

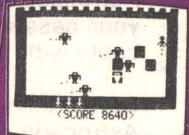


BOX 3401
SCHALMBURG, IL 60133



Castle of Horror

BY MIKE PEREY 1982



CASTLE OF HORROR is the ultimate adventure game that pits you against a hoard of horrorifying monsters with only your wits and skill to defeat them. SIDE 1.

FOUR FAMOUS FREEBEES is a nice menu driven selection of WAVEMAKERS more popular freebees which can be found in the Basic manual and as extras on WAVEMAKERS tapes. SIDE 2.

GAME INSTRUCTIONS

Be sure to follow INPUT instructions on other side or this program will not run.

STARTING THE GAME

The screen will display the five levels of monsters and point values of each.

PLAYING THE GAME






You will find yourself in a room surrounded by monsters whose only mission is to kill and destroy, you are the target. You have been armed with the skill to zap out blocks and build barricades to protect yourself against the relentless onslaught of the monsters. You are given 5 lives use them wisely. Each monster has it's own strengths and weakness learn them to use against them.

Hand control functions are:

- NOB No function
- JOYSTICK Moves you in desired direction
- TRIGGER Zaps blocks into position based on the position of joystick

It will take some practice to learn to "ZAP" blocks in the position you wish to prevent the monster attack. Once you get the hang of it you can destroy them. If a monster hits your wall or crashes into a follow monster he is destroyed and you recieve points. Beware, higher level monsters can destroy a block if they hit it. You cannot replace a block once it has been destroyed, nor can you "zap" a block on top of a monster. If a monster finds himself in a block which has been zapped on him he can turn it into a shield which he can pass through but you cannot. If it looks like all is lost you can pass through the escape door on the bottom if it is open.

SCORING

-  CLANKY 10 points-(if not moving you can pass through him, leaves blocks intact)
-  CLAWS 20 points-(You can pass through his shield, destroys blocks)
-  RABBOT 30 points-(if not moving you can pass through him, destroys blocks, aggressive)
-  FLATOP 40 points-(if not moving you can pass through, destroys blocks, more aggressive)
-  BONZO 50 points-(cannot pass through him, destroys blocks) Known as KILLER PUMPKINS

An extra life is awarded for completing all five levels. Intensity increases as score gets higher.