



Castle Master

and

The Crypt

CASTLE MASTER II

CASTLE MASTER

High in one tower of Castle Eternity, time seeps away for your captive twin. If rescue fails, you are both doomed to become spirit slaves of Magister the Castle Master, who waits to steal your souls!

Decipher the clues, open the drawbridge, maintain your strength against each and every guardian spirit. Three potions, ten keys and a plague of hazards may be encountered as you trespass behind locked doors, explore secret tunnels, descend into caverns or stumble upon treasure and terror. But should you fail ... fear is forever!

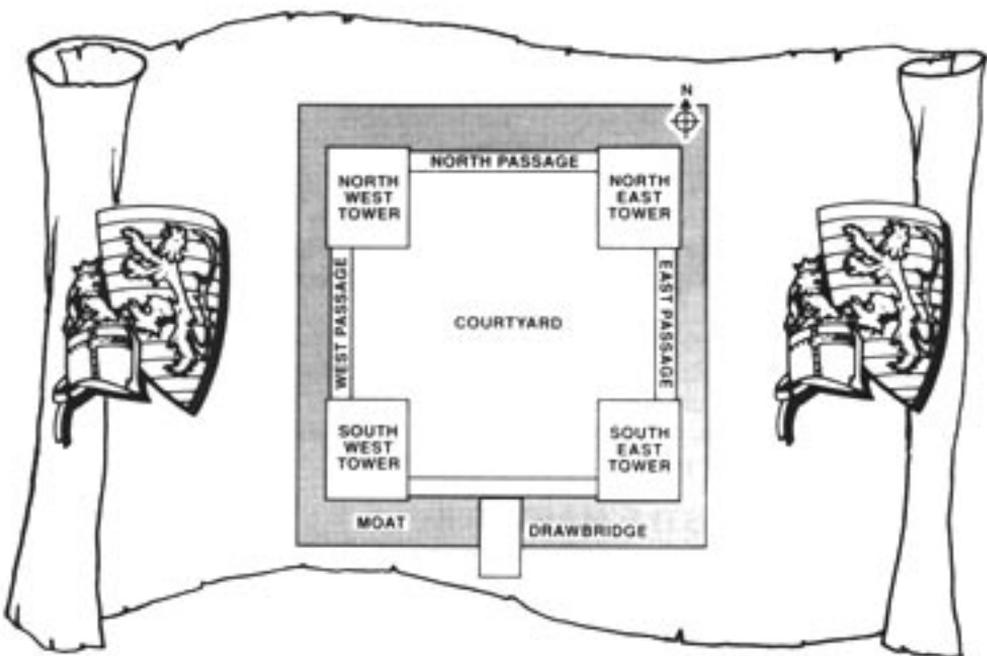
THE CRYPT - CASTLE MASTER II

*Imprisoned in this horror crypt
Your dignity and freedom stripped
By Magister the Castle Master
Try snatching victory from disaster.*

