle maiuscole **SHIFT** ed il tasto oppure ci si può voltare di 90 gradi a sinistra o a destra.

### ALTRI COMANDI

	per guardare in alto		per correre		accendere/spegnere l'obiettivo
	per guardare in basso		per camminare		Informazioni sul punteggio, gli spiriti, le chiavi e la forza.
	per guardare in avanti		per camminare a quattro zampe		
	per fermare il gioco		schermo informazioni		

Premendo il tasto delle maiuscole **SHIFT** ed il tasto oppure lo sguardo si volge direttamente verso l'alto o verso il basso.

### SCHERMO INFORMAZIONI

Questo schermo indica il vostro punteggio, la vostra forza, il numero di chiavi raccolte ed il numero di spiriti distrutti.

	memorizzare la posizione		correre		a		esporre descrizione chiavi
	caricare la posizione		camminare				Effetti sonori/musica (Caricati dal disco)
	uscire dal gioco		camminare a quattro zampe				

Qualsiasi altro tasto per ritornare al gioco

IL JOYSTICK simula le direzioni il tasto FIRE getta la pietra (Port 2)

# ATARI ST

## ISTRUZIONI PER IL CARICAMENTO E PER I COMANDI DELLA TASTIERA

**CASTLE MASTER** - Inserire il disco **CASTLE MASTER**, testo verso l'alto, nell'unità disco A ed eseguire l'operazione di ripristino. **CASTLE MASTER** verrà caricato e funzionerà automaticamente.

**COMANDI PER L'USO DEL TOPO** - v. pagina 4


**COMANDI PER L'USO DELLA TASTIERA**

### MOVIMENTO


 oppure  in avanti



 inversione di marcia

 oppure  indietro

 per gettare la pietra


 oppure  verso sinistra


 azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario)


 oppure  verso destra

Premendo il tasto delle maiuscole  ed il tasto  oppure  ci si può voltare di 90 gradi a sinistra o a destra.


### ALTRI COMANDI


 per guardare in alto

 per correre


 accendere/spengere l'obiettivo


 per guardare in basso


 per camminare

 Informazioni sul punteggio, gli spiriti, le chiavi e la forza.

 per guardare in avanti

 per camminare a quattro zampe


 per fermare il gioco


 schermo informazioni

Premendo il tasto delle maiuscole  ed il tasto  oppure  lo sguardo si volge direttamente verso l'alto o verso il basso.


### SCHERMO INFORMAZIONI


Questo schermo indica il vostro punteggio, la vostra forza, il numero di chiavi raccolte ed il numero di spiriti distrutti.


 memorizzare la posizione


 correre


 a


 esporre descrizione chiavi

 caricare la posizione

 camminare

 Effetti sonori/musica (Caricati dal disco)

 uscire dal gioco

 camminare a quattro zampe

Qualsiasi altro tasto per ritornare al gioco

Il **JOYSTICK** simula le direzioni     - Azione (Port 1)

# IBM PC E COMPATIBILI

## ISTRUZIONI PER IL CARICAMENTO E PER I COMANDI DELLA TASTIERA













**CASTLE MASTER** - Caricare da DOS (V2.0 o successive), poi inserire il disco nell'unità A. Battere **CASTLE**, premere il tasto di ritorno al margine. Selezionare il tipo di sistema grafico che avete (CGA, EGA, VGA, Tandy, Hercules) dall'elenco e cambiare disco qualora vi venga richiesto.




### COMANDI PER L'USO DEL TOPO - v. pagina 4


Per utilizzare un topo dovete installare un sistema di gestione del topo che sia compatibile con il sistema Microsoft. Troverete le istruzioni per l'installazione assieme al topo.









### COMANDI PER L'USO DELLA TASTIERA

#### MOVIMENTO















	oppure 	in avanti		inversione di marcia
	oppure 	indietro		tastierino  per gettare la pietra
	oppure 	verso sinistra		azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario)
	oppure 	verso destra		

Premendo il tasto delle maiuscole  ed il tasto  oppure  ci si può voltare di 90 gradi a sinistra o a destra (su tastierino numeri)

LA BARRA SPAZIATRICE  per spostarsi dalla funzione movimento alla funzione lancetta...










	oppure 	Per spostare la lancetta verso l'alto		oppure 	Per spostare la lancetta verso sinistra
	oppure 	Per spostare la lancetta verso il basso		oppure 	Per spostare la lancetta verso destra

