

Castle Deathstone I
Documentation of ADAM Versions

Castle Deathstone I by Jon Gerow
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Requirements for play:

ADAM The ColecoVision Family Computer System
Coleco ADAM 7818 Disk Drive (optional)
Coleco SmartBASIC tape or disk
Castle Deathstone I Disk and/or Data Pack and this documentation

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THE OBJECTIVE OF CASTLE DEATHSTONE:

In Castle Deathstone you must see how high of a score you can get before your player dies.

Score is measured in X-Points or experience points. X-Points are rewarded for being able to enter the castle and then exit it alive.

A player will die when all of his or her hit points are eliminated. HIT points are reduced every time you are struck by an opponent.

Please read all of the documentation for Castle Deathstone before attempting to play and enjoy the game!!!

LOADING CASTLE DEATHSTONE

Before loading Castle Deathstone, make sure you have read this documentation.

First, SmartBASIC must be loaded. This is done in the usual manner by turning on the computer and inserting the media in the proper data drive and pulling the computer reset switch. After the SmartBASIC prompt, insert the Castle DEathstone Data Pack in the Data Drive. Put your SHIFT LOCK key on (even during the game SHIFT LOCK must be on) and type RUN DEATHSTONE. If using a Disk Version type RUN DEATHSTONE, D5.

After 3 to 4 minutes Castle Deathstone should be loaded. The screen will turn blue and in red the prompt CASTLE DEATHSTONE I will appear at the top.

You may now remove the Castle Deathstone disk or Data Pack and insert your Data Pack or a formatted Data Disk.

WELCOME TO THE INN!

At first you are at the inn. There are ten options given for you to choose of. (To abort any of these options press escape.)

1. Save Player

Use this to save a player onto a formatted DEATHSTONE Data Disk or Data Pack.

Insert the Data Disk or Data Pack and press a key. The player in memory will then be saved onto the Data Disk or data pack.

To load this player back into memory see Load Player.

2. Load Player

Use this to load a player off of a Data Disk or Data Pack and into memory.

Insert the Data Disk or Data Pack and press a key. You are then asked to type in the player's name. This player will now be loaded into memory.

To see what the player's status is see Review Player.

3. Delete Player

Use this to erase a player from a Data Disk or Data Pack.

Insert the Data Disk or Data Pack and press a key. Then type in the name of the player you want deleted off the Data Disk or Data Pack.

The player is now gone from the Data Disk or Data Pack.

4. Create player

Use this to create a player to save onto the Data Disk or Data Pack and take into Castle Deathstone.

First, type in a name for your player. For your own sake make very sure there is no SPACE in the player's first six letters of his name (This will cause the player in memory to erase when loading or storing him. Example:

DOODLE is okay but DO KILL is Not!).

Next, give him an alignment. Alignments are very

important, they determine how the player will succeed inside the castle, what he will find and so on.

The next screen is REVIEW PLAYER which is where your player is instantly sent after CREATE PLAYER.

Also: After REVIEWing your player make sure to save him onto a DATA DISK (see Save Player) or you may wish to press Create Player again if you feel the amount of gold or hit points is not satisfactory. If your player does not look good against "your personal standards" make another. The old one will be erased from memory.

5> Review Player

This shows the complete status of your player (Hit points, experience points, gold coins, weapon, armor, shield, special item and spell found in castle.).

To figure out what level your player is on, take his number of experience points and divide by 500.

6> Rent Room

Rent a room to heal your player after battling his foes inside the castle or after he has put on brand new armor and shield.

The innkeeper give you a price for the room. Press the RETURN key if you want to accept the room or press any other key.

Make sure you have enough gold to pay for the room. If you don't you will be in debt to the inn and you won't be going to the trading post for quite a while afterwards!

7> Leave Game

Use this to exit the game from the inn.

Make sure the character in memory is saved and you really want to leave because you cannot press ESCAPE to abort after pressing 7!

8> Leave Inn

This allows you to take your player to the CROSSROADS for more options.

9> Review Data Disk

This gives you a listing of all the players on the DATA DISK.

0> Format Data Disk

Use this to turn a blank pre-formatted disk into a Castle DEATHSTONE DATA DISK.

The disk you format should only be used to save players onto.

This will also completely blank a disk so be careful!!!

THESE ARE THE CROSSROADS!

1> Enter Inn

This will take your player into the inn.

2> Enter Trading Post

This will take your player into the trading post.

3> Enter Castle

This will take your player into Castle Deathstone.

WELCOME TO THE TRADING POST!

1> Buy Weapons and Armor

This will allow you to buy weapons, armor and shield.

A weapon is required to attack or parry any creature.

Armor is not-required, but it makes your player stronger.

Shield is very much like armor and is not required but nice to have.

Make sure you sell the item you have before buying a new one so you can get the most money for your player.

2> Buy Items

Use this to buy general items.

3> Sell Weapons and Armor

This will let you sell your weapons and armor for gold coins.

ENTER CASTLE DEATHSTONE!!!

When you enter the castle you are first told of your coordinates. The castle's grid is twenty dungeons by twenty dungeons. Dungeon twenty, twenty being the exit.

The value of the X coordinates increase when traveling north and decrease when traveling south. The value of the Y coordinates increase when traveling east and decrease when traveling west. See Empty Rooms.

You are also told of what is in the room.

Empty Room

This is simply an empty room, except for the door in front of you, the door behind you, the door to your left and the door to your right which are to be recognized as North, East, South and West.

To go through the door, simply choose the direction (N, E, S, W!).

Spells may be used in an empty room depending on what the spells are.

Treasure Room

This is a room with gold coins and a strength stone in it. The strength stone will give you more hit points if you make it out of the castle alive and rest at the inn.

Spells may also be found in the Treasure Rooms.

Look Out For That Creature

Monsters are scattered throughout the castle. To defeat them you have many options. Good thing you attack first!

Press I to attack with your weapon. This will allow you to make full fighting power out of your weapon toward your opponent.

Press II to parry with your weapon. This will allow you to use your weapon as a weapon, but more as a shield. Parrying will not allow you to get as much out of your weapon as attacking but it does help!

Press III to spell. This will allow you to use spells against your opponent.

Press IV to use your item on an opponent. An item can be anything from garlic to perfume, whatever you bought. It is best to use the item once on a creature and then attack or parry once or twice.

Note: Certain items only work on certain creatures!!!

Special Rooms

Special Rooms pop up here and there. They are self explained when they do pop up so no instruction is needed!

Just remember Y for yes and N for no.

SPELLS!

HAMIATO

This takes 20 hit points away from your opponent.

KILLATA

This destroys any creature except giants, medium or larger dragons.

MINISHA

This kills dragons.

DORAMIN

This heals fighters in empty rooms only.

RIKANOS

This finds treasure in empty rooms.

TALAPHO

This teleports to exit.

ASINKON

This takes 10 hit points away from your opponent.

PIPLAKA

This is a teleport spell.

BABAVIG

This takes 5 hits away from your opponent.

MOWALMA

This kills giants.

GUARANTEE:

Questech Computer Entertainment Software guarantees that the purchased program will be free from defects not caused by the negligence of the consumer.

If the program is in any way not functioning correctly, return it to your dealer for replacement.