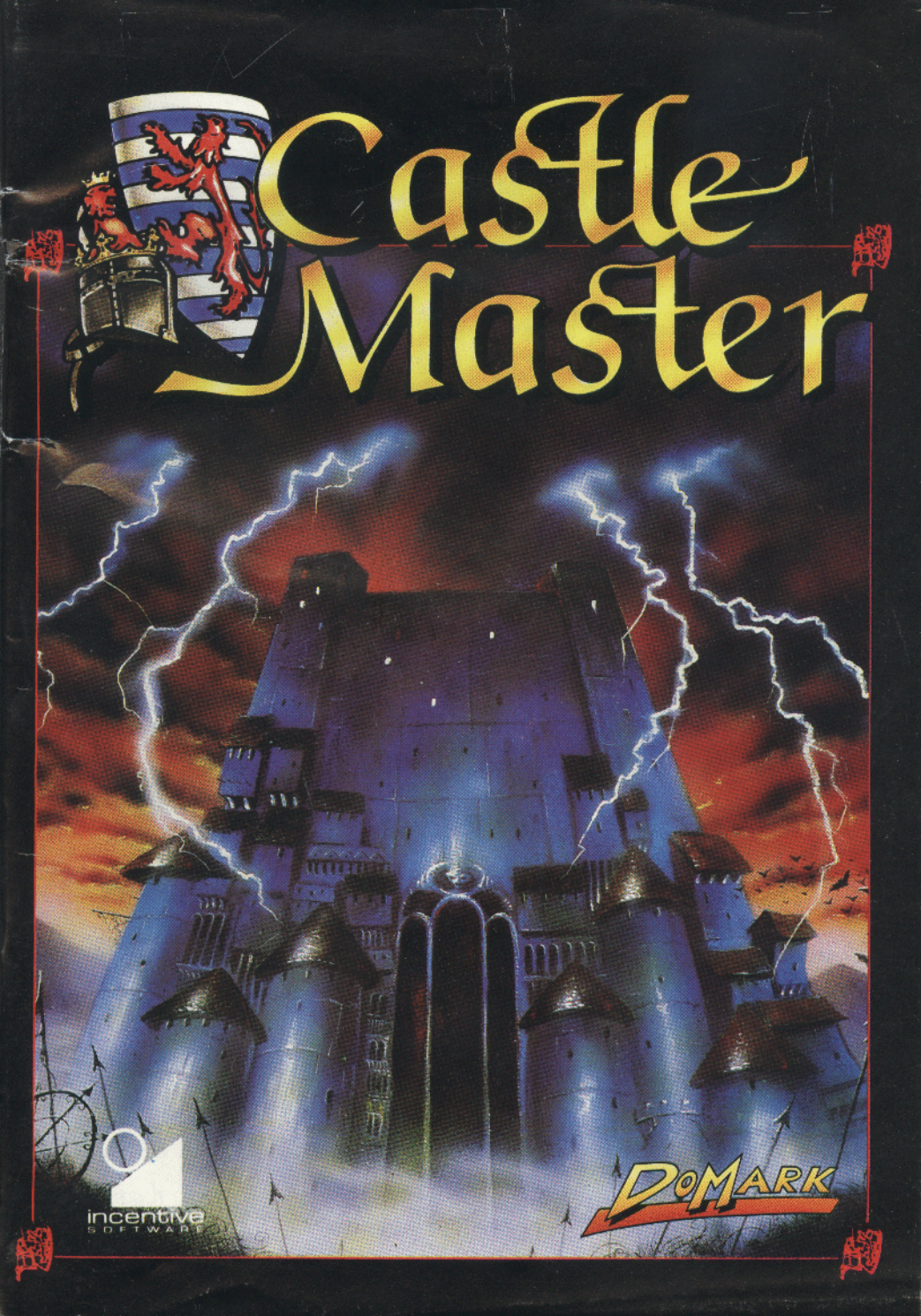




Castle Master


incentive
SOFTWARE

DOMARK



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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

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Programmed by: Chris Andrew, Paul Gregory and Sean Ellis