#### ALTRI COMANDI

	per guardare in alto		per correre	 + 	uscita dal gioco
	per guardare in basso		per camminare	 +  oppure 	per guardare direttamente in alto o in basso
	per guardare in avanti		per camminare a quattro zampe		informazioni sul punteggio, gli spiriti, le chiavi e la forza.
	schermo informazioni		accendere/spegnere l'obiettivo		

#### SCHERMO INFORMAZIONI

Questo schermo indica il vostro punteggio, la vostra forza, il numero di chiavi raccolte ed il numero di spiriti distrutti.

	memorizzare la posizione		correre		a		esporre descrizione chiavi
	caricare la posizione		camminare				Effetti sonori/musica (Caricati dal disco)
	uscire dal gioco		camminare a quattro zampe				

Qualsiasi altro tasto per ritornare al gioco

Il JOYSTICK simula le direzioni     il tasto FIRE getta la pietra

# SPECTRUM

## ISTRUZIONI PER IL CARICAMENTO E PER I COMANDI DELLA TASTIERA

CASSETTA CASTLE MASTER - se avete uno Spectrum 128, +2 o +3, selezionate la funzione 48K. Inserite la cassetta nel registratore e riavvolgete il nastro fino all'inizio del primo lato. Barrete LOAD"" e premete il tasto ENTER. Premete il tasto PLAY del registratore.

### COMANDI PER L'USO DELLA TASTIERA

#### MOVIMENTO

- |                        |  |
|------------------------|--|
| oppure  in avanti      | inversione di marcia   |
| oppure  indietro       | per gettare la pietra  |
| oppure  verso sinistra | azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario) |
| oppure  verso destra   |  |
- Premendo il tasto delle maiuscole ed il tasto oppure ci si può voltare di 90 gradi a sinistra o a destra. (su tastierino numeri)

LA BARRA SPAZIATRICE per spostarsi dalla funzione movimento alla funzione lancetta ...

- |   |   |
|---|---|
| oppure  Per spostare la lancetta verso l'alto   | oppure  Per spostare la lancetta verso sinistra |
| oppure  Per spostare la lancetta verso il basso | oppure  Per spostare la lancetta verso destra   |

#### ALTRI COMANDI

- |                        |                               |                                |
|------------------------|-------------------------------|--------------------------------|
| per guardare in alto   | per correre                   | accendere/spegnere l'obiettivo |
| per guardare in basso  | per camminare                 | schermo informazioni           |
| per guardare in avanti | per camminare a quattro zampe |                                |

Premendo il tasto delle maiuscole ed il tasto oppure lo sguardo si volge direttamente verso l'alto o verso il basso.

#### SCHERMO INFORMAZIONI

Questo schermo indica il vostro punteggio, la vostra forza, il numero di chiavi raccolte ed il numero di spiriti distrutti.

- |                                     |                     |                  |
|-------------------------------------|---------------------|------------------|
| memorizzare la posizione            | curare la posizione | uscire dal gioco |
| esporre descrizione chiavi raccolte |                     |                  |

Qualsiasi altro tasto per ritornare al gioco

Il JOYSTICK simula le direzioni il tasto FIRE getta la pietra.



# AMSTRAD CPC

## ISTRUZIONI PER IL CARICAMENTO E PER I COMANDI DELLA TASTIERA

**CASSETTA CASTLE MASTER** - Eseguire l'operazione di ripristino premendo contemporaneamente i tasti CTRL., SHIFT e ESC. Inserire la cassetta nel registratore e riavvolgere il nastro fino all'inizio del lato I. Qualora disponiate di un'unità disco, battete : I TAPE, e poi caricate (il simbolo I: si ottiene premendo contemporaneamente il tasto delle maiuscole ed il tasto @). Premere contemporaneamente il tasto CTRL ed il piccolo tasto ENTER e poi il tasto PLAY del registratore seguito da qualsiasi altro tasto.

**DISCO CASTLE MASTER** — Eseguire la procedura di ripristino come per il caricamento della cassetta, inserire il disco, testo verso l'alto, nell'unità disco e battere RUN "DISC", e premere il tasto ENTER>

### COMANDI PER L'USO DELLA TASTIERA

#### MOVIMENTO

- |                        |  |
|------------------------|--|
| oppure  in avanti      | inversione di marcia   |
| oppure  indietro       | oppure  per gettare la pietra  |
| oppure  verso sinistra | azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario) |
| oppure  verso destra   |  |
- Premendo il tasto delle maiuscole ed il tasto oppure ci si può voltare di 90 gradi a sinistra o a destra.

LA BARRA SPAZIATRICE per spostarsi dalla funzione movimento alla funzione lancetta....

