

# Castles of Darkness

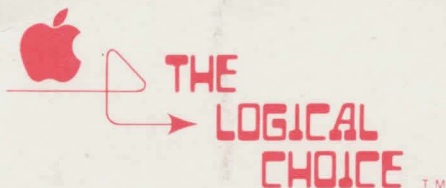


CARLSON 81

# Castles of Darkness

by Michael Cashen

Presented by



Requires an Apple II or Apple II Plus, 48 K Ram and one disc drive. (DOS 3.3 only).

## Features:

- High resolution graphics
- Animation
- Sound Effects
- 200 Word Vocabulary
- Spoken Words
- Save up to 7 games in progress.

**Objective:** To defeat Grimmacht (the evil Wizard) and undo his curse of darkness, picking up treasures along the way.

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## Some notes:

1. "Help" or "Hint" is useful.
2. "Save" a game in progress: type "Save". To restore a saved game type "Restore" at the first "What shall I do?"
3. There are 85 scenes (78 rooms, 7 outdoor).
4. Type "Score" to review your progress.
5. Type "Health" to check your well-being.
6. Type "Inventory" to list your collectibles.

**IMPORTANT NOTE:** This is a difficult adventure game. Although solvable through "examining" every nook and cranny, some of you might need additional help. An extensive "clue sheet" (contains no "exact" instructions) is available by sending \$2.00 and a stamped self-addressed envelope to:

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