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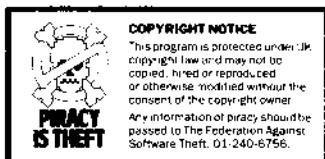
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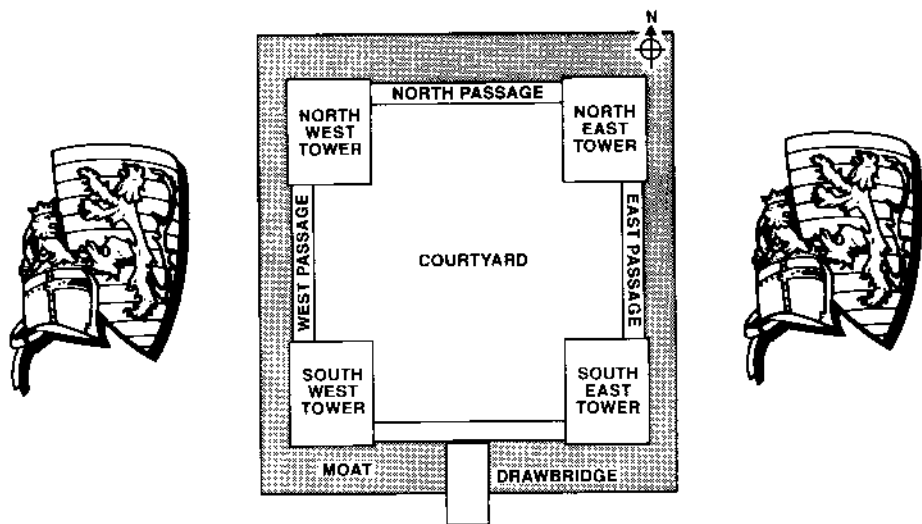
Tel: 01-780 2224 (081-780 2224 from 1st May '90)

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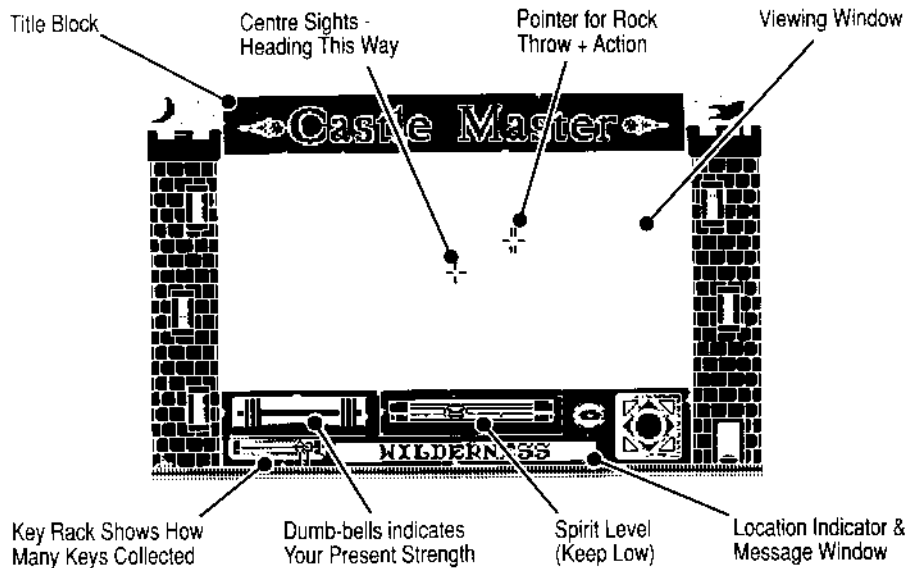
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Thanks also to Domark Ltd. for all their helpful contributions and assistance.