- |   |   |
|---|---|
| oppure  Per spostare la lancetta verso l'alto   | oppure  Per spostare la lancetta verso sinistra |
| oppure  Per spostare la lancetta verso il basso | oppure  Per spostare la lancetta verso destra   |

#### ALTRI COMANDI

- |                        |                               |                                |
|------------------------|-------------------------------|--------------------------------|
| per guardare in alto   | per correre                   | accendere/spegnere l'obiettivo |
| per guardare in basso  | per camminare                 | schermo informazioni           |
| per guardare in avanti | per camminare a quattro zampe |                                |
- + per guardare direttamente in alto o in basso

#### SCHERMO INFORMAZIONI

Questo schermo indica il vostro punteggio, la vostra forza, il numero di chiavi raccolte ed il numero di spiriti distrutti.

- |                                     |                       |                  |
|-------------------------------------|-----------------------|------------------|
| memorizzare la posizione            | caricare la posizione | uscire dal gioco |
| esporre descrizione chiavi raccolte |                       |                  |

Qualsiasi altro tasto per ritornare al gioco

Il JOYSTICK simula le direzioni . il tasto FIRE getta la pietra.









## COMMODORE 64



### ISTRUZIONI PER IL CARICAMENTO E PER I COMANDI DELLA TASTIERA


**CASSETTA CASTLE MASTER** — Inserire la cassetta nel registratore e riavvolgere il nastro fino all'inizio del lato 1. Premere contemporaneamente il tasto di ritorno al margine ed il tasto RUN/STOP. Premere il tasto PLAY del registratore. **DISCO CASTLE MASTER** — Inserire il disco, testo verso l'alto, nell'unità disco. Battere LOAD "\*", 8 1 e premere il tasto di ritorno al margine.





#### COMANDI PER L'USO DELLA TASTIERA

##### MOVIMENTO









	oppure		in avanti. Premere contemporaneamente i due tasti per spostarsi il doppio della distanza
			inversione di marcia
	indietro		per gettare la pietra
	verso sinistra		azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario)
	verso destra		



Premendo il tasto COMMODORE ed il tasto  oppure  ci si può voltare di 90 gradi a sinistra o a destra.

LA BARRA SPAZIATRICE  per spostarsi dalla funzione movimento alla funzione lancetta....

	Per spostare la lancetta verso l'alto		Per spostare la lancetta verso sinistra
	Per spostare la lancetta verso il basso		Per spostare la lancetta verso destra






##### ALTRI COMANDI

	per guardare in alto		per correre		accendere/spengere l'obiettivo
	per guardare in basso		per camminare		schermo informazioni
	per guardare in avanti		per camminare a quattro zampe		

Premendo il tasto COMMODORE ed il tasto  oppure  lo sguardo si volge direttamente verso l'alto o verso il basso.

##### SCHERMO INFORMAZIONI

Questo schermo indica il vostro punteggio, la vostra forza, il numero di chiavi raccolte ed il numero di spiriti distrutti.

	memorizzare la posizione		uscire dal gioco		Effetti sonori/musica (Caricati dal disco)
	esporre descrizione chiavi ottenute				Posizione Caricamento

Qualsiasi altro tasto per ritornare al gioco

Il JOYSTICK simula le direzioni



, il tasto FIRE getta la pietra.

## SUGGERIMENTI E CONSIGLI

### PER INIZIARE

1. Una pietra ben mirata farà cadere il ponte levatoio
2. Esamina le illustrazioni appese per analizzare gli indizi
3. Gli spiriti possono essere esorcizzati gettandogli delle pietre ben mirate.
4. E' consigliabile disegnare una mappa dei tuoi spostamenti per aiutarti nell'orientamento.
5. E' meglio camminare all'interno delle camere e correre all'esterno e lungo i corridoi.
6. Mangiando potrai riacquistare le tue forze.

### SUGGERIMENTI GENERALI

1. Esamina le porte chiuse a chiave per ulteriori informazioni
2. Purtroppo non puoi nuotare
3. La potenza degli spiriti che rimangono aumenta costantemente. Sarai sopraffatto se il livello di spiriti raggiunge il punto massimo.
4. Esamina le chiavi già raccolte
5. La raccolta di tesori è un modo di far aumentare il tuo punteggio
6. Cammina a quattro zampe per guardare sotto alle cose
7. Fai attenzione alle pozioni magiche

### OBIETTIVI PER GIOCATORI PIU' ESPERTI

1. Obiettivo per il primo giorno 1.000.000 di punti
2. Completare il gioco
3. Completare il gioco prendendo la parte del personaggio alternativo
4. Mirate ad ottenere il punteggio massimo (7.500.00 punti)

