

COMMODORE 64/128



Castle Master



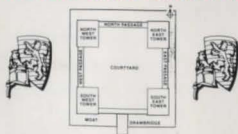
The
KING
Squad

CASTLE MASTER

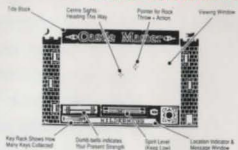
High in one tower of Castle Eternity, time seeps away for your captive twin. If rescue fails, you are both doomed to become spirit slaves of Magister the Castle Master, who waits to steal your souls!

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!

CASTLE ETERNITY BASIC LAYOUT



SCREEN INFORMATION



Press SHIFT and RUN/STOP at the same time.

KEYBOARD CONTROLS

MOVEMENT

- * or ↑ Move Forward
- Hold both down for double distance
- = Move Backwards
- SHIFT Throw Rock
- Z - Turn Left
- X - Turn Right

- U - U Turn
- A - Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate.)

Pressing the COMMODORE key with Z or X Turn left or right 90°

SPACE toggles between movement and pointer modes...

- ↑ Move pointer up
- = Move pointer down
- Z - Move pointer left
- X - Move pointer right

OTHER CONTROLS

- P - Look Up
- L - Look down
- F - Face Forward
- R - Run
- W - Walk
- C - Crawl
- + Centre sights on/off
- I - Info Screen

Pressing the COMMODORE key with P or L - Look straight up or down.

INFORMATION SCREEN

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)

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).

CASTLE MASTER

Premere contemporaneamente il tasto di ritorno al margine ed il tasto RUN/STOP.

COMANDI PER L'USO DELLA TASTIERA MOVIMENTO

- * oppure ↑ in avanti. Premere contemporaneamente i due tasti per spostarsi il doppio della distanza
- U - inversione di marcia
- SHIFT - per gettare la pietra
- = indietro
- A - azione (per mangiare, bere, leggere, spingere, spostarsi, raccogliere, esaminare, aprire, aprire con la chiave, o usare come necessario).
- z - verso sinistra

x - verso destra

Premendo il tasto COMMODORE ed il tasto Z oppure X ci si può voltare di 90 gradi a sinistra o a destra.

LA BARRA SPAZIATRICE SPACE per spostarsi dalla funzione movimento alla funzione lancetta...

- ↑ Per spostare la lancetta verso l'alto
- Z - Per spostare la lancetta verso sinistra
- = Per spostare la lancetta verso il basso
- X - Per spostare la lancetta verso destra

ALTRI COMANDI

- P - per guardare in alto
- R - per correre
- + accendere/ spegnere l'obiettivo
- L - per guardare in basso
- W - per camminare
- I - schermo informazioni
- F - per guardare in avanti

C - per camminare a quattro zampe

Premendo il tasto COMMODORE ed il tasto P oppure

L 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.

- S - memorizzare la
- Q - uscire dal gioco
- F - Effetti sonori/posizione musica (Caricati dal disco)

K - Esporre descrizione chiavi ottenute
Qualsiasi altro tasto per ritornare al gioco.
Il JOYSTICK simula le direzioni Z ↑ X =, il tasto FIRE getta la pietra.

©1990 New Dimension International Ltd.

The Hit Squad,

P.O. Box 350,

Manchester.

M60 2LX

COMMODORE 64/128

CBM



**Quality
Graphics!**

"An
excellent addition
to the Freespace
canon...a must."

YOUR SINCLAIR 93%

**Stunning
Action!**



Screen
shots taken from
various computer formats



ENGLISH



ITALIANO



CASTLE MASTER

50
ANNIVERSARY
COLLECTION