ATARI® PROGRAM exchange

CASTLE
by
Robert Zdybel

USER INSTRUCTIONS
(5/01/81)

USER-WRITTEN SOFTWARE FOR ATARI PERSONAL COMPUTER SYSTEMS
(APX-20019)

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USER INSTRUCTIONS

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_AME OVERVIEW

You're vacationing in Pomerania and, desperate to escape your tour guide, you sneak out of the
country inn to take a walk alone. Unknowingly, you wander into an enchanted forest down the
lane. Up ahead you can just make out the outlines of a castle shrouded in mist. You're
mysteriouly drawn toward it. Even though you know better, you decide to take just a quick
peek into one of the castle's heavy-leaded windows (to impress your friends back home when you
corner them with tales of your vacation). Slowly you push open the iron gate and tiptoe up to
the nearest window. Your frustration grows; it's totally dark inside, except for one small
beam of light coming from a hallway in the direction of the front entrance. Glancing at the
castle door, you notice it's ajar. "What the heck," you mumble as you steal toward the door,
"I'll never vacation in Pomerania again, so it's now or never!" You no sooner step gingerly
inside when BAM! The door slams shut and the forest's evil wizard has lured another victim
into his trap! In the dark, you accidentally step on the wizard's pet tarantula. The wizard
becomes enraged. Your only chance for survival is to escape the castle before the wizard turns
you into a newt, which he'll do once he tires of watching your frenetic attempts at escape.
You can go from bell towers to dungeons looking for an exit, but don't pass up chances to
bring along helpful objects like amulets and swords, or you'll be unprepared when you finally
see a way out!

CASTLE belongs to the family of games called Adventure. These are maze games in which
descriptions of your current surroundings display on your video screen. This game uses text
only--no sound, motion, color, or graphics.

REQUIRED ACCESSORIES

24K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive

GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.

2. Power up your computer and turn on your video screen.

3. At the READY prompt, type RUN "D:CASTLE" and press RETURN. The program will load into RAM
and begin.

The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your
task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

PLAYING THE GAME

So you're trapped in the castle! You'd better start looking for an escape route. Move around by entering any of these one-letter commands:

    U for up
    D for down
    N for north
    E for east
    S for south
    W for west

Try drawing a map of your meanderings if you become confused.

You'll encounter objects like amulets and lamps as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from lurking dangers. Take and use these objects by entering two-word commands, such as TAKE AMULET and TURNON LAMP. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in CASTLE at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing. CASTLE has some secret words, which, when used at the right time and in the right place, effect wondrous results.

SCORING

There's only one way you can win at playing CASTLE--by escaping!

RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the BREAK key and then typing RUN. If you manage to escape but are so foolish as to want to relive your adventure, simply type RUN.

VERB LIST

DRINK
DROP
EAT
FEED
INSERT
LIFT
MOVE
OPEN
READ
SAY
SWING
TAKE
TURN
TURNOFF
TURNON
UNLOCK
WATER
WAVE

MOVEMENT COMMANDS

U (up)
D (down)
N (north)
E (east)
S (south)
W (west)

OTHER COMMANDS

HINT for some helpful information
HELP for the game instructions
L for a description of your immediate surroundings
I for your list of objects

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front.

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (for non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers)

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the documentation and why?

_____

_____

11. Other comments about the software or the user instructions:

_____

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