

Castle of Riddles

An Adventure on cassette for the Acorn Electron

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CASTLE

The story so far . . . (continued from back cover)

Speaking in a whisper, the wizard reveals his purpose.

'I understand you're a professional, ahem, adventurer?' You nod, a little doubtfully. 'That's good. I have a little, er, job I need doing. Would you be interested? The remuneration would be adequate.' Again you nod – this is beginning to sound interesting.

'About a week ago', begins the wizard, 'one of the local upstart warlocks – curse him! – sneaked into my castle and made himself at home. He's booby-trapped the entire place, and worst of all, he found my Ring of Power. I MUST HAVE IT BACK!' (his voice quivers with rage and emotion).

You feel a little more confident now. Booby traps, rings – you're on comfortable ground here. The wizard, his face now restored to its former colour, stares piercingly at you. 'Can you do it?' he asks, 'Can you get my ring back for me?' You nod cautiously.

'Good. Now some words of advice. You can keep any treasure you find, and consider that your payment. Knowing that wretched warlock, you'll probably have to keep the treasure in the safe if we're ever going to get that ring back.' ('We!' you mutter to yourself. . .)

'Er, can I have some decent equipment?' you ask hopefully.

'Equipment? What for? Go as you are! Are you ready?' roars the wizard.

'Well, er, yes, but . . .'

'Off you go then!' shouts the wizard, and before you can ask him for any more useful information, such as the whereabouts of the safe and the booby-traps for example, you find yourself flying headlong through the air in the direction of the wizard's castle.

Loading instructions

To load and run the program place the cassette (fully rewound) in the cassette recorder, type

CHAIN "CASTLE"

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further four minutes to load. Once loaded, you will be asked whether you want to start from the initial position or from a saved position on cassette: select either 'I' or 'S' as prompted and press RETURN. Of course the first time you play you will want to start from the initial position, so select 'I' and the game will start immediately.

During the course of the game you may wish to **SAVE** a game (for example, before trying something dangerous) with the intention of returning to it later. Simply type **SAVE** and press RETURN. You will then be prompted with the usual **RECORD then RETURN** message; at this point you should make sure you are at a suitable area on one of your cassettes.

You may **SAVE** a game as many times as you wish, but since it is always saved as a file called INIT you will need to keep a note of which recording is which.

When you want to start a game from one of these positions, first load the main program as usual, but select 'S' to start from a **SAVEd** position. You will be asked to **Position the database file**. Place the appropriate cassette in the cassette recorder before pressing the PLAY button.

Should you **QUIT** or die you will be asked if you want another game. Y will return you to the start of the game; N will simply end.

The game starts with a description of your immediate surroundings and any objects you might be able to use. The computer becomes your eyes and hands. It will tell you what you can see and what is happening around you. You must tell it, in return, what to do by typing in instructions.

Use commands of one or two words, in upper or lower case (typically a verb or a verb and an object). The computer only looks at the first four letters of any word you type, so that the command **NORTHEAST** must be typed in as **NE** to distinguish it from **NORTH** (or **N** - there are various abbreviations you will pick up as you go).

Some general advice

Tunnels bend sometimes, so going north from one room doesn't necessarily involve entering the next room from the south.

Some areas are not lit, and moving in the dark is rather dangerous, so you will need a light source. Some objects (and treasures!) can have special properties, as you'll find out: some of them are a help and some a hindrance. Nothing in the text is a red herring so read all the text carefully for clues to other puzzles.

EH? means the computer didn't recognise something vital in what you said: try something else. **I don't understand that!** means something less vital wasn't understood. If the computer needs more information it will ask for it. So if you meant to say **eat book** but only typed **BOOK** the computer will reply **What do you want to do with the book?**, to which you can reply **EAT**, for example.

Useful words

Part of the fun is finding out what words are understood! However, a short list of those you might not guess is given here:

To move in some direction, try something like **MOVE UP, CLIMB, SOUTH, enter, out**.

To pick up or drop a book, for example, try **GET BOOK, take book, drop book**, etc. **GET, TAKE** and **DROP** alone pick up or drop the first object the computer sees.

To get a full description of the room you are in, use **LOOK**.

To get a list of your possessions use **INV** (for inventory).

ON or **OFF** may be useful.

To stop altogether use **QUIT** or **STOP**.

To save a game for later, use **SAVE**. (See above.)

Score

Points are scored both for picking up treasure and depositing it in the safe - you score most, obviously, for depositing it in the safe. There are also other ways of scoring points. During the game you can display your score at any time by entering **SCORE**. The maximum score is 250; consider yourself an expert if you score more than 200 points.

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