CASTLE ETERNITY BASIC LAYOUT

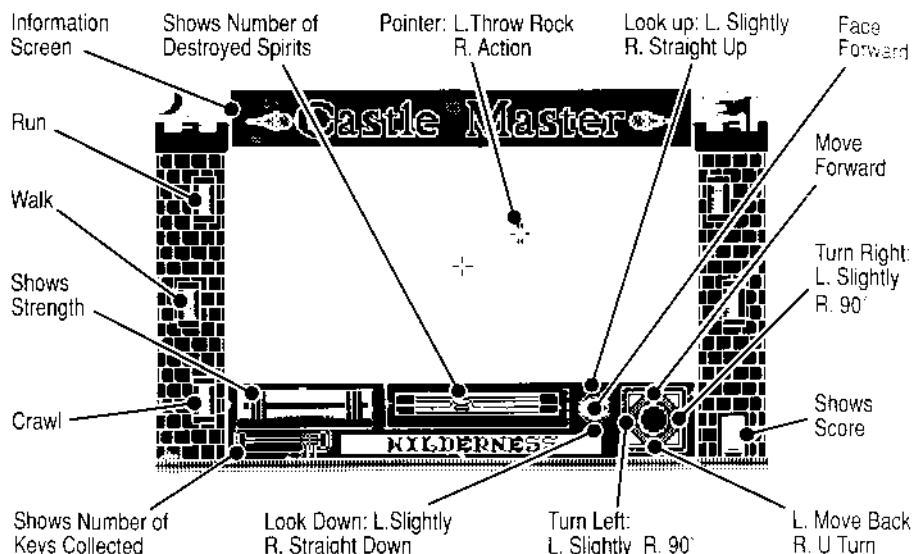


SCREEN INFORMATION

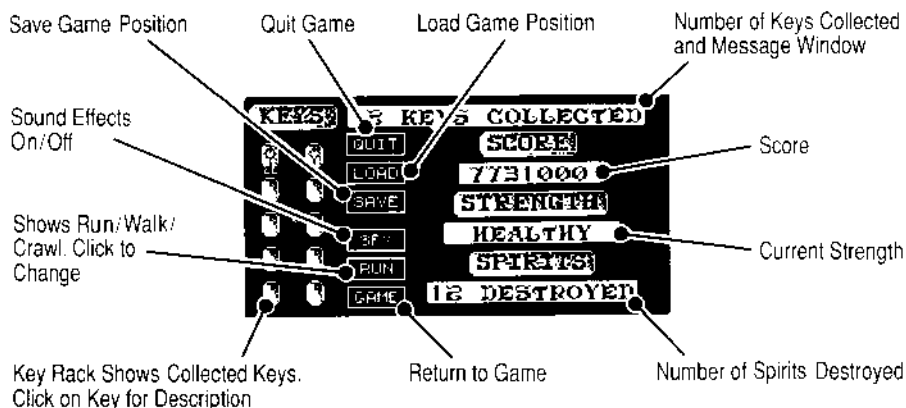


MOUSE CONTROLS (AMIGA, ATARI ST & IBM PC ONLY)

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

- | | |
|-------------------------------------|---|
| F or O Move Forward | U U Turn |
| T or K Move Backwards | Q 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 0 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

[↑] or **[O]** Move Forward

[U] U Turn

[↓] or **[K]** Move Backwards

[COPY] or **[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°.

[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

[+] Centre sights on/off

[L] Look down

[W] Walk

[I] Info screen

[F] Face forward

[C] Crawl

[SHIFT] + **[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.

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

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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 !

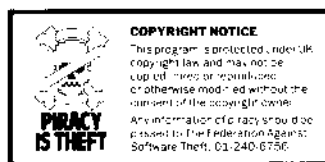
Déchiffrez les indices, ouvrez le pont-levis, maintenez votre force contre chacun des esprits gardiens sans exception. Trois potions, dix clés et un fléau de risques peuvent être rencontrés lorsque vous vous introduisez sans permission derrière des portes verrouillées, explorez des tunnels secrets, descendez 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



