

Castle of Mydor

An evil wizard has cast a spell over the land of Mydor and stolen away the sacred Crown, symbol of the kingdom's power. You must find the wizard's cave hidden deep beneath the dungeons, defeat the wizard and return the Crown to the throne room. But beware - many dangers lie in store inside the Castle of Mydor.

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Castle of Mydor is a text Adventure with graphics for your Commodore 64. It is played in an imaginary world where the computer is your eyes and ears - you command it with one or two word sentences. The computer will attempt to figure out what you mean and obey your instructions. If it doesn't understand, it will tell you. The screen will show you where you are, items that are visible and some obvious exits - from then on it's up to you! Are you ready to take the challenge and risk the perils that await you in the Castle of Mydor?

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Mountain Valley Software

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Disk Loading Instructions

Insert the diskette and type LOAD"CASTLE",8 and press RETURN. When the screen shows READY, type RUN and press RETURN. The title will appear while the main program automatically loads and executes.

Cassette Loading Instructions

Ensure the cassette is fully rewound. Hold down the SHIFT key and press the RUN/STOP key. Press the PLAY key on the tape. The program will automatically load and run. The program must load several files, so LEAVE THE PLAY KEY DEPRESSED until the message "Want to restore a saved game?" appears on the screen. There is a duplicate copy on the other side of the tape.

Playing Instructions

Enter one or two word commands, e.g. HELP, GET KNIFE, GO NORTH, DROP HELMET, etc. To see what you are carrying, type INVENTORY. To make things easier, certain commands can be abbreviated:

N = Go North S = Go South E = Go East
W = Go West U = Go Up D = Go Down
I = Inventory

If you wish to save a game in progress, enter SAVE GAME. Make sure you have a spare tape or disk ready. Do not attempt to save a game on the program media, as this may corrupt the original program and render it inoperable.