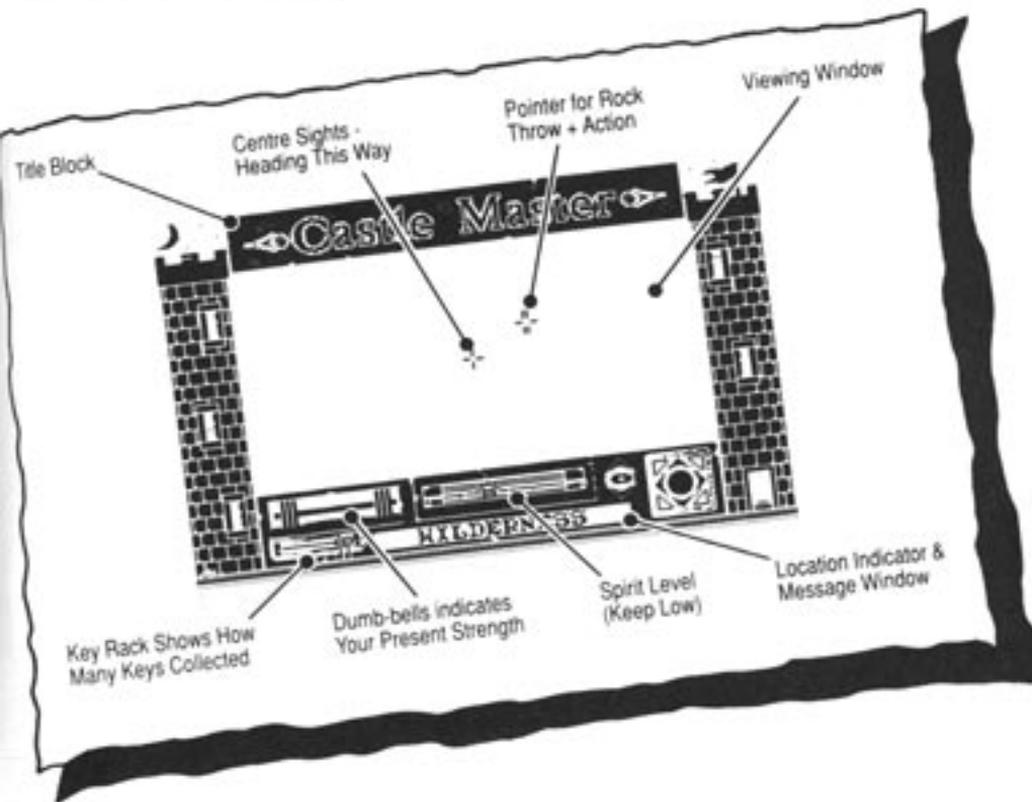
*While once your twin was captive made
Now you yourself with nerve-ends frayed
For if you lose this struggle you
Become an enslaved spirit too!*

*Now poltergeists make dead things dance
With flying rock and chairs that prance
Will you escape to freedom or
Fester here for evermore ...*

CASTLE ETERNITY BASIC LAYOUT (CASTLE MASTER ONLY)

