

Dark Castle Instructions

Dark Castle on 512K and 512KE Machines

The enclosed Dark Castle disk will not run on a 512K or 512KE Macintosh. If you are using either of these machines, you can mail the original Dark Castle disk to Silicon Beach Software, Inc. and request the 512K version (two 400K disks) or the 512KE version (one 800K disk). Note the 512K and 512KE versions will not run on a Macintosh II.

Getting Started

Before you do anything else, make a working copy of the Dark Castle disk. Dark Castle is not copy-protected so that you can do this.

You may play Dark Castle using one of three configurations: one 800K disk, a hard disk or two 400K disks (see **Dark Castle on 512K and 512KE Machines** above). We recommend playing Dark Castle on a working copy of the 800K disk and storing the original in a safe place. Instructions for preparing a working copy for an 800K disk or hard disk are given below.

Dark Castle on an 800K Disk

Making a Working Copy

If you have an 800K drive, use the standard Finder copying procedures to copy the entire disk to a new double-sided disk.

Booting the Game

If your Macintosh is off, insert the working copy of Dark Castle in the internal disk drive and turn on the computer. If your Macintosh is on, shut it down and restart it with the working copy of Dark Castle in the internal disk drive. The game will automatically load and take you to the Title screen. This scene (with the Castle and the thunder and lightning) will stay on the screen until you click the mouse. When you get to the Scores of Merit screen, click on the Info button for instructions on how to play. Click on the Options button to choose which keys control movement and whether you want vertical or horizontal tracking for the mouse. You might want to try both tracking methods to see which feels best to you.

Dark Castle on a Hard Disk

Making a Working Copy

Although playing Dark Castle from a hard disk does not speed up game play, it does make the process of starting the game somewhat faster. To make a working copy of Dark Castle on your hard disk, insert the Dark Castle disk in your disk drive and copy the files *Dark Castle*, *Data A*, *Data B* and *Castle Preferences* to your hard disk. These four files must be in the same folder or all at the Desktop level of your hard disk. You may name the folder anything you like, but do not rename the game's files. Do not copy the files called *System* or *Finder* to your hard drive! They have been modified and will not work with any other software.

See the section below called *System Considerations* for important information on System 6.0.

Booting the Game

To run Dark Castle on a hard disk, double-click on its icon. The game will automatically load and take you to the Title screen. This scene (with the Castle and the thunder and lightning) will stay on the screen until you click the mouse. When you get to the Scores of Merit screen, click on the Info button for instructions on how to play. Click on the Options button to choose which keys control movement and whether you want vertical or horizontal tracking on the mouse. You might want to try both tracking methods to see which feels best to you.

Memory Considerations

Dark Castle can run on a Macintosh Plus or SE only when the entire memory is available to it. Except when run on a Macintosh II, Dark Castle cannot run when software has been installed which permanently uses some of the memory. This includes MultiFinder, AppleShare, MacServe, TOPS, Tempo, Switcher, Servant, RAM disks, most print spoolers, some desk accessories, RAM-based HFS (Apple HD-20 or 800K external drive with old ROMs), non-SCSI hard drives with RAM-based drivers (MacBottom, Hyperdrive, etc.), many INITs and debuggers. If the game does not seem to be working properly, temporarily move all INITs to another folder, restart your Macintosh and try

Memory Considerations (continued)

again. On the Macintosh II, the above-mentioned software can be run concurrently with Dark Castle as long as there is enough unused memory remaining.

Dark Castle will run with Apple's RAM Cache, available in the General section of the Control Panel desk accessory. When you boot from your working copy of Dark Castle with an already booted hard drive, the RAM Cache is turned off but is not turned back on.

System Considerations

Dark Castle will not run on a Macintosh Plus or SE when used with System 6.0. If you are using either of these machines with System 6.0, you must either restart with the working copy of Dark Castle 800K disk or use another version such as System 4.2 or 6.0.1.

Special System and Finder

The *System* and *Finder* on the Dark Castle disk have been modified to fit, along with the game, on an 800K disk. They should not be used with any other software and should not be copied to your hard disk.

Large Screen Monitors

Dark Castle only runs on a Macintosh equipped with standard 512 by 342 pixel monitor, or a Macintosh II with any size monitor. If you have a Macintosh Plus or SE with an additional monitor such as a MegaScreen or Radius screen, it may have to be turned off before you can play Dark Castle. Don't forget to turn off any special Control Panel settings such as "wide menu bars" on the Radius as these can act like permanent memory users and interfere with the normal operation of the game.

Tips and Techniques

The demo on the disk shows only the three Trouble rooms. Your local software dealer should have a complete demo that goes through every room. The best way to figure out how to get through each of the rooms is to visit your local dealer and watch the demo carefully.

When you first start playing, hold the mouse with your right hand and place your left hand on the keyboard with your index finger on the D key, your middle finger on the W key and your ring finger on the A key. Move your middle finger to the S key when you want to go down, your ring finger to the Q key for Action, and your index finger up to the E key to duck. Practice playing a few times and don't worry about your score. Instead, concentrate on using these fingers to move until it feels natural. If you want to change these key definitions, click the Option button on the Scores of Merit screen.

An important technique to master is throwing a rock and then immediately ducking. To throw and duck, push the mouse button followed immediately by the E key. This is useful when a guard is very close. Zap the guard with a rock and immediately duck in case he has time to launch an arrow before the rock hits him.

Hints

Press 1, 2, 3, or 4 to enter a room from the Great Hall.

To use the stairs, simultaneously press Up or Down and Left or Right.

In Trouble 3, the prisoners indicate the correct key.

In Black Knight 3, the switches make a ledge appear.

Hold the Shield over your head and let lightning strike it.

With the Shield, you can move through the brooms in Fireball 4.

Without it, you must throw rocks at the brooms until they are small enough to jump over.

In Fireball 4, pull each chain only once. The order changes each time you enter the room.

Patience pays off with the Wizard.

Beyond Dark Castle

Ask your dealer about *Beyond Dark Castle*, the action-packed sequel to *Dark Castle*, featuring the ability to save games in progress, full-screen scrolling effects, and a new practice mode where you can hone your skills.

Beyond Dark Castle runs on the Macintosh 512KE, Plus, SE, and II.

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