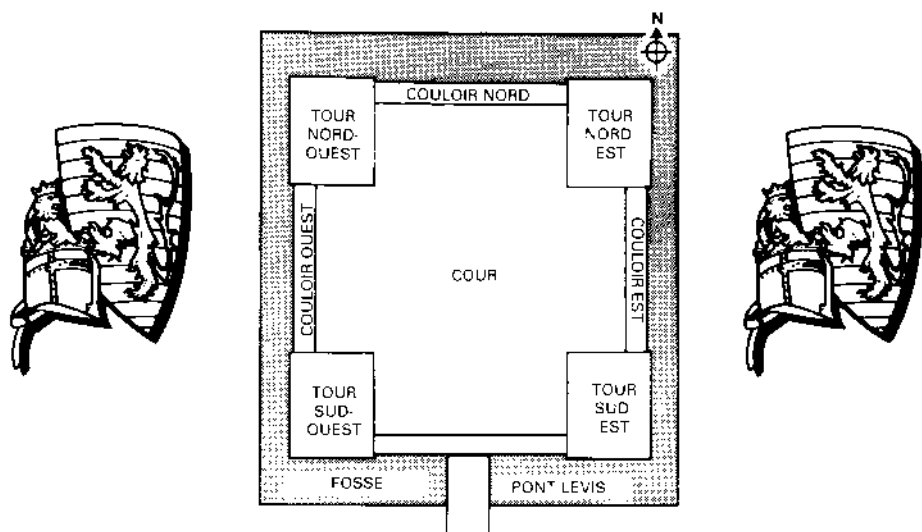
*Publié par Domark
Distribué par Ubisoft,
1 Voie Félix Eboué, 94021 Creteil,
France.*

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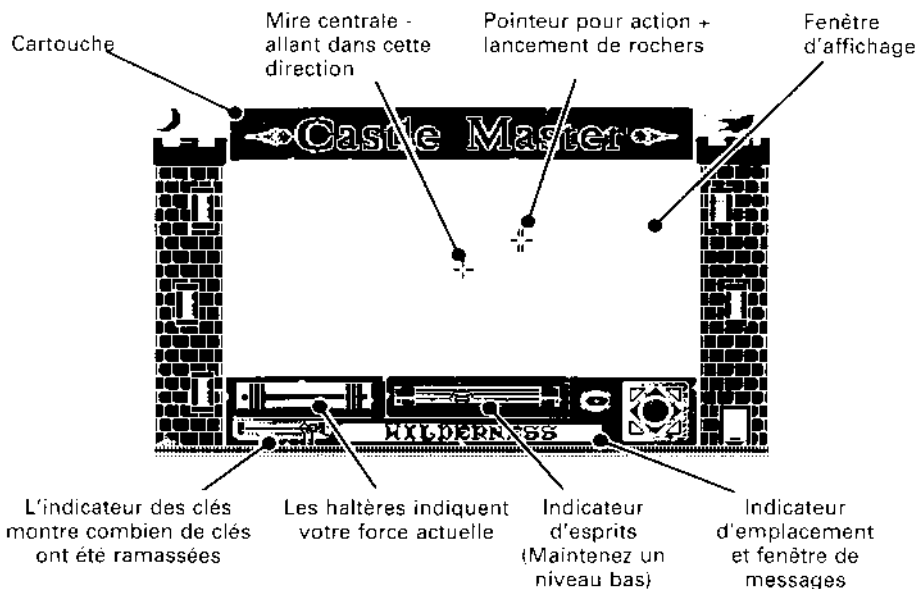
Nous remercions également Domark Ltd de toutes ses précieuses contributions et assistance.

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PLAN DE BASE DU CASTLE ETERNITY

