

## The New Castle

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Version 26

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Software Customization

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It is said that there is an Old Castle nearby where long-lost treasures  
lay in wait of a Brave Knight to uncover them and find his fortune.

That is all there is as far as instructions go, the help file follows thusly:

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When you type in a move, I only look at the first five letters of the first two words. To move to another location, type the first letter of the direction (eg: N-North) or the whole word if you wish.

I have a fairly broad (no pun intended) vocabulary, so if you get into trouble, just keep trying different words. The first word should be a verb and the second an object or noun.

'HELP' will print this out again,  
'SCORE' will print your score, and  
'QUIT' will end the game.

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There is very little advice I can offer, you mostly have to figure out the mystery yourself.  
The best advice I can give is to keep your commands as simple as possible.

The parser has been mostly confined to cover those things that directly involve the game, if a command does not fit (even loosely) the game will give you a message along the lines of "I don't understand that".

The only other piece of advice I can think of is to tell you not to bother even attempting to map the maze. Yes, there is a maze within the game, but it has been constructed randomly, not only is each game different (the maze is not constructed at the beginning of each play, but is however dynamically made AS YOU PLAY, move for move).

Not to worry, there is a solution, which remains fixed every game, it was calculated randomly as well, but at least it stays fixed and is the same every play.

There are also two other methods of getting out of the maze.

Since there is a fixed path, during your travels randomly moving throughout the maze, it is possible to "get back on track", that is, you can still exit via the fixed route from the current route onward if the room you are in is part of the exit path. This also allows for the pseudo-random exit path which can also be used to exit.

What is the purpose, or goal of the game? Why, to find all the treasures of course!

The maximum score is 590, at the moment, you are not penalized very much for excess moves (I don't want to make it too hard, especially if you get lost in the maze), so the goal is to enjoy yourself, mapping the castle is a good idea, find all the treasure, and figure out the big mystery, coming as close to 590 as possible.

There are a few added commands which may come in handy, they are:

BRIEF - Puts the game in brief mode (no room descriptions, etc)

VERBOSE - Puts the game in verbose mode (rooms always described, etc)

MODE - Will switch between brief/verbose modes

HINT - Gives you a hint (somewhat checks solvability, etc) - DRAW A MAP!!!

SAVE - Save current game for later restore (handy!)

LOAD/RESTORE - Restores a saved game (save game files are about 2K in size)

save and restore cannot be accessed within the maze, also cannot  
be accessed during the end-game, also not during certain other  
special encounters

RESTART - Will restart the game from scratch. Alternately you can use the  
LOAD/RESTORE position #6, but subject to conditions above

TOP TEN - Displays the top ten players list (win and get your name on it)

L/LOOK/EXAM/EXAMINE-Display verbose room contents when used alone

LOOK - Works the same as examine (see below) when used as a complete command

EXAMINE - I've added the ability to examine (exam) objects within the game.

Note that this applies ONLY to items, not treasures, and you must be  
carrying the item to examine it. There are also four stationary  
objects within the game that you can examine (one is the snake pit,  
another object you can Look at is the tree).

I've also found a few people (my playtesters) had problems finding The Castle or getting to it in the first place.

So, if you get stuck trying to figure out how to get in, and everything seems hopeless, enter and leave the shack a few times, after you've visited it about 20 times, there is an 80% chance the game will give you a very useful hint...

More hints: Don't even THINK about trying to map the maze. I think I said this already... :)

Also, the game as of v3.0 added a new "probability generator"

which is 100% accurate, and used for many (many) parts of the game now...

I've added a new "fun" command "/say" to the command line, which will allow you  
to go through the various sayings (over 5,400 currently) without playing.

In an effort to make the game more "fun", multitudes of things have been added.

On top of "easter eggs" galore, miscellaneous messages and various references  
have been added to the game. Everything from...

Douglas Adams (including rare stuff you won't (and can't) find ANYWHERE else!)

