



Castle
Master

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 **INFRESCO**

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

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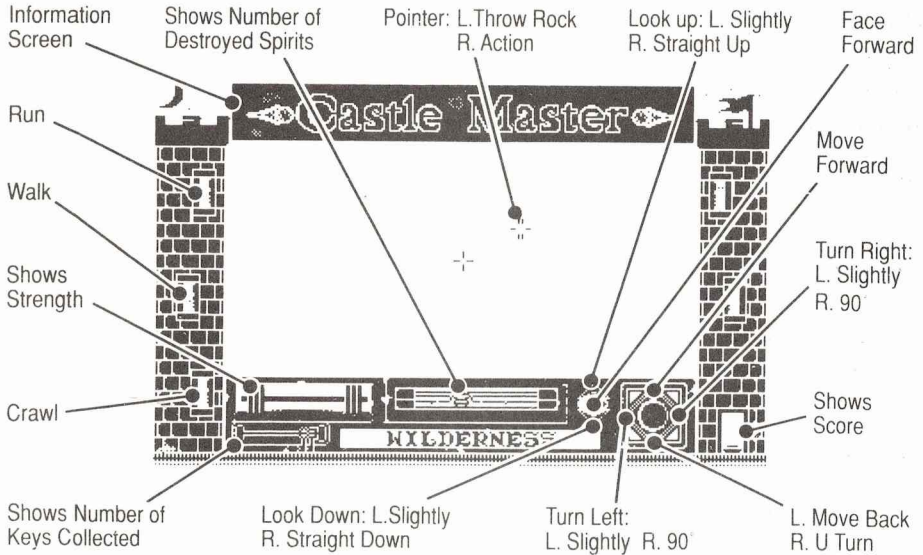
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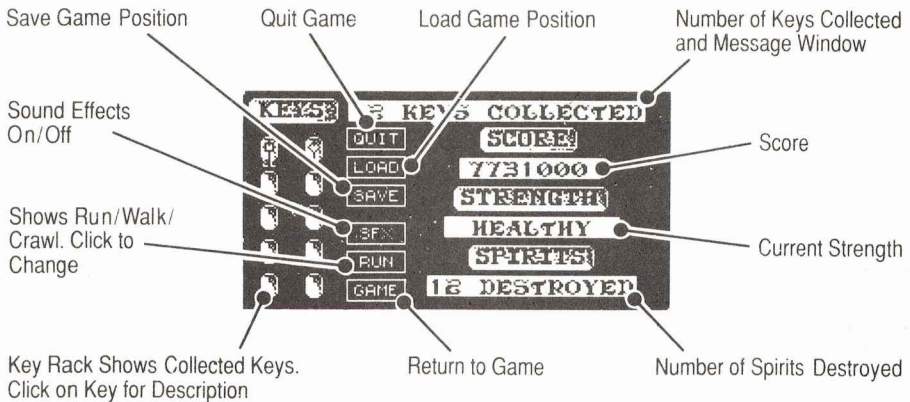
Thanks also to Domark Ltd. for all their helpful contributions and assistance.

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

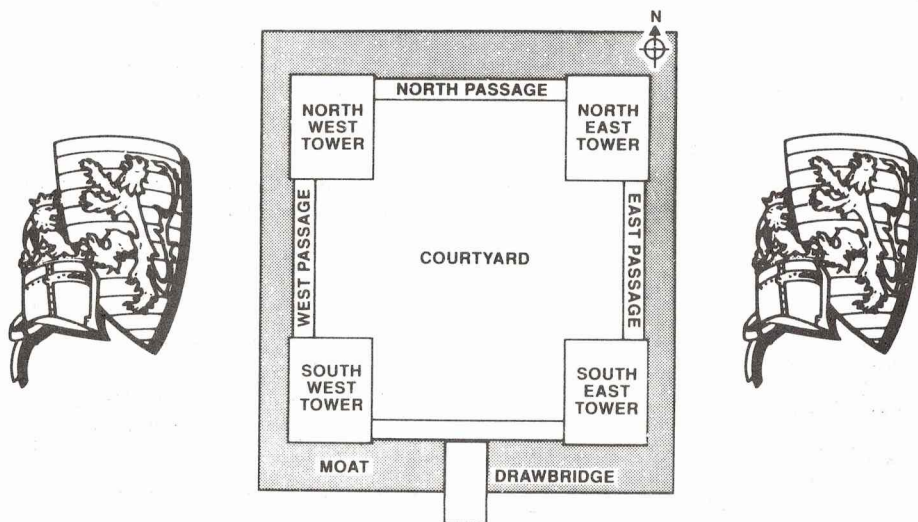
Either mouse button to operate function - unless specified L(Left) or R(Right)



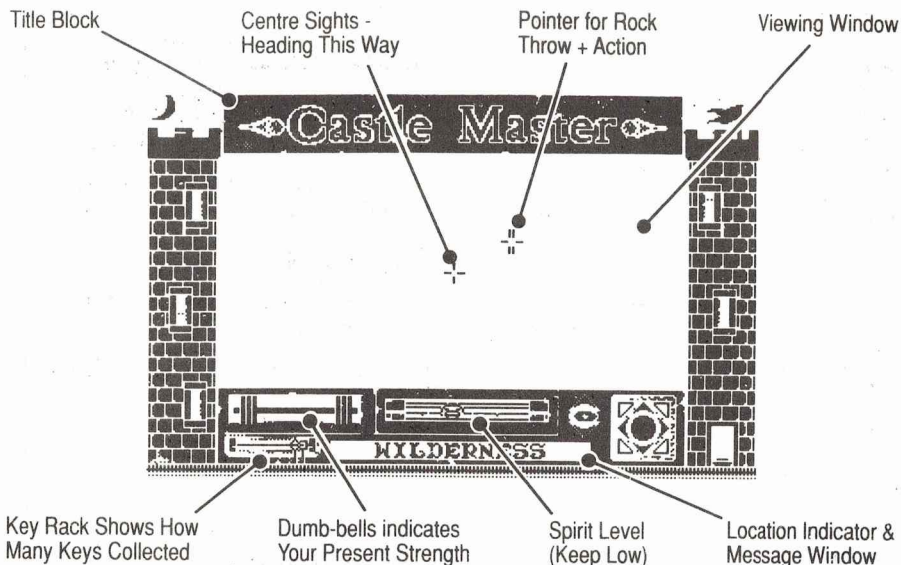
MOUSE CONTROLS FOR THE INFORMATION SCREEN



CASTLE ETERNITY BASIC LAYOUT



SCREEN INFORMATION



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

∅ 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

T to **∅** 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.

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).