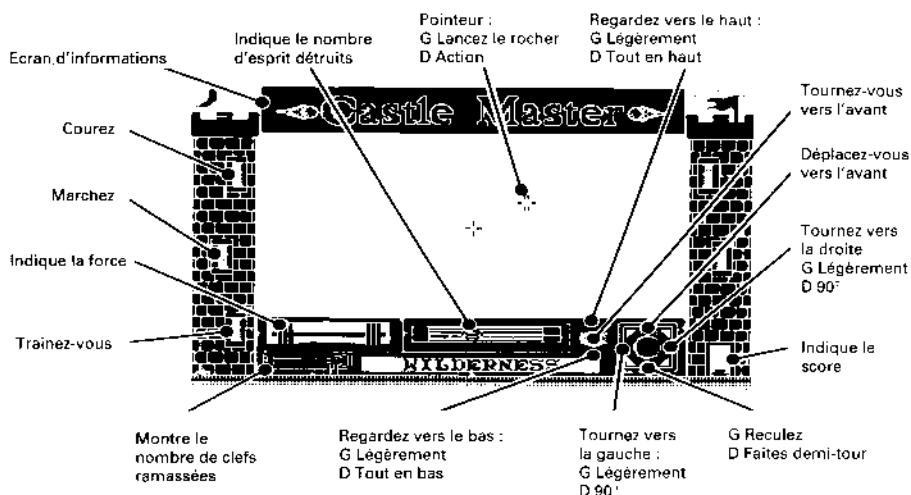


INFORMATIONS A L'ECRAN

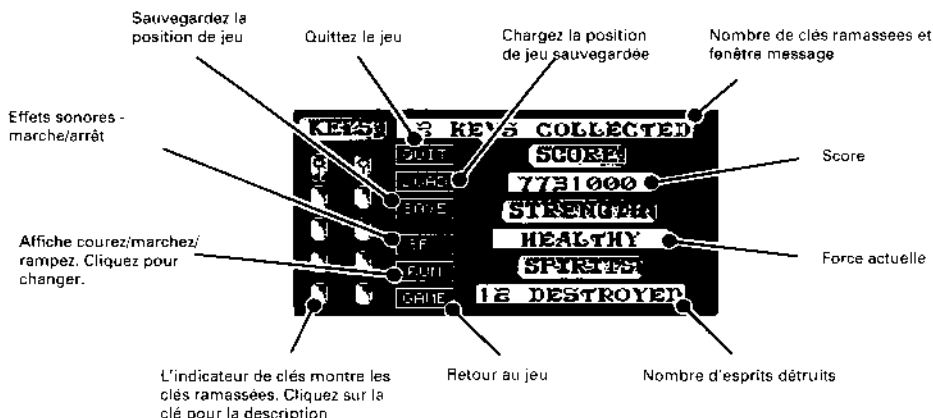


COMMANDES A PARTIR DE LA SOURIS (Amiga, Atari ST & IBM PC seulement)

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		Reculerz		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  Reculez |  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

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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!

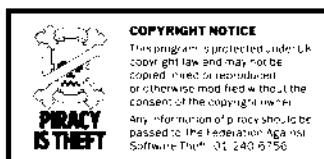
Du mußt die Hinweise enträtseln, die Zugbrücke herunterlassen, und darfst im Kampf mit den wachhabenden Geistern Deine Kraft nicht verschwenden. Du wirst drei Zaubertrünke, zehn Schlüssel und eine wahre Gefahrenplage finden, während Du hinter verschlossenen Türen in verbotenen Räumen herumstöberst, geheime 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 **ELITESOFT®**