Japanese Animation (anime)

Sierra Online (uh I hope they don't mind)

a BBS that shall remain nameless and dear to our hearts (RIP 1998)

Star Trek (the original series)

Ren & Stimpy

Dr. Who (Tom Baker of course!)

Space 1999 (shudder)

Buck Rogers

Babylon5!

The Best damn Trek Game EVER made (Trek7 - thanks Don Ecclestone!) – check out: [trek7.sourceforge.net](http://trek7.sourceforge.net)

Monty Python

Blake & Mortimer

also, in memory of James Blish (star trek novels)

also, in memory of Deforest Kelley (Dr. McCoy - star trek)

also, in memory of James Doohan (Scotty - star trek)

also, in memory of Leonard Nimoy (Mr. Spock - star trek)

Animaniacs

Pinky & the Brain

Red Dwarf

Blake's 7

Neuromancer (William Gibson)

Various in-jokes (Unix, Vax, C64, Linux, Amiga, etc)

Eric Swartz (Amy the Squirrel)

Disney (heh)

Max Headroom

Rick & Morty! (100 Years!)

Hitchhikers Guide to the Galaxy (ok, ok!)

and even more, and also over 5000 more references I can no longer remember!

Quotes from Anime series included (but not limited to):

Project A-Ko, Urusei Yatsura, Maison Ikkoku, Kimagure Orange Road, Dirty Pair

Ghost in the Shell, Patlabor, Ranma, Cat System 86, TTS Airbats, Aika, Tenchi,

Photon, Vampire Princess Miyu, Lupin, Sol Bianca, Miyazaki! and many more

The New Castle v4.0 (developmental) was created on an IBM Compatible 486DX50Mhz using Turbo Pascal v7.01, somewhat translated from the Fortran/IV/F77 Version, we had none of the original source code to convert, this entire game was done from memory (some of us are blessed with photographic memories), as well as transcripts of past games (somewhat). The New Castle requires about 2.0MB of disk space (plus space for save games), and a standard IBM Compatible using MS-Dos v3.3 or higher, monochrome or higher graphics, and a minimum 300k Ram.

The MAC version should run on any Apple Mac (Intel/Mx CPU) compatible.

The Linux version should run on any x86 64bit ELF binary compatible, libraries were compiled in statically.

A far cry from most new games requiring Intel Core-i9s or higher (PS: get AMD!) and gigs of space...

Send me any ideas, suggestions, or problems (with suggestive solutions) to me at my address below. For those wanna-be or die-hard hackers out there, yes, I've left the 'debugging' modes intact in the game, you just have to find it. I will supply to dedicated testers.

I am always looking for comments or constructive criticism, and leaving the special mode in should help decrease any future bugs (there are no known bugs within the current version, but then this hasn't been circulated much).

One final note: the game does self-crc checking to prevent virus contamination or other corruption. If the game detects a change within itself, it will not execute, this is to safeguard your system.

The self-protection routines can be a bit touchy.

If this happens, just re-install the game from the original (safeguarded) backup.

If you can't get it to work, for whatever reason, there is a CPU/OS detection routine which can help me fix that.

As of The New Castle v4.0, it is \*FULLY\* Y2K Compliant! (whoo! :)

(In case you missed the joke here, there is NO date-checking code!)

The New Castle was first written by: Barry Wilks on a VAX/VMS Computer System at the University of Western Ontario, back sometime around 1978.

I was there as a student/staff there at the time! Anyone from Western/UWO at that time should remember me!

According to the information I have available, the original program was written in VMS Fortran but the project was never completed. I have taken great pains to see that this program was duplicated in every detail, including the kludges. I have completed the original adventure game, in the only manner that seemed possible and spent several months trying all possible combinations. This is one reason I believe the project was left incomplete, as there were a lot of unexplained parts, be that as it may, it is represented here for your enjoyment.

You can send mail via the InterNet at dan@zerofusion.com or check out our website at  
<http://www.zerofusion.com/newcastle> for new updated versions.

