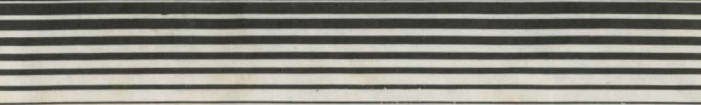



# CASTLE OF DREAMS



 **commodore**

# CASTLE OF DREAMS

The wicked magician Klingsor has made some cruel spells which he keeps in a casket in his castle. Unless his casket is stolen and destroyed, Klingsor will release his spells on the world. It is your task to find the casket, get it out of the castle and, hopefully, destroy it. However, you also need to find Klingsor's staff before you make your escape from the castle.

Klingsor has set some problem games which you have to solve in order to find the casket and staff. When you take the staff, the castle starts to burn and you only have a short time in which to get back to where you came in and escape.

To destroy the casket it must be cast into the fiery mountain (see map on centre pages). Only those who can match the wicked magician with skill, have sufficient strength to reach the ultimate goal of the Fire Mountain. You can tell how well you have done by the position you reach on the map. The further away from Klingsor's castle towards the fiery mountain, the better you managed in your quest to rid the world of Klingsor's casket.

Inside the castle is Kundry who was Klingsor's apprentice, but who has turned against her master. She helps in some of the problem games, by making them gradually easier to play. Also Kundry can be summoned for help if you get completely stuck.

## SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE 64.

Before switching on, check that your Commodore Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your COMMODORE 64 and TV and turn up the volume. The screen displays the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the COMMODORE 64 off then on again before loading a new program. This clears all the memory locations and minimises load errors.

## HOW TO LOAD THE PROGRAM

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is fully rewound to the beginning.
3. Hold down the SHIFT key and press the RUN/STOP key.
4. Press PLAY on the cassette unit (the screen will go blank).
5. When the program has been 'found' the screen will redisplay.
6. Press the Commodore Logo key (the screen will again go blank).
7. The initial screen is displayed once the program has loaded.
8. Press STOP on the cassette unit.

## HOW TO PLAY

When you enter Klingsor's castle you are informed of your task and requested to enter your name. You are then given a choice of playing either a 'HARD' or 'HARDER' level. Press key 1 or 2. The 'HARDER' level encompasses the 'HARD' level, but in some games there is the possibility of more difficult problems.

You are now in the first location. Have a pencil and paper handy.

NOTE: If you play a game several times or keep retracing your steps, this will make it less likely for you to be able to reach the fiery mountain when you escape.

To escape from the game press SHIFT and Z keys.

## LOCATIONS

In each location there is a problem game which you must solve in order to reveal the hidden object. These objects help you get from location to location in the castle.

Press P to try your skill at a game.

Press N, S, E or W to leave the location in a given direction.

Press H for help from Kundry. You should only use H if you have exhausted all possible moves to discover the casket and staff. If you are not really stuck then you are sent back to the start. This is the only way in which you will get sent back to the beginning.

## GETTING YOUR OBJECT

After successfully completing a game you are able to take the hidden object. You can also choose to leave other objects behind if you so wish.

Press T to TAKE an object

Press L to LEAVE an object

Press S to SWAP one object for another

Press C to CARRY ON with the game

If you choose to take an object, you are asked the name of the object you wish to take and similarly for leaving objects.

To begin with there is only one object in each location, but you can leave others if you wish.

You can only carry two objects at once.

## CORRIDORS

Locations are joined by corridors. Klingsor has left obstacles in many of these to prevent you from passing. You are only able to get through if you possess the correct object to remove the obstacle and these are only obtained by solving Klingsor's problem games.

If you have an object that you think helps, then answer Y to the question "DO YOU HAVE SOMETHING TO HELP?" You need to say what object you have, and if it is correct you are allowed through. If you do not have the right object you are sent back to the previous location.

NOTE: You have to remember the objects you are holding. If you forget, you should be able to work out a way of finding what you possess. The objects are: HANDLE, CHARM, KEY, ROPE, LAMP, KNIFE and CASKET.

