

## PLEASE READ ME

Dear Atari ST Owner,

Thanks for buying **Dark Castle**. I'll bet you've already noticed the THREE disks in your package. Well, in order to bring you ALL of **Dark Castle**'s wonderful graphics and completely digitized sounds, we put the game on three single-sided disks labelled Disk A, B and C. You will be asked to swap among these disks at certain times during game play.

If you have a Double-Sided disk drive, you may wish to combine Disk B and Disk C into one Double-Sided disk. Consult your Atari ST Owner's Manual for instructions on formatting a disk and copying files. Copy all of the files from Disk B and Disk C onto your newly formatted disk. When the game asks for Disk B, insert your new double-sided disk.

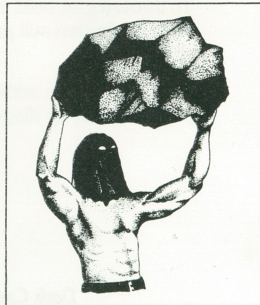
You can also play **Dark Castle** from your Hard Disk or Ram Disk. You will need approximately 800K bytes of free space and 512K bytes of free Ram. Copy all the files from Disks A, B and C to your Hard Disk or Ram Disk. Before you start the game, make sure you have the original Disk A in one of your floppy drives. Please note that the joystick is not operational.

Enjoy **Dark Castle**,  
THREE-SIXTY, INC.





# Dark Castle



## for the Atari ST

You can play **Dark Castle** on any Atari ST Colour System with at least 512K RAM, one disk drive, and a mouse or joystick.

### STARTING DARK CASTLE

To begin, turn on your ST and monitor, and place your **Dark Castle** Disk A in the disk drive. Double click on the disk icon and then again on the **Dark Castle** program icon to start the game. You will be asked to swap Disks A and B at certain times while playing.

### TITLE SCREEN

Click the left mouse button to advance to the next screen.

### OPTION AND HELP SCREENS:

Use the mouse to point to an option, then click the left mouse button to select it.

### THE GREAT HALL

Select a door for the Hero to enter by typing a number "1" to "4", or use the mouse to point to a door and then click the left mouse button to choose it.

Press the Esc key to return to the Options screen.

### GAME SCREENS

Keyboard and Mouse:

The keyboard is used to control the Hero's movements.

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, and the spacebar to make him jump. The "Q" key is the Action key, used to pick up objects and activate things.

Press the Tab key to pause the game, and then any key to continue. Press the Esc key to return to the Options screen.

To throw rocks, use the mouse to position the Hero's arm and then click the left mouse button.

### 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 jump or 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".

To throw rocks, hold the button down 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.

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