

## INTRODUCTION

In a far distant time and place there lies a castle, filled with magical wonders to delight your wildest imagination. The castle has been ruled for centuries by a group of wizards but their control has been challenged by an evil sorcerer. He has stolen the royal scepter, the symbol of their ruling authority. If the scepter is not returned to its' rightful place in the Kings' Hall, the sorcerer will soon take over the Castle and evil will reign supreme.

To save the castle, you must find the scepter and return it to its' rightful place in the Kings Hall. But it will not be easy. The sorcerer has brought together all his evil forces to hinder your quest for the scepter. And to make matters worse, you will discover that when you first find the scepter, it can not be moved because of a spell cast by the sorcerer.

But all is not lost. The wizards have created six magic objects to aid you in your search. Each object will give you a special magic power. And when you have all six magic objects in your possession you will be able to return the scepter to the Kings' Hall and save the castle.

### 1.0 STARTING UP

Before loading Magic Castle, insert the Atari Basic cartridge into slot A. To load Magic Castle simply turn on your disk drive, insert the Magic Castle diskette and turn on your computer console. You will see the following display appear on your screen:

MAGIC CASTLE

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Press the Return Key

When you press the return key the last line of the display will be replaced with the message "PROGRAM LOADING". After the program has finished loading the last line of the display it will be replaced with the message "PLEASE WAIT" with an asterick to the right. When the asterick stops flashing the game display will appear and you can begin play.

You can start a new game at any time during play by pressing the system reset key. At the end of a game, just press any key to start a new game.

## 2.0 THE DISPLAY

There are three areas on the screen display. The top portion of the screen displays the map of the castle. This map will scroll up and down the screen during player movement (see the next section for more details). At the bottom of the screen is the text window which can display up to four lines of text. Between the map and the text window is the status line. Two things are reported on this line. First, your strength is shown by a red line running from the left side of the screen to the center of the status line (see Section 7.0 for an explanation of how this works). The right side of the status line is used to show you which magic objects you currently have in your possession.

## 3.0 PLAYER MOVEMENT

At the start of the game your position will be displayed on the screen by a blue knight (at the center top of the screen). To move through the castle simply press one of the four cursor keys (do not hold down the control key) and you will move in the direction indicated by the key, if there is a door there (obviously, you can not move through walls).

There are three levels to the castle, the ground level, an upper story and the underground which is filled with caves, tunnels and the dungeon. Each level has up to 48 rooms or positions which can be entered. You can not enter all the positions on the upper story since some of these are empty (e.g. the space over the courtyard which is on the ground level).



When you move south (down on the screen) the map of the castle will scroll up when necessary so that you will always be able to see the room you want to enter before moving into it. When moving north, the map will automatically scroll up. To change levels you must enter one of the towers that have a spiral staircase in the corner. To move up one level, press the key marked ">"; to move down one level, press the key marked "<". There are five towers with spiral staircases; one in each corner of the castle and one in the wizards' tower, located roughly in the center of the castle.

When you move into a room, whatever is there will appear on the screen in place of your character.

#### 4.0      CASTLE GUARDS

Each Guard knows the location of one of the seven wizards. He will tell you where that wizard is located and the wizard will instantly appear in that location (note that the location of the wizard may not be on the screen since he could be anywhere in the castle and on any level; but once you have been told of his location his image will appear on the screen whenever that location is displayed on the screen). The Guard will remain in the same location for the rest of the game. He will tell you the location of the wizard whenever that wizard has something to tell you, otherwise the Guard will say nothing.

#### 5.0      WIZARDS

Each of the seven wizards knows the location of one of the magic objects (one wizard knows the location of the scepter). When you find a wizard, he will tell you the location of the magic object which he knows about, unless you already have found that object, then he will say nothing. Wizards move to a new room after every encounter. When the wizard tells you the location of the magic object, its' location will appear on the tracking board (see Section 9.0). The object will not appear in that location until you actually move into that position. For example, if a wizard tells you that the sword is in the tunnels, you will have to search thru that area until you find it.

## 6.0

### KNIGHTS

Knights, like castle guards, always remain in the same location throughout the game. They will always attack you unless you have the magic ring. If you have the ring, they can not see you and you can safely move through rooms which they occupy. If you are attacked by a knight your strength may be reduced (see the next Section for further details).

You can renew your strength at any time during the game by going into the crystal cave. Obviously it is important to keep a close eye on the level of your strength throughout the game. Return to the crystal cave as often as necessary to keep your strength at a high level.

You should remember that the ring can be stolen at any time. If this happens, you will once again be vulnerable to the knights' attacks. So it is important, even after you have found the ring, to return to the crystal cave if your strength is at a low level.

## 7.0

### STRENGTH

You are given a certain level of strength when you begin the game. This is displayed on the screen just above the text window by a red line running from the left side of the screen to the blue line at the center of the screen. When your strength is at its peak, this red line will go all the way to the center of the screen, as it does at the start of the game.

Whenever you encounter a knight (unless you have the ring) he will attack you and your strength will decrease a certain amount. The exact amount varies. Sometimes there will be no decrease at all. The red line will reflect any decrease in strength by becoming shorter. If your strength disappears altogether, you will be killed.

