

THE EXCITING TEXT ADVENTURE GAME

Escape from the Haunted Castle

Copyright © 2016-2020 Ishan Pranav

Escape from the Haunted Castle

Copyright © 2016-2020 Ishan Pranav

Deluxe Edition | 2020 Revision | Version 3.6x

For Microsoft® Windows XP and newer

You will find yourself in a magical place.

Introduction

Welcome to *Escape from the Haunted Castle*, an exciting text-based adventure game set in an ancient castle haunted by ghosts, goblins, and other foul creatures. Take the role of a lost adventurer in search of treasure and ancient artifacts. Make use of your cunning and skill to escape the castle and arrive home safely with as many points as possible.

This manual is a detailed *Escape from the Haunted Castle* user guide. This section provides installation and configuration instructions that are also available in the **README.TXT**. Section 2 covers game operations and general information. Section 3 includes a guide to interacting with the interpreter.

About Text Adventures

Text-based adventure games are text-only games which are played via text input and output. Players interact with the game by typing simple commands in the form of short, imperative sentences. The result of each action is displayed through a text output. Gameplay involves exploring new areas, using and managing items, interacting with various objects, and solving puzzles. This form of computer game was extremely popular during the 1980's, when home computing first began. The puzzles found within them often involve logic, riddles, and navigation of complex mazes.

Software Notice

Escape from the Haunted Castle is an exciting text adventure game created by Ishan Pranav, with primary development occurring between the years 2016 and 2017 and major enhancements added in 2019 and 2020. The game's original prototype was written in the Microsoft CMD/Batch scripting language while Ishan was in fifth grade. The software was subsequently rewritten in the Microsoft C# programming language for the Microsoft .NET Framework environment.

Copyright © 2016-2020 Ishan Pranav. All rights reserved. **This software is not redistributable. Do not reproduce any part of this program or manual without the written permission of the developer.** Thank you for installing *Escape from the Haunted Castle*!

System Requirements

Before installing, ensure that your system satisfies the following hardware and software requirements:

- **Processor** Minimum 1 GHz with 512 MB RAM
- **Disk Space** Minimum 2 MB available
- **Operating System and Configuration**

Newer systems not included in this list may also be compatible.

Windows 10	32-bit / 64-bit
Windows 8.1	32-bit / 64-bit / ARM
Windows 8	32-bit / 64-bit / ARM
Windows 7 SP1	32-bit / 64-bit
Windows Vista SP2	32-bit / 64-bit
Windows XP	32-bit / 64-bit

Installation

1. Insert the *Escape from the Haunted Castle* compact disk into your computer's disk drive.
2. Find the **Escape from the Haunted Castle** drive.
3. Run **INSTALL.EXE**.
4. Click **Install**.
5. The program is accessible from the **Start Menu** or from a shortcut on the **Desktop**.

Uninstallation

1. Go to **Control Panel > Programs and Features**.
2. Double-click **Escape from the Haunted Castle**.
3. Choose **Remove the application from this computer** and click **OK**.

Configuration

To configure *Escape from the Haunted Castle* for first-time use, run the installed game. Right-click on the title bar and click **Properties**.

The Properties window allows you to customize the following important settings:

- **Enable Keyboard Shortcuts**
 - a) Select the **Options** tab and find **Edit**.
 - b) Check **Enable Ctrl Key Shortcuts**.
- **Fonts**
 - a) Select the **Font** tab and find **Size**. Choose a font size.
 - b) Find **Font**. Choose a font. Some fonts do not support all the characters used in the software. Recommended: **Lucida Console**, Size **14**.

These settings may be changed at any time.

Registration

To register *Escape from the Haunted Castle* for first-time use, begin by running the installed game. Once prompted, enter the ID and License Key provided by the software publisher. The ID is the name, email address, or other form of identification associated with your account. If this information was not provided before installation, or if this information is not available, please contact the publisher for assistance. An expiration date and time should have been provided alongside the ID and License Key.

Basic Operations

Interacting with *Escape from the Haunted Castle* involves three main methods of input: navigating menu options, entering text commands, and responding to questions when prompted. This section covers the basic operations of the game.

Main Menu

When you first start the ESCAPEHC program, you will be presented with the *Main Menu*. Use the **arrow** or **number keys** to navigate the menu. Then, press the **Enter** key to select an option.

- Choose **Start** to begin the game. You will be directed to the *Select Player Menu*.
- Choose **About** to view version information and credits. This function is also accessible in-game using the **About** command.
- Choose **Hi-Scores** to view the top five high scores on the current computer or server. This function is also accessible in-game using the **Hi-Scores** command.
- Choose **Quit** to exit the program. This function is also accessible in-game using the **Quit** command.

Select Player Menu

After choosing **Start** in the *Main Menu*, you will be presented with the *Select Player Menu*. Use the **arrow keys** to navigate the menu. Then, press the **Enter** key to select an option.

- Choose the name of an existing player to resume a saved game.
- Choose **New Player** to start a new game. You will be directed to the *New Player Menu*.

Troubleshooting

If you encounter a file system error while attempting to run the ESCAPEHC program, this may be due to the following common issues.

- The application may require file system privileges not currently available; try running the program as an administrator.
- Required files may be missing; try uninstalling and reinstalling the application.

If you encounter a compatibility error while attempting to open a player's Escape Save File (.HCX), this was most likely caused by a recent update. The version of the file that you are attempting to open is not compatible with the version of the game you have installed on your computer. If you encounter this error, try performing the following actions, in order, until the problem is solved. If the issue is not resolved, please contact the developer for assistance.