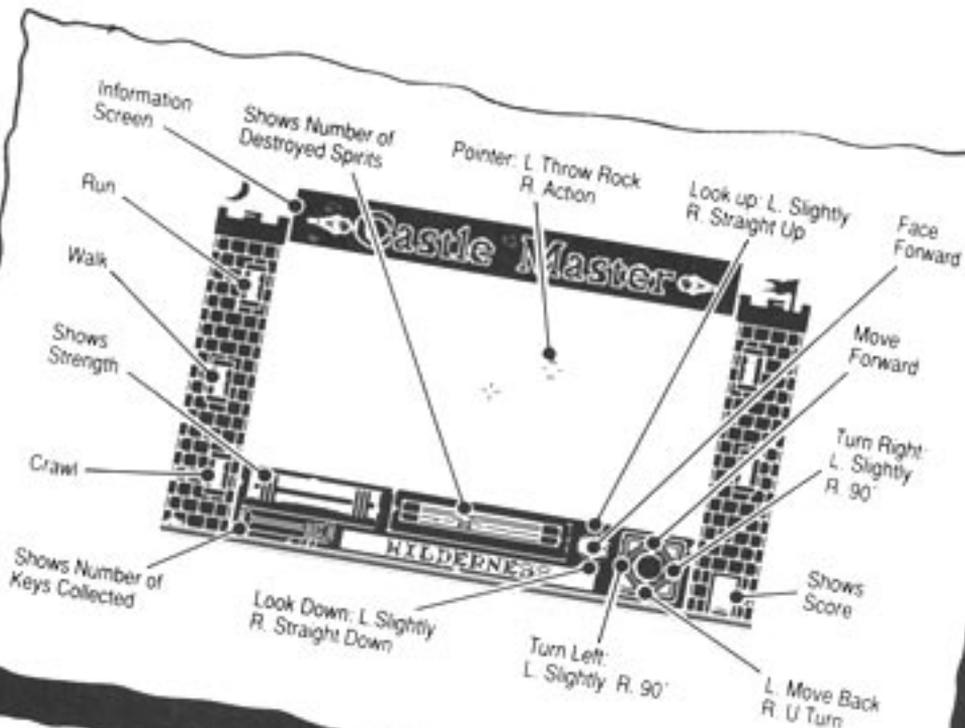


SCREEN INFORMATION

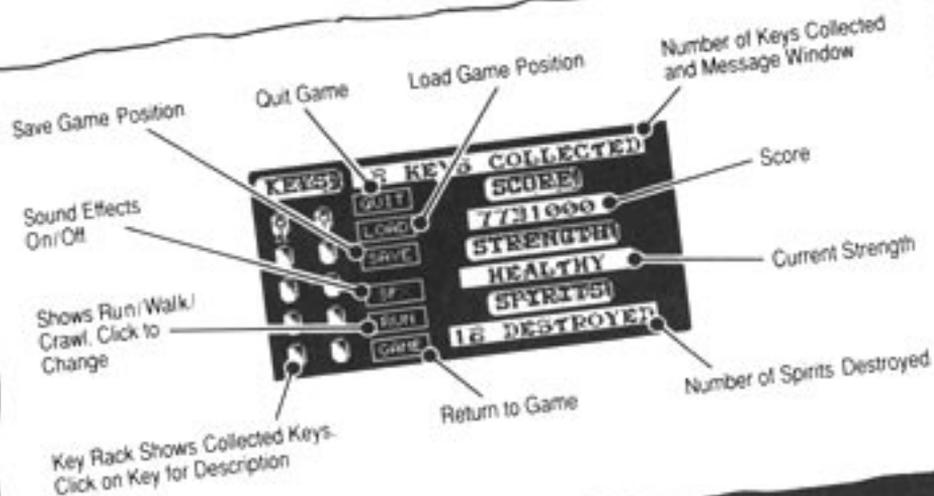


MOUSE CONTROLS (AMIGA, ATARI ST & IBM PC ONLY)

Either mouse button to operate function - unless specified L (Left) or R (Right).



MOUSE CONTROLS FOR THE INFORMATION SCREEN



AMIGA LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

Castle Master – Reset Machine and insert disk labelled Castle Master/The Crypt. Select appropriate option from onscreen menu. Leave the disk in the drive at all times during play since it will be required should you wish to save or load your game position.

The Crypt – Reset Machine and insert disk labelled Castle Master/The Crypt. Select appropriate option from onscreen menu. Leave the disk in the drive at all times during play since it will be required should you wish to save or load your game position.

MOUSE CONTROLS - See page 4.

KEYBOARD CONTROLS

MOVEMENT

I or **O** Move Forward

U U Turn

I or **K** Move Backwards

Ø Throw rock

← or **Z** Turn Left

A Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

→ or **X** Turn Right

Pressing **SHIFT** with **←** or **→** Turn left or right 90°.

OTHER CONTROLS

P Look up

R Run

SPACE Centre sights on/off

L Look down

W Walk

S Score, Spirit, Key and Strength information

F Face forward

C Crawl

H Halt game

I Info screen

Pressing **SHIFT** with **P** or **L** Look straight up or down.

INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

- | | | |
|---|---|--|
|  Save position* |  Run |  to  Show key descriptions |
|  Load position* |  Walk |  Sound effects/music
(Loaded from disk) |
|  Quit game |  Crawl | |

Any other key to return to game.

JOYSTICK simulates     keys, fire throws a rock. (Port 2)

ATARI ST

LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

- Castle Master** – Reset Machine and insert disk labelled Castle Master.
The Crypt – Reset Machine and insert disk labelled The Crypt, Driller and Total Eclipse. Select appropriate option from onscreen menu.

