

CASTLE OF DARKNESS

Company: The Logical Choice

Suggested Retail: \$34.95

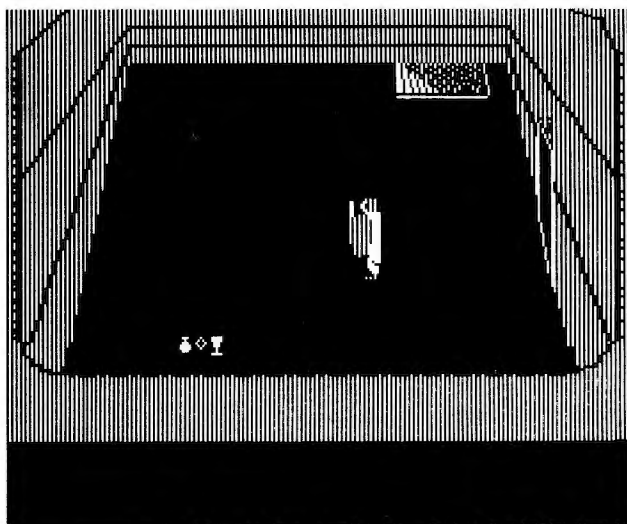
Type: Hi-Res adventure with color graphics and animation.

Description:

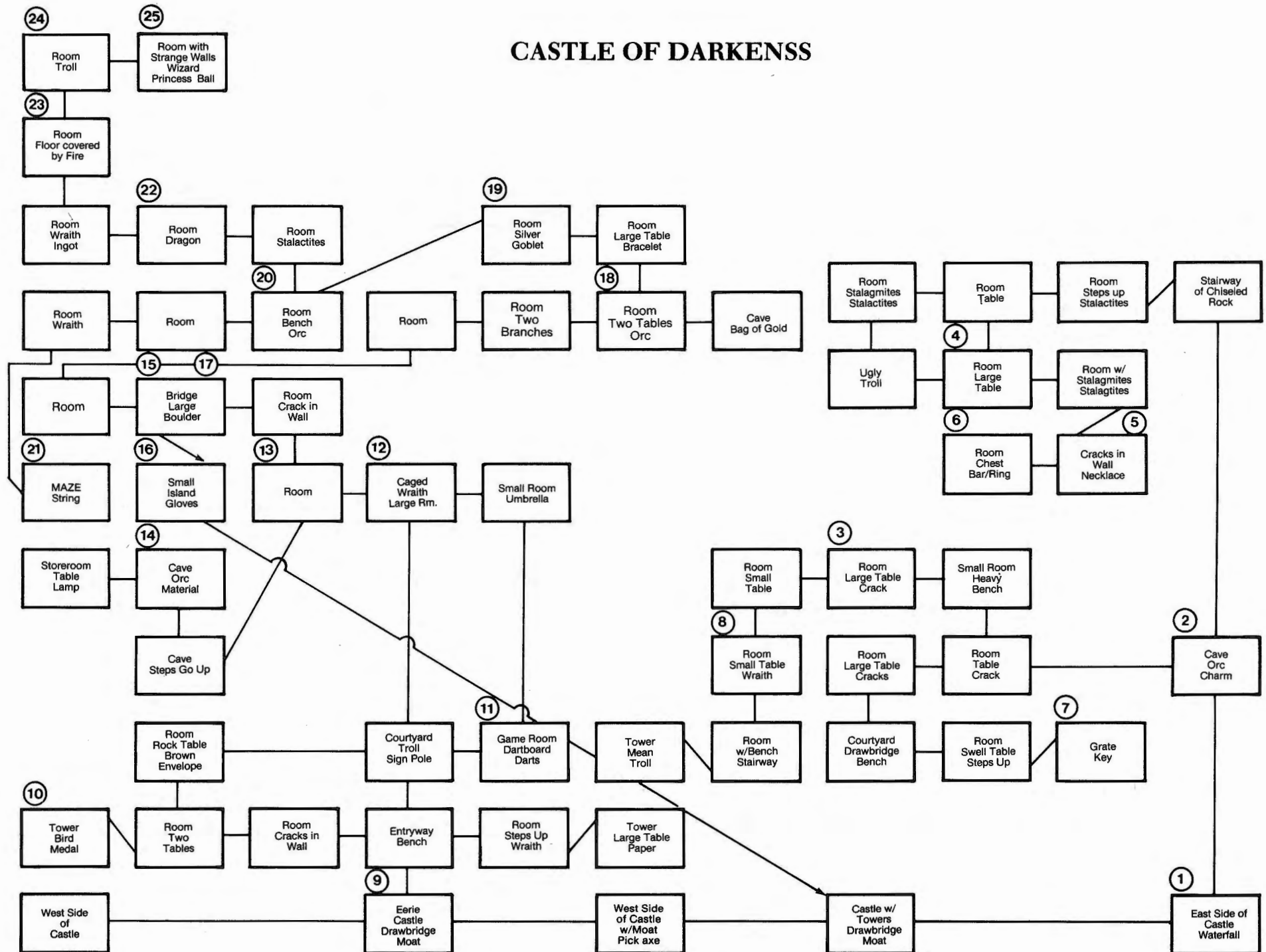
To overcome the might of the evil wizard, Grimmacht, you must discover the power behind his curse. You explore the many rooms of two castles, some with treasures, others with monsters or clues, and many with nothing at all. When you get through them all, you will have gained 200 points and had the dubious pleasure of watching your animated character march slowly all through the palaces.