You can enter the explore mode at any time during the game by pressing the tab key. When you enter the explore mode, the blue knight will be replaced with a blue cursor which you can move thru the castle using the same cursor keys you use to move the blue knight. There are two important differences between the explore mode and the normal mode of play. First, in the explore mode, you can move the blue cursor from one room to any adjacent room even if there is no door connecting the two rooms. You can also change levels in any room (i.e. you do not have to be in a tower to change levels). Secondly, when moving the cursor thru the castle while in the explore mode, only the room name will appear in the text window. Whatever is in that room will not appear.

The explore mode should be used to locate a particular room whenever you don't remember exactly where it is located. Before you play the game for the first time you should enter the explore mode and explore the castle to become generally familiar with the layout and with the different room names. there is not need to memorize every room. Remember, the explore mode is always available at any time during the game. Whenever you want to go to a specific location in the castle but don't remember exactly where it is, just enter the explore mode and search the castle until you find it. Once you have found the room you are looking for, just press the tab key again and you will automatically return to your starting location. The blue cursor will be replaced with the blue knight and you will again be in the normal mode of play.

You can switch back and fourth between the explore mode and the normal play mode by pressing the tab key at any time during the game, unless you are in the void (see Section 12.10 for an explanation of the void).

If you are exploring the castle for the first time, you will notice that some rooms are larger than others. In the Kings' Hall, for example, you can occupy two positions. If, while playing the game, you have been told that something is in the Kings' Hall, you should check both positions to be sure that you locate the object.



You will also notice that the tunnels occupy most of the underground level. If you are told that something is in the tunnels you may have to search most of this area before finding what you are looking for. The same is true of the dungeon as there are multiple positions in the dungeon.

This may not be the case if you are looking for a wizard. If a guard has told you that a wizard is in the tunnels, the wizard will instantly appear in that location and you will see him as soon as that part of the map scrolls onto the screen. Because of that, the explore mode is useful in determining the exact position of a wizard once a guard has told you the wizard's location. In this situation you should enter the explore mode, search the area until you find the wizard, determine the best possible route to his position, then return to the normal play mode and make your way to the wizard along the predetermined route. You can avoid a lot of the evil forces this way and save yourself a lot of grief.

## 9.0 TRACKING BOARD

The tracking board will help you keep track of the various magic objects and evil forces. To see the tracking board, just press the return key and it will appear on the screen in place of the map of the castle. The magic objects and evil forces are listed on the left side of the screen. Their locations will appear directly to their right whenever that information is revealed to you. For example, if a wizard tells you the sword is in the dungeon, that information will be displayed on the tracking board. Furthermore, if you go down into the dungeon and find the sword, the message " \*\* FOUND \*\* " will replace the location name on the tracking board. If at some later point in the game the sword is stolen from you, the message " !!! STOLEN !!! " will replace the earlier message. The next time you find the wizard who knows the new location of the sword, he will tell you where it is and that information will be displayed as before.

- 10.1      The Dungeon Troll - If you run into the Dungeon Troll he will attack you and you will be killed. At the beginning of the game the Troll is usually somewhere in the dungeon. For this reason it is very dangerous to go down into the dungeon before you have found the magic sword which increases your strength (see Section 11.2 for more details).
- 10.2      The Sorcerer - Probably the most troublesome character around. If you have either the magic ring or the Wizards Stone, he will steal them. Additionally, he will cast you into the void (see Section 12.0).
- 10.3      The Gremlin - The Gremlin will steal the key and the sword if you have either one.
- 10.4      The Dragon - The Dragon will steal the Map of the Void if you have it and then he will cast you into the Void.
- 10.5      The Cloud - The Cloud is relatively harmless. It won't steal any magic objects. If you should run into it, it just randomly transports you to some other part of the castle. Of course that might turn out to be a rather nasty place, like the dungeon, so the Cloud should be avoided whenever possible.
- 10.6      The Witch - The Witch will steal the Crystal and the Map if you have either one.

- 11.1      The Magic Ring - The Magic Ring will make you invisible to the knights and you can safely pass thru any rooms which they occupy. If you run into the Sorcerer he will steal the ring, if you have it.
  
- 11.2      The Magic Sword - The Magic Sword increases your strength above its' normal level. You will not see how high it really is on the screen. The red strength line will just remain at its' maximum level, extending to the center of the screen and it will remain there until your strength is reduced below its' maximum level. This means that it will take roughly twice as many encounters with the knights to kill you if you have the Sword.
  
- 11.3      The Wizards' Stone - Using the Wizards' Stone to your maximum advantage is the real secret to winning the game. When you first find the Stone, the location of each one of the Evil Forces will be revealed and displayed on the tracking board. Of course, as with the magic objects, their exact position will not always be known. For example, you may only know that the Troll is in the dungeon but you will not know exactly which position in the dungeon he occupies. And you may not be able to avoid entering that position as might be the case if you have to search the dungeon for one of the magic objects.

