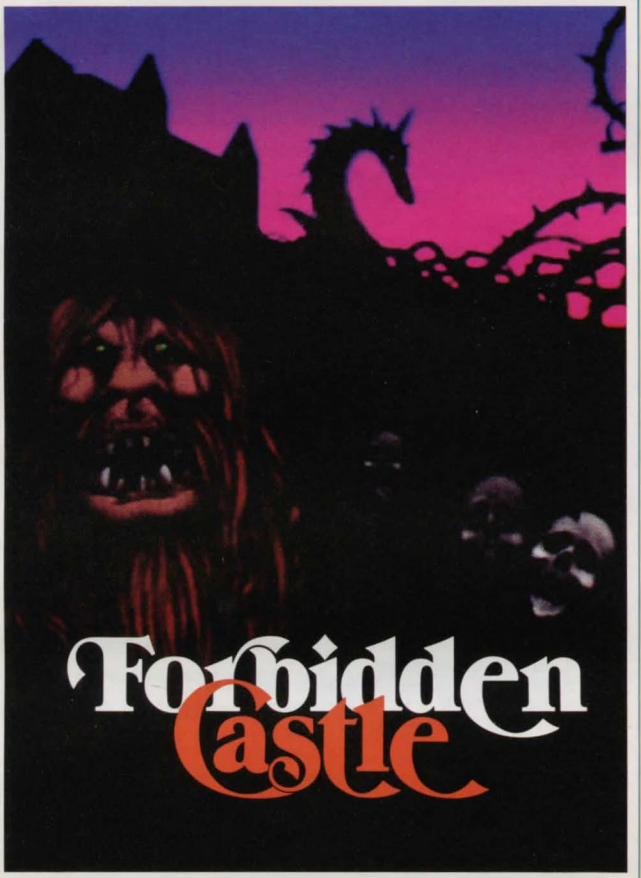
THUNDER MOUNTAIN



Macintosh™ 512K single drive

01198

Reference Card
FORBIDDEN CASTLE by Mercer Mayer

Loading

If you have an Apple® II:

1. Turn on your TV or monitor.
2. Insert the game disk into the disk drive.
3. Turn on the computer.
4. Follow the on-screen instructions.

If you have an IBM® PC/PCjr™:

A. Use the DOS disk each time you wish to load the game.
   1. Insert the DOS disk into drive A.
   2. Turn on the computer.
   3. Enter the time and date at the prompts, or simply press ↵ twice.
   4. Replace the DOS disk with the FORBIDDEN CASTLE disk.
   5. Type **AUTOEXEC** and press ↵. The game will begin.

B. Install DOS to make your game disk autoload.

   If you have one floppy disk drive
   1. Boot the system from a DOS disk.
   2. Insert the FORBIDDEN CASTLE disk and type **INSTALL1** and press ↵.
   3. Follow the on-screen instructions.

   If you have two disk drives
   1. Boot the system from a DOS disk.
   2. Insert the FORBIDDEN CASTLE disk in drive A and the DOS disk in drive B.
   3. Type **INSTALL2** and press ↵.
   4. Follow the on-screen instructions.

If you have a Macintosh™:

NOTE: If you have two drives, use only the internal one for all steps on this card.

1. Turn on the computer.
2. Insert the disk into the internal disk drive.
3. Click on YES or NO to either begin a new game or load an old one.

Saving

You can save up to nine games on a STORAGE disk. When you save, you assign the game a number (1-9). You specify that number to load the game at a later date.

If you have a Macintosh or an Apple II:

The first time you save a game, use a blank disk, and follow the on-screen instructions to format it as a storage disk.

If you have an IBM PC/PCjr:

Before you can save games to your storage disk, you need to format it. Follow the instructions in your DOS manual.

All machines:

1. Type **SAVE** at the → prompt.
2. Follow the on-screen instructions to number and save your game.

Quitting

All machines:

1. Type **QUIT** at the → prompt.
2. Follow the on-screen prompts. You will have the chance to save your game before quitting.

Restarting

All machines:

1. Type **RESTART** at the → prompt.
2. Follow the on-screen prompts.

Printing

You can print a running transcript of the game. Make sure your printer is "on-line" before printing.

All machines:

1. Type **PRT** at the → prompt. The game will respond **OK**. Printing will begin with your next turn.
2. To stop printing, type **PRT** again.

Conversing with FORBIDDEN CASTLE

To enter your commands, questions, or responses, just type them in when you see the →. Then press **RETURN** or ↵.

If you make a mistake while typing, use the left arrow or backspace key to erase your error.

The standard commands appear in the enclosed documentation. Special additional commands, unique to FORBIDDEN CASTLE, are listed below (examples of how you might use some of the verbs are provided in parentheses):

destroy	page (turn a page)	put _____ on top (of)
draw (a weapon)	place (fish in a pan)	shut
drink	pour	stab
get (the glass)	put	take off (the coat)
look at	put _____ down	take _____ off of _____
look in/into	put _____ on _____	wait for (the taxi)

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Interactive Fiction – Teens/Adults

Forbidden Castle

By Mercer Mayer

A menacing force summoned you here—but *where* are you and *who* are these creatures? A slobbering ogre, a wily wizard, the Blue Faerie—they haven't discovered you yet, but when they do... Your task is clear: find a way to get out or to get them, before it's too late. If you're not quick and cagey in this all-text adventure, the unforgettable inhabitants of Forbidden Castle will gladly seal your fate—forever!

A text adventure that features

- Fully developed, individualized characters that respond realistically
- Advanced techniques that allow you to give commands in plain English
- Descriptive fiction that carries you into an enchanted land
- Devious puzzles that test your powers of strategy and reason

"Adventure games have always intrigued me. Best of all, in my mind, are those which have a deep and abiding complexity that can be figured out. Forbidden Castle... is such a game."—II Computing, *June/July, 1986.*

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THUNDER MOUNTAIN
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