MOUSE CONTROLS - See page 4.

KEYBOARD CONTROLS

MOVEMENT

- | | |
|--|---|
|  or  Move Forward |  U Turn |
|  or  Move Backwards |  Throw rock |
|  or  Turn Left |  Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate) |
|  or  Turn Right | |

Pressing  with  or  Turn left or right 90°.

OTHER CONTROLS

- | | | |
|-----------------------|----------------------|--|
| P Look up | R Run | SPACE Centre sights on/off |
| L Look down | W Walk | S Score, Spirit, Key and Strength information |
| F Face forward | C Crawl | |
| H Halt game | I Info screen | |

Pressing **SHIFT** with **P** or **L** Look straight up or down.

INFORMATION SCREEN **I**

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

- | | | |
|------------------------|----------------|--|
| S Save position | R Run | 1 to 0 Show key descriptions |
| L Load position | W Walk | F Sound effects on/off |
| Q Quit game | C Crawl | |

Any other key to return to game.

JOYSTICK simulates **←** **I** **I** **→** keys - Action. (Port 1)

IBM PC AND COMPATIBLES

LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

- Castle Master** – 3.5": Insert disk labelled Castle Master. At prompt type: CASTLE
5.25": Insert disk labelled Castle Master. At prompt type: CASTLE
- The Crypt** - 3.5": Insert disk labelled The Crypt. At prompt type: CRYPT
5.25": Insert disk labelled The Crypt. At prompt type: CRYPT

MOUSE CONTROLS - See page 4.

To use a mouse you must have a Microsoft compatible mouse driver installed before you start the game. Instructions for doing this will be included with your mouse.

KEYBOARD CONTROLS

MOVEMENT

I or **O** Move Forward

U U Turn

J or **K** Move Backwards

Q or Keypad **5** Throw rock

← or **Z** Turn Left

A Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

→ or **X** Turn Right

Pressing **SHIFT** with **←** or **→** Turn left or right 90°(on number pad)

SPACE toggles between movement and pointer modes...

I or **O** Move pointer up

← or **Z** Move pointer left

J or **K** Move pointer down

→ or **X** Move pointer right

OTHER CONTROLS

P Look up

R Run

CTRL + **ESC** Escape from game

L Look down

W Walk

SHIFT + **P** or **L** Look straight up or down

F Face forward

C Crawl

I Info screen

+ Centre sights on/off

S Score, Spirit, Key and Strength information

INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

- | | | |
|---|---|--|
|  Save position |  Run |  to  Show key descriptions |
|  Load position |  Walk |  Sound effects on/off |
|  Quit game |  Crawl | |

Any other key to return to game.

JOYSTICK simulates     keys, fire throws a rock.

SPECTRUM

LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

Castle Master

Cassette: Type LOAD™ and press enter, then start tape.

The Crypt

Cassette: Type LOAD™ and press enter, then start tape.

KEYBOARD CONTROLS

MOVEMENT

- | | |
|---|--|
|  or  Move Forward |  U Turn |
|  or  Move Backwards |  Throw rock |
|  or  Turn Left |  Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate) |
|  or  Turn Right | |

Pressing Symbol  with  or  Turn left or right 90°.

SPACE toggles between movement and pointer modes...

I or **O** Move pointer up **←** or **Z** Move pointer left
I or **K** Move pointer down **→** or **X** Move pointer right

OTHER CONTROLS

P Look up **R** Run **B** Centre sights on/off
L Look down **W** Walk **I** Info screen
F Face forward **C** Crawl

Pressing Symbol **SHIFT** with **P** or **L** Look straight up or down

INFORMATION SCREEN **I**

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

S Save position **L** Load position **Q** Quit game
K Show descriptions of keys collected

Any other key to return to game.

JOYSTICK simulates **←** **I** **I** **→** keys, fire throws a rock.

