

Dark Castle

for the Apple IIGS

You can play **Dark Castle** on an Apple IIGS computer with at least 768K RAM, one disk drive, and a mouse or joystick.

STARTING **Dark Castle**

To begin, insert Disk A into your Drive A and turn on the computer. You will be asked to swap Disks A and B at certain times while playing **Dark Castle** with only one disk drive.

Dual Floppy System:

Place Disk B in Drive B.

TITLE SCREEN

Click the mouse button, or press any key to advance to the next screen.

OPTION and HELP SCREENS

Use the mouse or joystick to point to an option, then click the mouse or joystick button to select it.

Return = Play or More

Esc = Quit or Cancel

Dark Castle has three levels of play: Beginner, Intermediate and Advanced.

Beginner: Allows you to play all the way to the end with unlimited life and rocks. The level is designed specifically to give you a feel and appreciation for the excitement of **Dark Castle** without the frustration of keeping your character alive.

Intermediate: This level is challenging for even an experienced player.

Advanced: You'll have to be very good at gaming to successfully defeat the Black Knight on this level.

THE GREAT HALL

Select a door for the Hero to enter by typing a number "1" to "4", or use the mouse to point to a door and then click the mouse button to choose it.

Press the Esc key to return to the Options screen.

GAME SCREENS

Keyboard and Mouse:

The keyboard is used to control the Hero's movements.

Press the "A" key to move the Hero to the left,

Press the "D" key to move the Hero to the right,

Press the "W" key to make the Hero go up,

Press the "S" key to make the Hero go down.

Press the "E" key to make the Hero duck, and the spacebar to make him jump. The "Q" key is the Action key, used to pick up objects and activate things.

Press the Tab key to pause the game, and then any key to continue. Press the Esc key to return to the Options screen.

To throw rocks, use the mouse to position the Hero's arm and then click the mouse button.

Joystick:

Move the joystick left and right without pressing the button to move the Hero left and right. Moving the joystick up will cause the Hero to move "up" (e.g. walk up stairs or climb up ladders), depending on his position. Similarly, moving the joystick down will cause the Hero to duck or move "down". To jump either left or right hold Button 0 down and hit the joystick once in the desired direction.

To throw rocks, hold Button 1 down and move the joystick up or down to position the Hero's arm. To release a rock, let the button up. Do it as many times as you need to throw rocks.

Press Button 0 without moving the joystick to pick up objects and activate things.

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