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



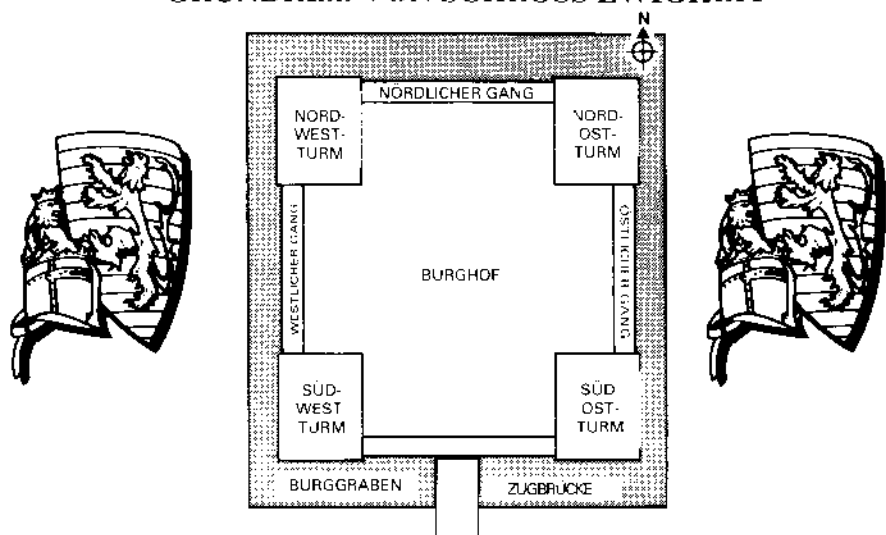
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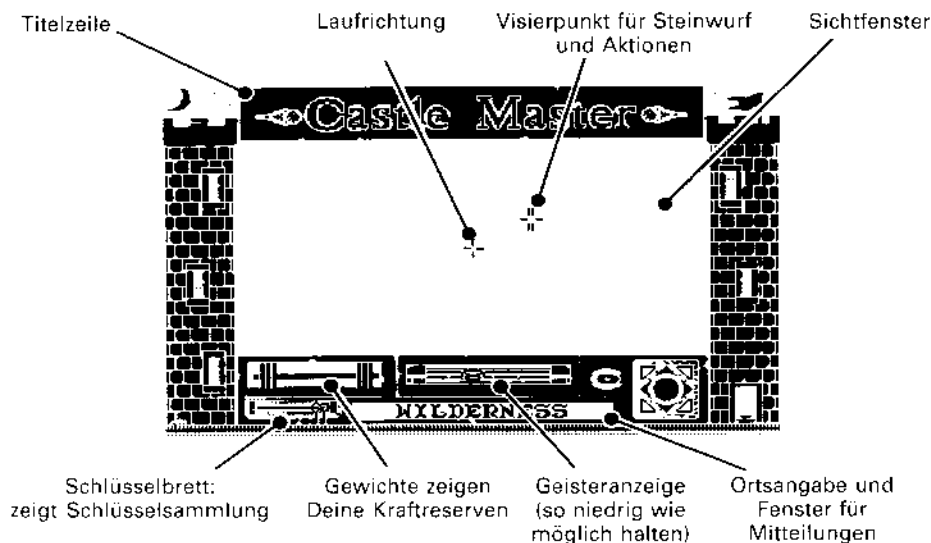
Unser Dank geht auch an Domark Ltd für ihre Hilfe und Unterstützung.

ELITESOFT® ist ein eingetragenes Warenzeichen von Incentive Software.

