Dark Castle
for the Commodore C64/128

You can play Dark Castle on a Commodore C64/128 computer with one disk drive, and a color monitor or TV. A joystick is optional.

STARTING Dark Castle

To begin, turn on your computer, disk drive, and monitor, and place your Dark Castle disk Side A in the disk drive. If you are using a joystick, place it in Port #2 (the rear Joystick Port). At the READY prompt, type LOAD "*",8,1 and then press RETURN. At certain times during the game, you may be asked to flip your disk over to Side B.

Dark Castle TITLE SCREEN

Press the joystick button or press any key on the keyboard to advance to the Options screen.

OPTIONS and INFO SCREENS

Use the joystick or the keyboard direction keys (described below) to point to an option, then press the joystick button or Return to select it.

THE GREAT HALL

There are three ways to select a door for the Hero to enter:

1) Type a number from "1" to "4" on the keyboard, or

2) Use the joystick or the keyboard direction keys (described below) to point to a door and press the joystick button or Return to select it, or

3) Use the keyboard direction keys (described below) to point to a door and then press the Return key to select it.

Press the "F1" key to return to the Options screen.

GAME SCREENS

Playing with the Keyboard:

Direction Keys:

> Press the "A" key to move the Hero to the left,
> Press the "D" key to move the Hero to the right,
> Press the "W" key to make the Hero go up,
> Press the "S" key to make the Hero go down.

> Press two keys simultaneously to navigate the Hero up and down stairs and ladders. For instance, to walk the Hero left down a flight of stairs, you would press the "down" and "left" keys at the same time.

Press the "E" key to make the Hero duck. Use the Spacebar to make the Hero jump:

Standing Jump	Press the Spacebar
Running Jump	Press the "A" or "D" keys & the Spacebar
Downward Jump	Press the "S" key & the Spacebar

The "F7" key is the Action key, used to pick up objects and activate things.

Press the Run/Stop key to pause the game. Press Run/Stop again to continue the action. Press the "F1" key to return to the Options screen.

To throw rocks, use the two CRSR keys (located next to the Right Shift key) to position the Hero's arm and then press the Return key to throw a rock.

Using the Joystick:
Move the joystick left and right without pressing the button to move the Hero left and right. Moving the joystick up will cause the Hero to move "up" (e.g. walk up stairs or climb up ladders), depending on his position. Similarly, moving the joystick down will cause the Hero to duck or move "down".

Use the joystick to make the Hero jump:

Standing Jump	Move the joystick up and press the Fire button
Running Jump	Move the joystick left or right and press the Fire button
Downward Jump	Move the joystick down and press the Fire button

To throw rocks, depress the fire button and move the joystick up or down to position the Hero's arm. With the button still pressed, move the joystick left or right to make the Hero throw a rock in that direction.

Press the button without moving the joystick to pick up objects and activate things.

Moving the joystick in an up diagonal direction will cause the Hero to make a running jump.

The "F7" key is the Action key, used to pick up objects and activate things.