

the Castles of
DOCTOR CREEP™

from Brøderbund



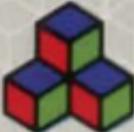
Fast Load
Chrome Tape

COMMODORE 64

128 Compatible

A Chilling Action Strategy Program

U.S. CHART HIT

ariolasoft 

So, your company has transferred you to their Transylvania office, and you're looking for a place to live? Something private, spacious, with a view? Well, we have just the thing for you. Welcome to The Castles of Doctor Creep.

Thirteen different models open for your inspection. Just step inside ... Oh? You want to leave already? I'm afraid that's simply not possible ... not until you have taken the complete tour.

You'll notice that we have all the modern conveniences. Electrostatic energy generators to warm things up. Piped-in music which I'm sure you will find quite haunting. Doors galore, and you never know what you will find on the other side. Once the death rays start lining up behind you, however, I know you will be eager to find out.

You may want to step lively over trap doors and through force fields—we've lost several prospective buyers that way. Over there, of course, is mummy's room. Mummy seems to be all wrapped up at the moment, but probably not for long. And a living room? At The Castles of Dr Creep, *all* the rooms are living, although many of the occupants are not.

Neighbours, you ask? I know you will love them. The Vampires are always glad to join you for a quick bite. And Frankenstein's Monster just seems to pop up whenever you least expect him.

Well, I really must be leaving now. I'm sure you can find your way around. Don't be alarmed. There's a key in here somewhere. You will find your way out eventually ... and if not, Doctor Creep will be back shortly and you can help him with his, ah, *experiments*.

Goodbye now ... and good luck.

*You are about to begin a tour of some of the strangest real estate ever placed on the market—The Castles of Doctor Creep. Your goal is to complete your tour **ALIVE!** Your visit to each of the 13 Castles will be timed, so don't dawdle.*

You can enter the Castles alone but you may find it a bit more comforting to have a friend along. With 2 players this becomes a game where co-operation, not competition, is what counts.

TO LOAD

Turn on your computer. Insert cassette. Press SHIFT and RUN/STOP together. Press PLAY on cassette deck. Plug your joystick into Port 1. A demo will now run. N.B. Castle scenarios are contained on side 2 of your cassette.

SPECIAL KEYS

RUN/STOP — Pause/Resume a game

RESTORE — "Kills" all active players in room (for when you are trapped)

RESTORE — Quit the current game and restore the Castle to its original (in Map Mode) condition.

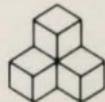
Before starting your deadly tour it may be wise to prepare with a short Tutorial. Your life may depend on it!

CUT HERE



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STARTING A TUTORIAL

Press joystick button to begin Tutorial. You will start in Map Mode. Press button again to enter first room, then follow the screen instructions. After completing the Tutorial you can enter your initials if your time is among the top ten. Press RETURN to go back to demo.

STARTING A GAME

Press RUN/STOP to select menu. Use the joystick to select the Castle you wish to tour from the 13, listed in order of difficulty/horror. Now press joystick button. When Castle has loaded and name is highlighted, select "Exit Menu" to return to demo.

To select number of players press joystick button 1 (1 player) or joystick button 2 (2 players). Each player has 3 lives and if you lose a life you have to catch up with your partner before you can continue your tour.

VIEWING THE MAP

At the start of each turn a map of the Castle is displayed above which captions show whose turn is next. The colour of these captions shows the number of lives remaining: Green (3), Yellow (2), Red (1). To proceed from the Map to the room press joystick button.

ROOMS

The following clues may help you avoid death:

COLOUR CODED WALKWAYS—These match the colour of the room on the Map. The colour of the next room's walkways can be seen through the open doorways.

DOORS—These connect rooms to each other and to exit through one, stand in front of it and push your joystick forward and right.

DOORBELLS—To operate, stand in front and press joystick button.

LOCKS & KEYS—Operate locks as you would a doorbell providing you have the matching colour key. These keys are picked up using the joystick button.

DOORS which do not open and have no lock or doorbell must be opened from the other side.

LADDERS & SLIDING POLES—You can climb up and down ladders but you cannot climb up poles.

OBSTACLES

Scattered throughout the Castles are various fiendish obstacles which, if you are clever, you will be able to turn to your advantage or else perish in the attempt!

LIGHTNING MACHINES—These can be operated by standing in front of the toggle switch on the wall and using the joystick lever to flip it up or down.

FORCE FIELDS—These cannot harm you but can trap you in dead ends. The buttons inside the hexagons can be used to switch them off by pressing the joystick button but they only stay off for 8 seconds during which time the switch slowly restores itself.

MUMMIES—Slower than you but deadly all the same. They cannot use ladders or poles. The only way to avoid their deadly grasp is by zapping them with Lightning Machines, shooting them with the Ray Gun or opening a trapdoor beneath them.

RAY GUNS—They move slowly up and down geared tracks trying to shoot you. The controller looks like two arrows above and below a white pushbutton. You can control these Ray Guns by standing at the controller and using the joystick lever to change their direction and the joystick button to fire them.

MATTER TRANSMITTERS—These are white booths straddling the walkways. Receivers are coloured ovals mounted on the walls. To operate a transmitter, step into a booth and hold the joystick forward. The interior light of the booth will cycle through the colours of the various receiver ovals. Press the joystick button to transport to the receiver whose colour matches the interior of the transmitter.

TRAPDOORS—These are operated by proximity controls which look like vertical white bars with lights above and below. Whenever a player, Mummy or Frankenstein passes a control the associated trapdoor opens killing anything standing above it.

MOVING SIDEWALKS—Controlled by white buttons with arrows on either side and operated by standing at the button and pressing the joystick button. Moving Sidewalks help you move faster when seconds count.

FRANKENSTEINS—Initially they stand in their coffins at the end of walkways and are activated by passing in front of them. Faster than Mummies and able to use ladders and poles they can be killed in the same grisly way as Mummies, thank goodness!

COMPLETING YOUR TOUR

If you are still alive at the end of your tour you can escape to the outside through a red and yellow door with columns on both sides.

SAVING AND RESUMING A GAME

You can save and resume a game in the normal manner (providing you are in Map Mode) as you would any other. Make sure you have a blank cassette in the cassette deck.

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Key: C = COMMODORE 64 (128 COMPATIBLE) S = SPECTRUM 48K
A = ATARI 600/800XL/130XE M = AMSTRAD CPC464

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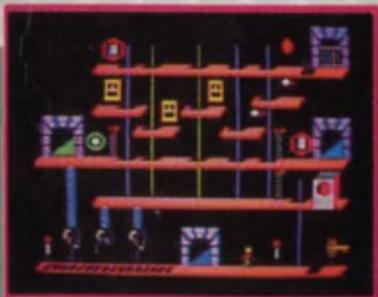
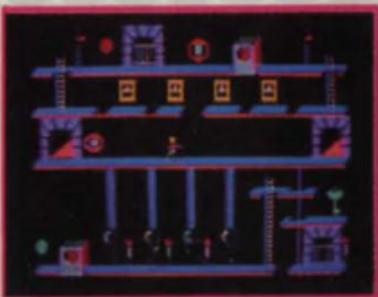
CBM 64/128

the Castles of
DOCTOR CREEP

AS 12017

the Castles of
DOCTOR CREEPTM

by Ed Hobbs



- True 2 Player Action!
- 13 Separate Castles!
- Over 200 Rooms!
- Mummies and Frankensteins!
- Deadly Lightning Machines and Trapdoors!
- Perilous Moving Ray Gun!
- 1 or 2 Players

screen shots are taken from C64 Version

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Joystick required

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