GRUNDRISS VON SCHLOSS EWIGKEIT



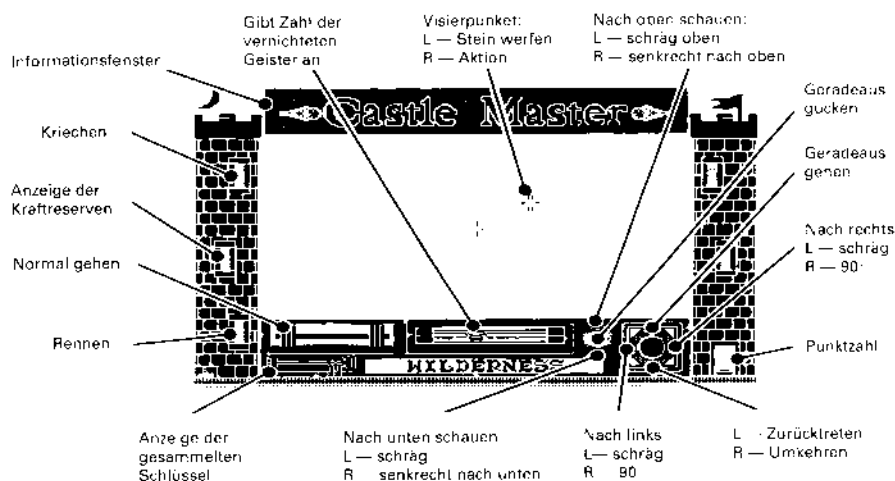
BILDSCHIRMINFORMATION



BEDIENUNGSHINWEISE FÜR DIE MAUS

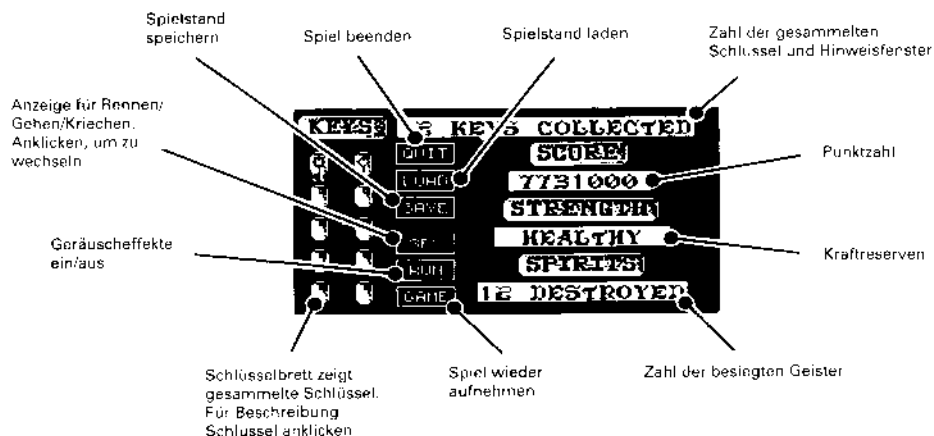
(Nur Amiga, Atari ST & IBM PC)

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

 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
 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 Gang 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)



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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.

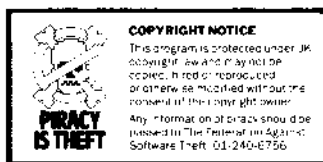
Decifra gli indizi, apri il ponte levatoio, mantieni le tue forze nel confrontare ognuno degli spiriti che stanno a guardia del castello. Avventurandoti al di là delle porte incontrerai tre pozioni, dieci chiavi ed un flagello di calamità. Potrai esplorare le gallerie segrete, scendere nelle caverne 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
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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.



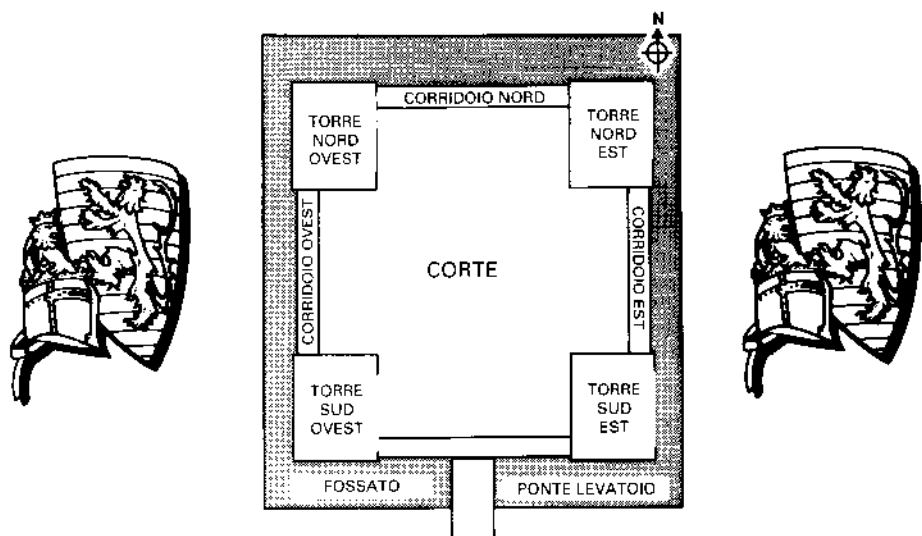
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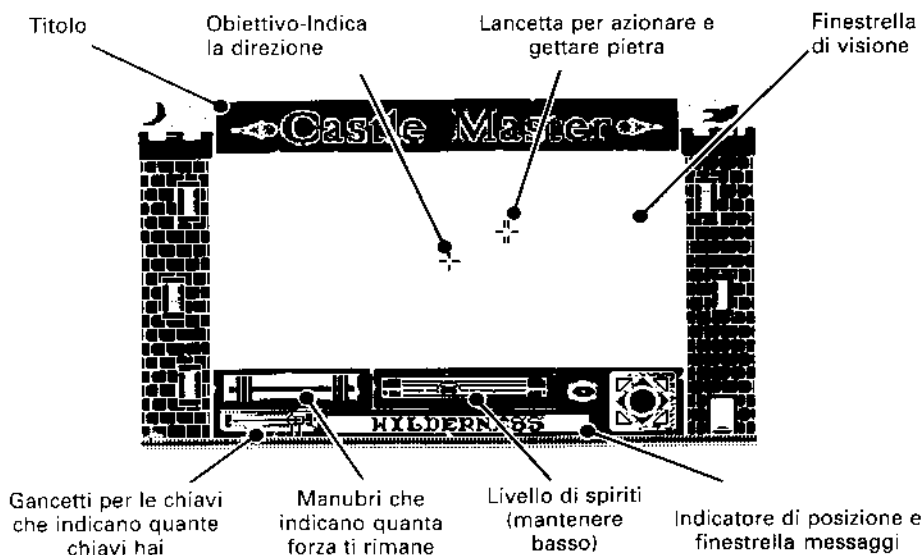
Ringraziamo anche la Domark Ltd. per il loro contributo e la loro assistenza.

