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o Real It's Frightening! Taking complete advantage of your computer's sound and visual capabilities, **Dark Castle** has you looking over your shoulder as soon as your hunt for the Black Knight begins. Experience the thrill of **Dark Castle** and find out for yourself. Are you a hero? Or are you history?

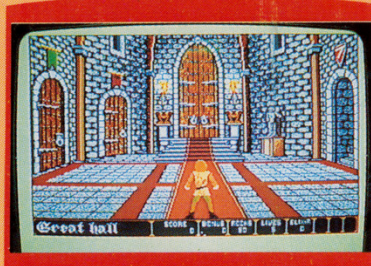
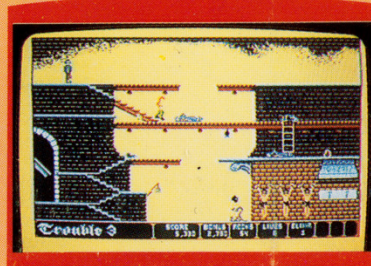
“Dark Castle will grip you by the throat and not let go. Compulsive.” **C+VG**

“This is truly an excellent piece of software, impeccable in every detail.” **Commodore User**



Commodore Amiga screen shown. Licensed from Silicon Beach Software c 1986, c 1987. Three-Sixty Pacific Inc. All rights reserved. Three-Sixty Pacific Inc., 2105 South Bascom, Campbell, California 95008.

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CBM 64 cassette



Dark Castle

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DARK CASTLE

Commodore C64/128 Version

Tape Version

Insert the tape, side A upwards and rewind, in the datasette. Press the SHIFT & RUN STOP keys together.

Follow the on-screen instructions to load the game.

After the initial loading the title screen should appear. Press any key to continue loading the game.

The game should then load to the options screen.

After PLAY has been selected the player will enter the Great Hall.

From here the player must select a door: numbered 1 to 4. Either press the relevant number on the keyboard, or use the direction keys (see below) or the joystick to move the pointer in front of the desired door and then press either return or the fire button.

Please note that door 3 is locked, the player must have the correct key before he is allowed to pass this door.

The in-game loading is speeded by instructions that advise you to forward your cassette to certain places, this applies only to side B.

CONTROLS

KEYBOARD

A	Move left
D	Move right
W	Move up
S	Move down
E	Duck
Spacebar	Jump
F7	Action key: used to pick up or activate things
CRSR keys	Position the Hero's throwing arm
Return	Throw a rock
Run/Stop	Pause
F1	Return to options screen

The movement keys can be combined. To move the hero down some stairs, for example, press both the 'A' and the 'D' keys simultaneously and he will walk down stairs to the right.

Running jumps or downward jumps can be produced by pressing the jump key at the same time as the relevant movement key.

JOYSTICK

Moving the joystick without pressing the button moves the hero.

Pressing the button whilst the hero is moving causes him to jump. To produce a standing jump, press the button with joystick up.

To throw rocks, press the button and hold it, and then move the joystick either left or right depending on which way the hero is facing. To aim, move the joystick up and down to position the hero's arm.

Pick up bags of rocks to keep your supplies healthy, and pick up elixirs to keep you healthy.