But to successfully complete the game you must keep track of all the Evil Forces and avoid them whenever possible. When you run into one of the Evil Forces, it will move to a new location in the castle and the message "  
\*\* UNKNOWN \*\*" will replace the location name on the tracking board. To learn the new location, you must go



into the crystal cave. Whenever you do this the Stone will automatically update the locations of all the Evil Forces. This should be done as often as necessary so that you can keep track of the Evil Forces.

- 11.4      The Blue Crystal - The Blue Crystal will give you the power to transport yourself to any room in the castle. To do this you must first go to the top of the Wizards Tower. This is the only room in the castle from which you can transport yourself. Once there, press the tab key and enter the explore mode. Then move the blue cursor to the room and position to which you want to transport yourself. When you press the tab key a second time, you will "magically" appear in that location. The blue cursor will be replaced with the blue knight and you will again be in the normal mode of play.
- 11.5      The Map of the Void - If you have the Map of the Void you will see the walls of the maze in the Void (see Section 12.0 for more details).
- 11.6      The Master Key - The castle has a number of locked doors thru which you can not pass unless you have the Master Key. These locked doors appear as red walls. You should note that some of these doors are locked only on one side so that while you pass thru from the other side unless you do have the key. Some doors are locked from both sides. You will need the key to pass thru these doors from either side.

## 12.0 THE VOID

Whenever you encounter either the Sorcerer or the Dragon they will cast you into the Void. The Void is filled with a maze of walls which you can not see unless you have the Map of the Void. There are actually three mazes. Each time you are cast into the Void you could find yourself in any of the three. To escape from the Void you must move to its' center where you will find a blue square. When you move into the square you will instantly be transported to the top of the Wizards' tower.

## 13.0 SCORING

You score 100 points for each magic object that you have, 100 points for the scepter and 300 points for returning the scepter to the Kings' hall. You lose 50 points everytime you encounter one of the Evil Forces. Thus the highest possibel score is 1000.

<u>SCORE</u>	
900 - 1000	Excellent
800 - 899	Good
700 - 799	Fair
500 - 699	Poor

Any score less than 500 is considered bad. If you are killed you will usually score much less than this. A perfect score means that you "ran the board", finding all the magic objects without running into any of the Evil Forces. This is nearly impossible to do, so don't expect a perfect score very often. In fact, just breaking 900 is so difficult that even an experienced player can not do it every game.

After playing the game several times you should begin to notice that certain characters and objects tend to appear in only certain areas of the castle. This is exactly what happens. The characters and objects are assigned to particular rooms before the game begins. This assignment process is not totally random. But don't think that after playing the game a few times you will be able to "run the board", finding all the magic objects without running into any of the Evil Forces. On the contrary, you will soon discover that the magic objects tend to appear in the same areas as the Evil Forces. And these are the areas (e.g. the dungeon) which you should avoid until you have learned enough information to make educated decisions about where to go and what to look for.

Remember, once you run into one of the Evil Forces they will relocate to a new position in the castle. And this time the selection is totally random. For example, while you can be sure at the start of the game that the Dungeon Troll is in the underground level, as soon as you encounter him for the first time, he will relocate and that could be to anyplace in the castle.

To achieve the best possible score, you must avoid encounters with the Evil Forces (each such encounter will cost you 50 points). The best way to do this is to look for the Wizards using whatever help you can get from the Guards. Only after you have been told exactly where a particular magic object is located you should actively seek it out. Of course, if you should happen to find a magic object on your own, so much the better. But randomly searching the castle for the magic objects will usually prove to be a costly mistake.

It is also important that you concentrate your efforts on finding certain objects before others. Because you can easily be killed by the Knights at the beginning of the game, you should try to find either the Sword or the Ring as soon as possible. And remember that it is very dangerous to enter the dungeon without the Sword. If you do so and you happen to run into the Troll, you will almost certainly be killed. After finding the Ring and the Sword you should concentrate your efforts on finding the Wizard's Stone. As explained in Section 11.3, using the Stone to your best advantage is the secret to successfully winning the game.



The key, the Map and the Crystal are less important untill later in the game. But any of these objects could become critical to your winning the game. So be sure that you understand what these objects can do and how to use them.

After playing the game a number of times you may begin to develop your own strategies for winning. The unfolding of events between one game and the next can be significantly different and the number of possible situations are too numerous to detail. But in all the possible situations in which you may find yourself, the application of sound reasoning and careful planning will usually pay off in the end. This is a strategy game, not an arcade game. Time does not count against you and good reflexes don't count for you. So take your time and think before you act.

## CORRECTIONS

### 11.0      MAGIC OBJECTS

11.2      The Magic Sword - The Magic Sword increases your strength above its' normal level. When you find the Sword, The green strength line will be replaced with a red strength line. Your strength, as shown by the red line, is twice what it would be if displayed by the green line. Otherwise, it works the same way. When you encounter knights your strength will decrease in the same way as when you don't have the Sword. When the red line dissappears, it will be replaced with the green line and when that dissappears, as before, you will be killed. If you return to the Crystal Cave while you have the Sword, your strength will return to its' maximum level and the red line will extend to the center of the screen.