INFESODI® è un marchio depositato della Incentive Software

CONFIGURAZIONE DI BASE DI CASTELLO ETERNITA'

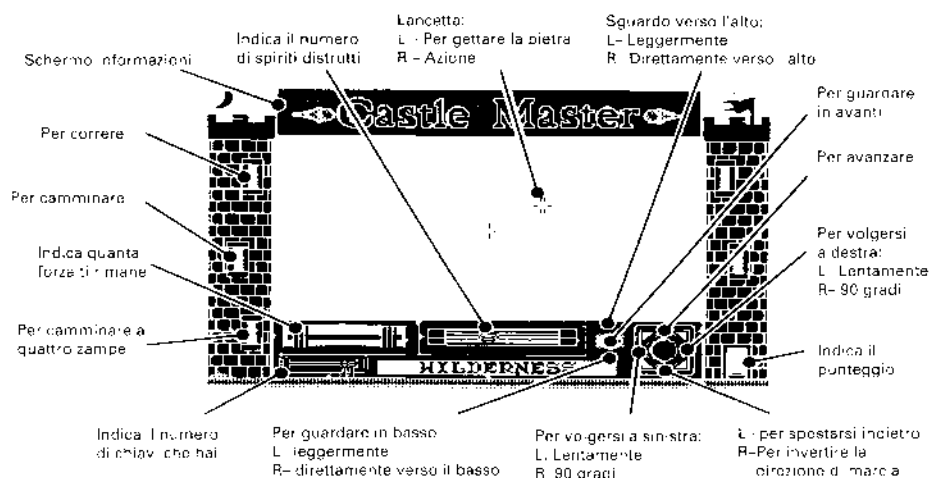


INFORMAZIONI SU SCHERMO

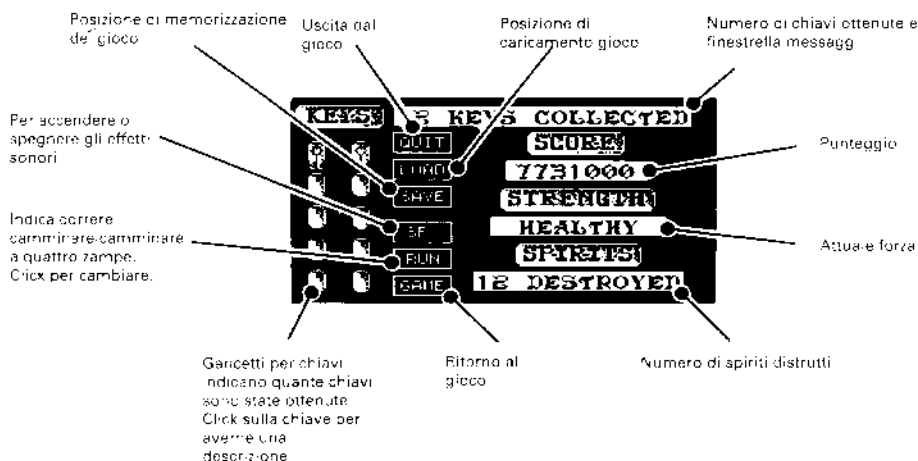


COMANDI PER L'USO DEL TOPO (Solo per Amiga, Atari ST & IBM PC)

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, 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.

[S]	memorizzare la posizione	[R]	correre	[I]	a	[J]	esporre descrizione chiavi
[L]	caricare la posizione	[W]	camminare	[F] Effetti sonori/musica (Caricati dal disco)			
[Q]	uscire dal gioco	[C]	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)
 esportare 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)

