Castle Darkholm

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Castle Darkholm

Introduction

Greetings unto you, Oh Champion,

You have been chosen for your courage, skill and intellect to perform a duty. A duty upon which the outcome of many lives depend. It is with grave regret that we must call you into this danger. A great shadow has fallen upon the face of the Earth. The sun fears his name, and the moon is near death by his presence. An unboly curse of a man known as Baron Manfred Ritter Von Darkholm has risen from the grave to prey upon mortal man. Already a score of innocent souls have died by his deeds. We must stop the slaughter... You must stop the slaughter.

We, the Council of Elders, do charge you with a task, a holy mission. Destroy the sinister Von Darkholm. Let it be known that the Lord Bishop has already dispatched a priest skilled in the dealings of the undead to the stronghold of the non-living abomination. Watch for this priest. He will aid you as you will aid him.

Bo now to Castle Darkholm. His evil must not be allowed to spread. Bod speed and protection.

The High Council of Elders

Lord Eldric Lord Amb'r Lord Mercay

Loading Castle Darkholm

Castle Darkholm is a two-part game for the Adventure Module. Before you can load it, you must place the Adventure module in your cartridge port, and turn on the computer (and any peripherals). Press any key to advance beyond the title screen, and select the Adventure Module from the Main Option list. After advancing beyond the Scott Adam's Adventure title screen, you will be asked to "enter the database". If you are loading the disk version, place the disk in drive one and type "DSK1.CHAPTER1" and press ENTER. If you have the cassette version, place it in your cassette recorder, make sure it is fully rewound, and type "CS1" and press ENTER. Follow all on-screen cassette loading instructions. After the game has loaded, you will be asked if you wish to load a saved gameif you have previously played Castle Darkholm and saved your progress you can restore your game here, otherwise enter "N" for "No".

After you have completed CHAPTER1, you can proceed to the next one by loading the program immediately after CHAPTER1 (if from tape), or by following the above procedure and specifying "DSK1.CHAPTER2" as the filename instead in the above disk loading procedure.

Other Adventure Products

Asgard Software distributes some of the most exciting Adventure games and software for the TI-99/4A - our firm is widely considered the leader in 4A Adventure software. To obtain a complete catalog, write to the address on the cover of this manual. The following Adventure products are available (other than this one):

Adventure Module

- Oliver's Twist (disk/cass.) An adventure with a twist can you put the treasures back without disturbing King Oliver's ghost? Suggested retail \$7.95.
- Wizard's End (disk/cass.) A multi-player Dungeons & Dragons' like game for the Adventure module! Fight monsters, cast spells and more. Suggested retail \$9.95.
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TOD Editor (disk) - Create your own Tunnels of Doom games. Suggested retail \$19.95.

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Legends (disk) - An excellent animated graphics adventure for up to 4 people. Fight monsters, cast spells, explore 6 dungeons and a vast island. Called the best of its type for the TI-99/4A by all reviewers! Suggested retail \$22.95. Legends II: The Sequel (disk) - The best gets even better. An all new game for Legends players. New spells, monsters and more! Suggested retail \$17.95.

Books

The Adventure Reference Guide (book) - An extensive reference for the adventure player! Lists the more than 200 adventures for the 99/4A in detail and where to get them. By Mickey Schmitt. Suggested retail \$9.95 plus \$2.00 S&H.

More information about these items is available free on request, but if you'd like to order them from here, specify cassette or disk, and add \$0.75/item shipping & handling. These items can also be obtained from most Asgard Software dealers.

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