- Reinstalling the version of the application that matches the save file
- Installing and running the HCX Repair Utility

If you encounter another error, try performing the following actions, in order, until the problem is solved. If the issue persists, please contact the developer for assistance.

- Following any instructions provided by the error message
- Closing and reopening the application
- Uninstalling and reinstalling the application

Error Reporting

Please report any suspected bugs, gameplay issues, spelling mistakes, or other errors to the publisher as soon as possible.

Using Commands

Most interactions with the *Escape from the Haunted Castle* involve the entering of text commands to perform actions. This section covers the phrasing of instructions as well as a list of recognized commands and their usage. Players are advised to try entering instructions based on their first instincts, as the command interpreter is generally intuitive enough to understand what a player wants to do or provides instructions on how the command can be rephrased to achieve the desired result.

Phrasing Commands

Commands should be phrased as simple sentences.

- Instructions must begin with imperative verbs, the subject *I*, or the subject *you*
- Some instructions may include objects
- Some instructions may contain prepositions and other “connecting words” including *at*, *in*, *on*, *with*, *to*, *for*, *using*, or *as*. These are optional in most cases but may be used to clarify “how” an action is to be performed.
- Instructions may include articles, demonstrative pronouns, or possessive pronouns, including *a*, *an*, *the*, *my*, *this*, *that*, *these*, or *those*, but they are not required.
- Punctuation is optional.

The *interpreter* or *parser* is the system that interprets the instructions given to the program. *Escape from the Haunted Castle*’s interpreter understands many synonyms and alternative phrasings for certain actions, for example *wash my hands*, *use the sink*, and *turn on the sink* are all ways to phrase the same basic instruction.

Once the command has been interpreted, the game will respond in one of the following ways:

- No reply
 - a) The interpreter understood the verb you used but did not understand the object of the sentence.
 - b) The game understood your instruction, but the action is not possible in the current context.
- *You do not know how to do that.*
 - a) The interpreter did not understand the verb you used. Try rephrasing the instruction or try a different instruction.
- A text output
 - a) The game understood your instruction and provides a text output describing the results of the action.
- A text output beginning with *You do not know...*
 - a) The game understood your instruction, but the object of the sentence is vague. Try to clarify by restating the command, this time using the exact name of the object you are trying to interact with.
 - b) The game understood your instruction, but your character is missing information required to perform the desired action.

Example:

Read the book. You do not know what to read. ***Read the cookbook.***

- A text output in the form of a question
 - a) The game understood your instruction, but the exact action must be clarified. You may either answer the question directly or restate the command, this time using a more detailed statement.

Examples:

Climb the ladder. Up or down? ***Down.***

Climb the ladder. Up or down? ***Climb up the ladder.***

Observation

Observations can be made using any of the following commands:

Command	Result	Shortcut
Look (at)	Looks at the surroundings, an item or in a direction	L
Examine	Examines an item	X
Inspect	Inspects an item	
Listen	Listens to the surroundings	
Hear	Hears a sound	
Smell	Smells the surroundings	
Sniff	Sniffs	

Dialogue

Escape from the Haunted Castle's dialogue system differs from the systems used in many text adventure games. To talk to a character, use any of the following commands:

Command	Result	Shortcut
Say	Says a word, phrase, or magic incantation	“
Whisper	Whispers a word, phrase, or magic incantation	
Chant	Chants a word, phrase, or magic incantation	
Yell	Yells or yells a word, phrase, or magic incantation	

Use

Escape from the Haunted Castle supports the special command **use**, which can be extremely helpful when faced with a situation in which a more precise verb is not specified.

When asked to **use** an object, the interpreter will make inferences about the specifics of the action based on the context and the amount of information specified.

Examples:

Use the **sink** would be interpreted as **turn on the sink**.

Use the **flute** would be interpreted as **play the flute**.

Use the **door** would be interpreted as **open the door**.

Use my **ears** would be interpreted as **listen**.

Use the **candle to burn the snake** would be interpreted as **burn the snake with the-candle**.

Use the **towel as a sail** is the only acceptable form of this statement.

Shortcuts

Below is a list of the most common verbs and their abbreviated forms.

Command	Result	Shortcut
Aft	Walks aft on a ship	A
Starboard	Walks starboard on a ship	B/SB
Clear	Clears the screen	C
Down	Walks or climbs down	D
East	Walks east	E
Forward	Walks forward on a ship	F
Again	Repeats the previous action again	G
Diagnose	Displays the player's health and state	H
Inventory	Displays the player's inventory items	I
Drop	Drops an item	J
Look (at)	Looks at the surroundings, an item or in a direction	L
Eat	Munch on an item	M
North	Walks north	N
Open	Opens an exit, container, or book	O/OP
Port	Walks toward the port side of a ship	P
Quit	Quits or exits the program	Q
Read	Reads a book, sign, or other object with writing	R
South	Walks south	S
Take	Takes an item	T
Up	Walks or climbs up	U
Version	Displays credits and the program version	V
West	Walks west	W
Examine	Examines or inspects an item	X
Wait	Waits	Z
Say	Says a word, phrase, magic incantation, or insult	“
Help	Provides help documentation	?

Numeric Keypad

Below is a diagram documenting the simple shortcut operations that can be performed using a Numeric Keypad.

When prompted to press the **X** or **Z** letter keys on the keyboard, you may also use the digit **5** on the Numeric Keypad.

Num Lock	/ Examine	* Use	BS
7 Custom	8 North	9 Up	- Drop
4 West	5 Look	6 East	+ Take
1 Zap	2 South	3 Down	Enter
0 Inventory		. Diagnose	

To learn how to configure the custom key for your device, press the digit 7 on the Numeric Keypad. Once configured, this key will act as a shortcut to any in-game command desired.