AMSTRAD CPC

LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

Castle Master

Cassette: Hold down CTRL and press the small enter key. If you have a disk drive connected first type |TAPE. (| is obtained by pressing the shift and @ keys simultaneously.)

Disk: Type RUN"DISC" and follow the on-screen prompts.

The Crypt

Cassette: Hold down CTRL and press the small enter key. If you have a disk drive connected first type [TAPE. (I is obtained by pressing the shift and @ keys simultaneously.)

Disk: Type RUN"DISC" and follow the on-screen prompts.

KEYBOARD CONTROLS

MOVEMENT

[I] or [O] Move Forward

[U] U Turn

[I] or [K] Move Backwards

[COPY] or [Ø] Throw rock

[←] or [Z] Turn Left

[A] Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

[→] or [X] Turn Right

Pressing [SHIFT] with [←] or [→] Turn left or right 90°.

[SPACE] toggles between movement and pointer modes...

[I] or [O] Move pointer up

[←] or [Z] Move pointer left

[I] or [K] Move pointer down

[→] or [X] Move pointer right

OTHER CONTROLS

[P] Look up

[R] Run

[+] Centre sights on/off

[L] Look down

[W] Walk

[I] Info screen

[F] Face forward

[C] Crawl

[SHIFT] + [P] or [L] Look straight up or down

INFORMATION SCREEN [I]

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

[S] Save position

[L] Load position

[O] Quit game

[K] Show descriptions of keys collected

Any other key to return to game.

COMMODORE 64

LOADING INSTRUCTIONS AND KEYBOARD CONTROLS

Castle Master

Disk: Insert Disk, then type LOAD""8,1

Select appropriate option from on-screen menu.

Cassette: Hold down Shift and press run/stop, then start tape.

The Crypt

Disk: Insert Disk, then type LOAD""8,1

Select appropriate option from on-screen menu.

Cassette: Hold down Shift and press run/stop, then start tape.

KEYBOARD CONTROLS

MOVEMENT

↑ or **↓** Move Forward
Hold both down for double distance

U U Turn

← Move Backwards

SHIFT Throw rock

Z Turn Left

A Action (will eat, drink, read, push, move, collect, examine, open, unlock or use as appropriate)

X Turn Right

Pressing the COMMODORE key with **Z** or **X** Turn left or right 90°.

SPACE toggles between movement and pointer modes...

I Move pointer up

Z Move pointer left

↓ Move pointer down

X Move pointer right

OTHER CONTROLS

P Look up

R Run

+ Centre sights on/off

L Look down

W Walk

I Info screen

F Face forward

C Crawl

Pressing the COMMODORE key with **P** or **L** Look straight up or down

INFORMATION SCREEN

Your score, strength, number of keys collected and number of spirits destroyed are all displayed here.

-  Save position  Quit game  Music or Sound effects
 Show descriptions of keys collected  Load position

Any other key to return to game.

JOYSTICK simulates     keys, fire throws a rock. (Port 2)

HINTS AND TIPS – (CASTLE MASTER ONLY)

GETTING STARTED

1. A well aimed rock will bring the drawbridge down.
2. Examine the hanging pictures to study the clues.
3. Spirits can be exorcised by some accurate rock throwing.
4. Making a map of your progress will aid orientation.
5. It is best to walk within enclosed chambers and to run when outside or in corridors.
6. Eating food will boost your strength.

GENERAL HINTS

1. Examine locked doors for more information.
2. Alas, you cannot swim.
3. The remaining spirits' power increases all the time. You will be overpowered if the spirit level reaches maximum.
4. Examine the keys you collect.
5. Collecting treasure will boost your score.
6. Crawl to look under things.
7. Look out for the Magic Potions.

TARGETS FOR ADVANCED PLAYERS

1. First day target 1,000,000 points.
2. Complete the game!
3. Complete the game playing the alternative character.
4. Go for maximum score (at least 7,500,000 points).