DOCUMENTATION FOR THE CASTLE ADVENTURE BY CDS MICRO SYSTEMS

THE ADVENTURE

The evil majic has set a problem for you to solve. The old castle hides many secrets but there is only one exit. You must enter the castle and find the exit and leave with as many points as you can.

The energy points are your protection against the dwarfs and goblins that lie in wait for you. If you are hit by a sword swinging dwarf then you will be killed. But if you have energy left the good magic will cast a spell to keep you alive. This will cost you twenty energy points. If at any time you run out of energy you will be killed.

Each energy crystal has a value of one hundred points and several crystals lie in wait in the castle. Before you enter the castle the good magic gives you a pendant. At the start the pendant stores one hundred energy points. If you pick up another crystal the pendant will absorb the energy.

THE COMMANDS

At the start of the game you will enter the castle with 100 points. The castle has a central room that leads in four directions. Enter the direction that you wish to go or enter UP to go up the stairs. The computer takes the first letter of each command so you can either enter a direction as NORTH or just N. At the top of the stairs is the balcony leve. This also leads in four directions. You have the choice of going DOWN the stairs again to the ground level. All through the game follow the commands and directions on the screen. If the computer asks for a command but gives no indication of what the command is, you must solve the problem yourself. Turn over for the extra commands that the computer can recognize.

```
C = CROSS A BRIDGE
F = FIRE THE CROSSBOW
L = LIGHT THE TORCH
M = HOLD THE MAGNET
O = OUT OF THE ROOM
S = SWING THE SWORD
U = UNLOCK A DOOR
W = WAVE THE WAND
```

The computer will only recognize a command if you are able to complete the command. You cannot wave a wand unless you have a wand, and you cannot unlock a door if you don't have the correct key.

If you enter a room and solve the problem the computer will not let you enter the room again. At the end of the game you will be given your score. You should be able to leave the castle with more than 200 points but this score is affected by the number of mistakes you make in the adventure.