## THE PROBLEM GAMES

It will be useful to have pencil and paper handy.

### The Magic Ring

A Magic Ring has been lost in a small lake. Klingsor has hidden stepping stones below the surface and you must find all ten of these to be able to get the ring.

Kundry helps you by giving you a short glimpse of the ring when the lake appears. Also she tells you the directions in which you must go from one stepping stone to the next. These are printed down the left of the screen.

You must find the number of units each stepping stone is from the next. These numbers form a mathematical pattern which you can try to guess as you go along. To help, you have twenty stones which you can throw into the water. Choose and enter the number of units you want to throw the stone, and press RETURN. The biggest number of units you can choose is 12. If your stone lands on one of the hidden stepping stones it remains in view, otherwise it disappears into the lake.

If you use all twenty stones before you have discovered the pattern you are given another go with the same pattern.

There is no escape from this problem, and it must be solved for you to continue. Seek help if necessary.

## The Maze of Rooms

Klingsor has made a maze of rooms. The only way to get out is to find the key to the RED door. This is the door by which you enter, but is locked behind you. To find the key you must first find the LIGHT BLUE door. When you go through the LIGHT BLUE door you are given the key to the PURPLE door. When you go through the PURPLE door you are given the key to the GREEN door and when you go through the GREEN door you get the key to the RED door.

You can pass freely through WHITE doors.

In each room you get a view of what is seen from the door by which you enter. To move from room to room use the keys:

f1 for forward

f3 for right

f5 for left

f7 to turn round and go back through the door by which you entered.

You are not allowed to go through coloured doors for which you have no keys, nor can you jump through windows!

Don't forget that when you turn you are facing in a new direction. It is helpful to make a map.

## The Enchanted Pool

You find five spirit men standing on a bridge over a pool of water. It is night and by moonlight you see their reflections in the water. Klingsor has separated them from their correct reflections, and they will be unable to find peace of mind until they are re-united with their own images.

You can help them. Tell the men which way to move:

Press f3 to make the man on the right walk round and join the left side of the row.

Press f5 to make the man on the left walk round and join the right side of the row.

Press X to swap the man on the right with the man on the left.

Press F (for finished) when you have lined them all up correctly.

## The Mosaic Floor

Someone is trying to get across a mosaic floor, but there is only one way to do this. Any mistakes and Klingsor has made a spell for the floor to swallow him up. The man must move up or down on the screen according to two code numbers and how far he has got across the floor. You are shown these numbers at the top of the screen and the corresponding direction of movement.

Here is the method of guiding the man across:

Suppose for example that the code numbers are 3 UP and 7 DOWN.

Press f1 when the floor number is a multiple of 3.

Press f7 when the square number is a multiple of 7.

Press f3 when the square number is a multiple of both 7 and 3.

So: On 3, 6, 9, 12, etc., press f1.

On 7, 14, etc., press f7.

On 21 press f3.

## The Picture Gallery

Klingsor has hidden a safe containing an object you may need behind a picture in his gallery. You have at most five guesses to find the safe.

Kundry gives you some help. After each guess you make she makes a slight alteration to one of the pictures. If you spot the one which she changes then you need NOT look there: the safe is hidden somewhere else.

You may be lucky and get the safe first go, but if you cannot spot Kundry's alterations and take more than five guesses, then Klingsor's magic moves the safe and you have to try again.

## Codes

You find an old scroll. It unrolls slowly and then a message appears as if by magic. The message is addressed to you and you must decode it in order to be able to get the hidden object.

The message is three words which may not mean very much! You must enter the decoded phrase by typing in all three words each separated by a space. Press RETURN key after you have typed in the last letter of the third word.

If you are correct you are able to collect your object. If not then you need to try again. After five tries you are given a different message. You may be lucky and get a message that is easy to decode. Others may, however, be more difficult.

There is no escape from this problem, and it must be solved for you to continue. Seek help if necessary. A clue is: your name.

