CDS Micro Systems

CASTLE BLACKSTAR

AMSTRAD

CASTLE BLACKSTAR

Imagine. . . As you awaken from a sleep troubled by strange dreams and visions you find yourself in a luxurious room furnished in silver and glass. The ceiling is high and arched with a huge relief map of the moon hanging overhead.

The most striking feature of the room is the woman speaking to you. She is tall and willowy with hair like spun silver. She carries easily an air of authority and wisdom.

She speaks again, ". . . finally when you locate the orb you must return it to me. You may keep any mortal treasures you find after I have cleansed them of evil."

She pauses then, " Go forth and do my bidding."

You bend and bow saying, "My Lady Artemis. . ."

Darkness enfolds you, until suddenly you find yourself awake in the sunlight of the vale of Castle Blackstar. Your quest has begun. . .

HOW TO PLAY CASTLE BLACKSTAR

Running the Program

To give the game a command just type in the words of the action and finish with the ENTER key. If you make a mistake then pressing the keys ZERO (0) will rub out the last character while ONE (1) will rub out the entire line.

Some typical commands are:

TAKE LAMP AND LIGHT IT
DOWN THE WELL
DROP SWORD AND LOOK
LOOK AT SWORD

Here is a short list of some useful words:

TAKE, DROP, WEAR, LAUNCH, LOOK, PUSH, READ

There are also a number of commands that you can use:

GOES — number of turns taken so far
SCORE — current points score
VERBOSE — give full location description (normal)
QUIET — only give full description for new locations
SAVE — save current game position to tape
LOAD — reload previously saved position
QUIT — leaves the game

A selection of the common commands can be input with abbreviations including N, NW, W, SW, S, SE, E, NE, U, D for directions. I for inventory of objects carried and L for look.

Occasionally on long messages the words MORE will appear at the screen bottom, this pauses printing to allow you to read it. To restart output press any key.

HINTS ON PLAY

Try to keep your commands fairly simple.
Look at every clue that you are given.
Avoid the forest until you are ready to map it.
The maximum score is 250 points. You score for finding treasure, performing certain actions, returning your treasure to be cleansed and of course, for attaining the true objective of your quest, the return of the power orb to Artemis.
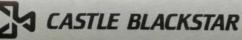
Final

If you want to send us suggestions or pleas for help then our address is:
CDS Micro Systems, Silver House, Silver Street, Doncaster, South Yorkshire DN1 1HL.
If you require an answer then include a stamped addressed envelope. Phrase your question so that if possible it can be replied to with a single Yes/No type answer.
It only remains for us to wish you the best of luck exploring the world of Castle Blackstar.

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CASTLE BLACKSTAR

A text-style adventure
for your computer
from
CDS Microsystems

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