Playability:

The game offers a degree of animation and occasional spoken words, but some of the graphics leave a lot to be desired, particularly small and difficult to differentiate objects. Travel from location to location is on the slow side. Also, the limited vocabulary often makes progress frustratingly slow.

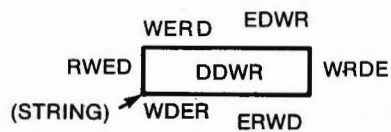
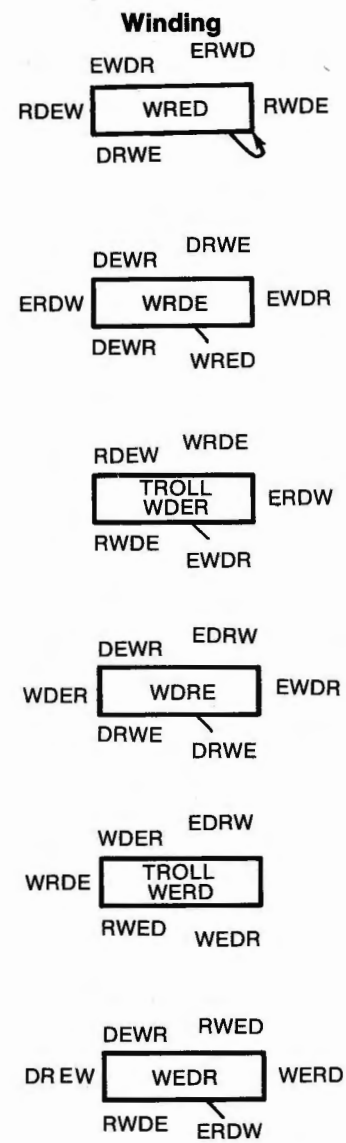
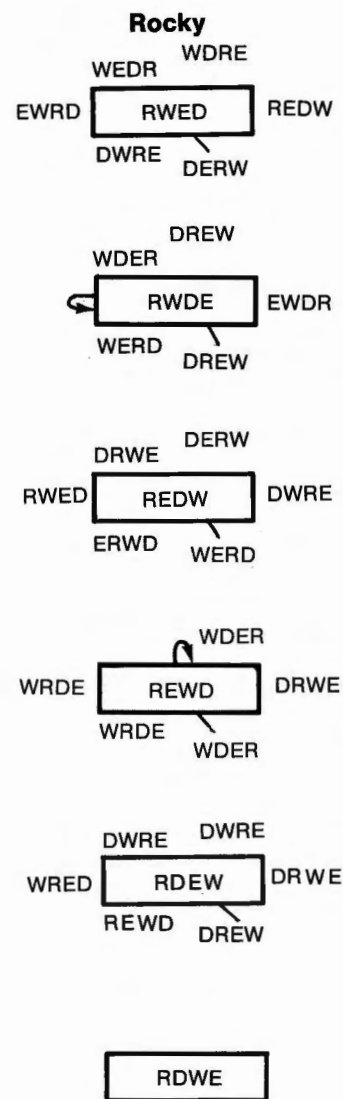
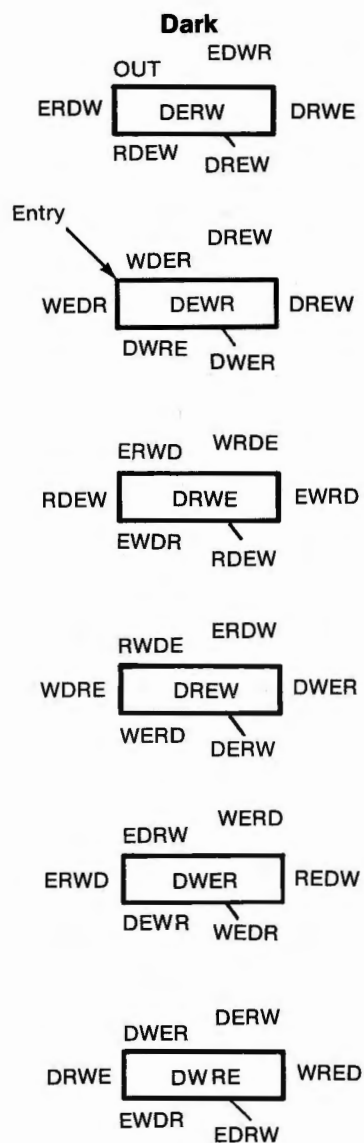
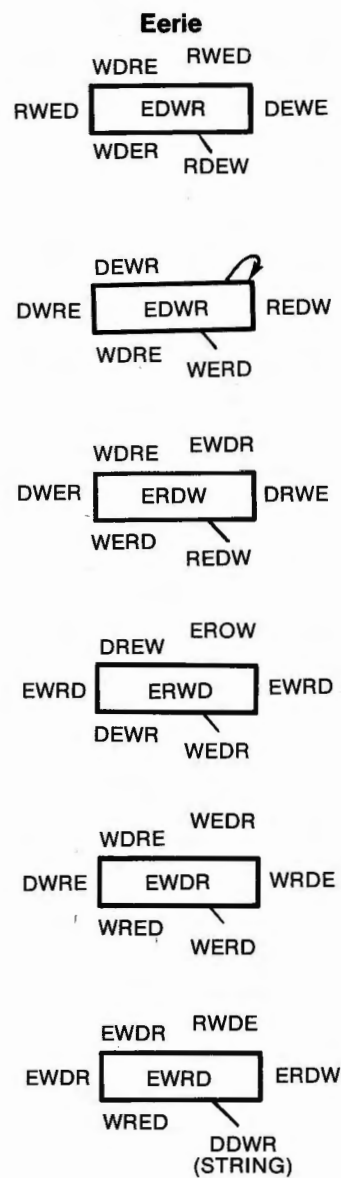


CASTLE OF DARKENSS



CASTLE OF DARKNESS

Maze



Note: Letters refer to the first letter of the four adjectives.

CASTLE OF DARKNESS

1. Dig North.
2. Kill Orc. Examine North. Get Charm.
3. Look Crack. Get and Read Parchment for clue.
4. Examine East.
5. Examine West.
6. Knock Chest. Get Bar and Ring.
7. Use Bar. Get Key.
8. Kill. Unlock South. Use Key. Don't mess with Troll in Tower.
9. Examine Shoes. Get and Read Coin for clue. So Say It!
10. Whistle. Get Medal. Read Medal for clue.
11. Look Dartboard. Get Arrows (three).
12. Say Vanish. Look Cage. Pull Rope.
13. Examine North. Examine and Go Down also.
14. Examine West. Rub Lamp for clue.
15. Use Umbrella.
16. Get Gloves. Use Umbrella.
17. Shake Gloves. Get Vial. Use Vial.
18. Kill. Examine East.
19. Examine Down.
20. Examine North.
21. Enter Maze. From first room in the maze, go N.S.E.D. Get String. Make Bow (need Pole). Return by West, Down, North.
22. Use Bow (three times). Don't Carry Ring.
23. Use Material. Open North.
24. Say Grimmacht. Use Medal to open door. Open Envelope. Get Pill.
25. Eat Pill. Kill. Get Princess. Break Ball. You should earn 200 out of 200 points if you picked up the treasures along the way.