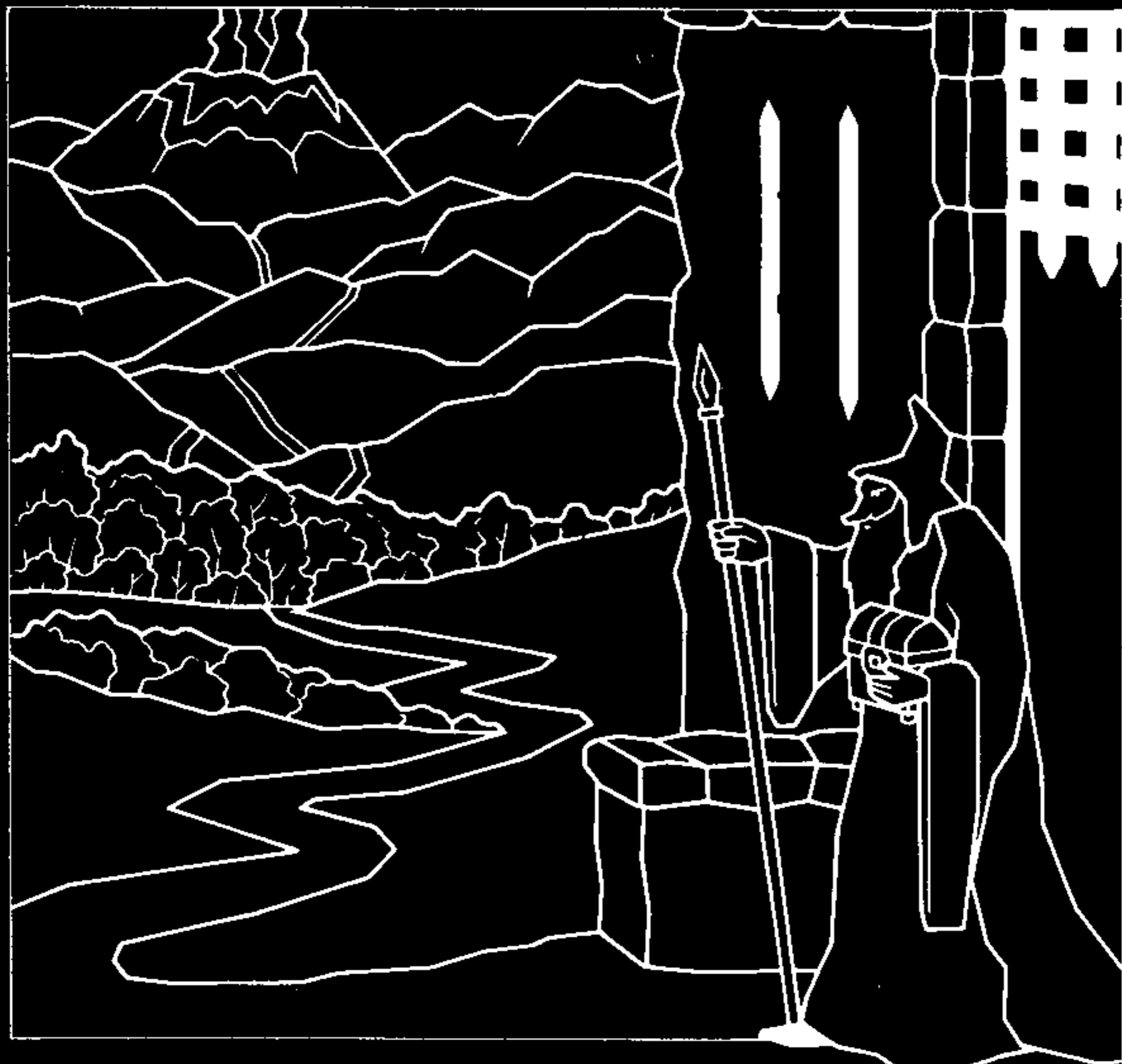


ENTERPRISE

PROGRAMS



CASTLE OF DREAMS

GRAPHICS ADVENTURE

CASTLE OF DREAMS

The wicked magician Klingsor has made some cruel spells which he keeps in a casket in his castle. Unless his casket is stolen and destroyed, Klingsor will release his spells on the world. It is your task to find the casket, get it out of the castle and, hopefully, destroy it.

Once in the castle you will not be able to escape until you find Klingsor's staff. Klingsor has also set problem games in the castle which you will have to overcome in order to find the casket and staff and then get out. When you take the staff the castle starts to burn and you only have a short time in which to get back to where you came in and escape.

To destroy the casket finally it must be cast into the fiery mountain. The map shows that this is a long way from Klingsor's castle. During your battle with Klingsor your strength and resolve will weaken and only those who can deal with the wicked magician with skill will manage to reach the ultimate goal.

Inside the castle is Kundry who was Klingsor's apprentice, but who has turned against her master. She helps in some of the problem games, by making them gradually easier to play. Also Kundry can be summoned for help if you get completely stuck.

TO USE AND LOAD

Set up your Enterprise 64 as explained in the Setting Up Guide.

Press Function Key 1 'Start'.

Press play on your tape recorder.

You get a different game each time you play.

The instructions which follow are a guide. There are things which you will have to figure out for yourself.

LOCATIONS

When you enter the castle you will soon find yourself in the first location. You will be told in which directions the exits lead.

In each location there is a problem game which you must solve in order to get the hidden object. These objects will help you get from place to place in the castle.

To try your skill at a game press P .

To exit from the location press one of the keys N S E W according to the direction you want to go.

To summon Kundry for help press H .

If you deserve help Kundry will make it easier to find an object which will assist you on your way. If, however, you are not really stuck then you will get sent back to the start. This is the only way in which you will get sent back to the beginning. You should only use

H if you cannot find any objects to help you move into another part of the castle. You must exhaust every possibility before asking Kundry for assistance.

CORRIDORS

Locations are joined by corridors. Klingsor has left obstacles in many of these to prevent you from passing. You will only be able to get through if you possess the correct object to remove the obstacle. You can only get these objects by solving Klingsor's problem games.

If you have an object that you think will help then answer **Y** to the question "DO YOU HAVE SOMETHING TO HELP?" You will need to say what object you have, and if it is correct you will be allowed through. If you do not have the right object you will then be sent back to the previous location.

You will have to remember the objects you are holding. If you forget, you should be able to work out a way of finding what you possess. It will help you to know that the objects are: **HANDLE, CHARM, KEY, ROPE, LAMP, KNIFE** and **CASKET**.

GETTING YOUR OBJECT

After successfully completing a game you will be able to take the hidden object. You can also choose to leave other objects behind if you so wish.

Press **T** to **TAKE** an object

Press **L** to **LEAVE** an object

Press **S** to **SWAP** one object for another

Press **C** to **CARRY ON** with the game.

If you choose to take an object, you will be asked the name of the object you wish to take, and similarly for leaving objects.

To begin with there is only one object in each location, but you can leave others if you wish.

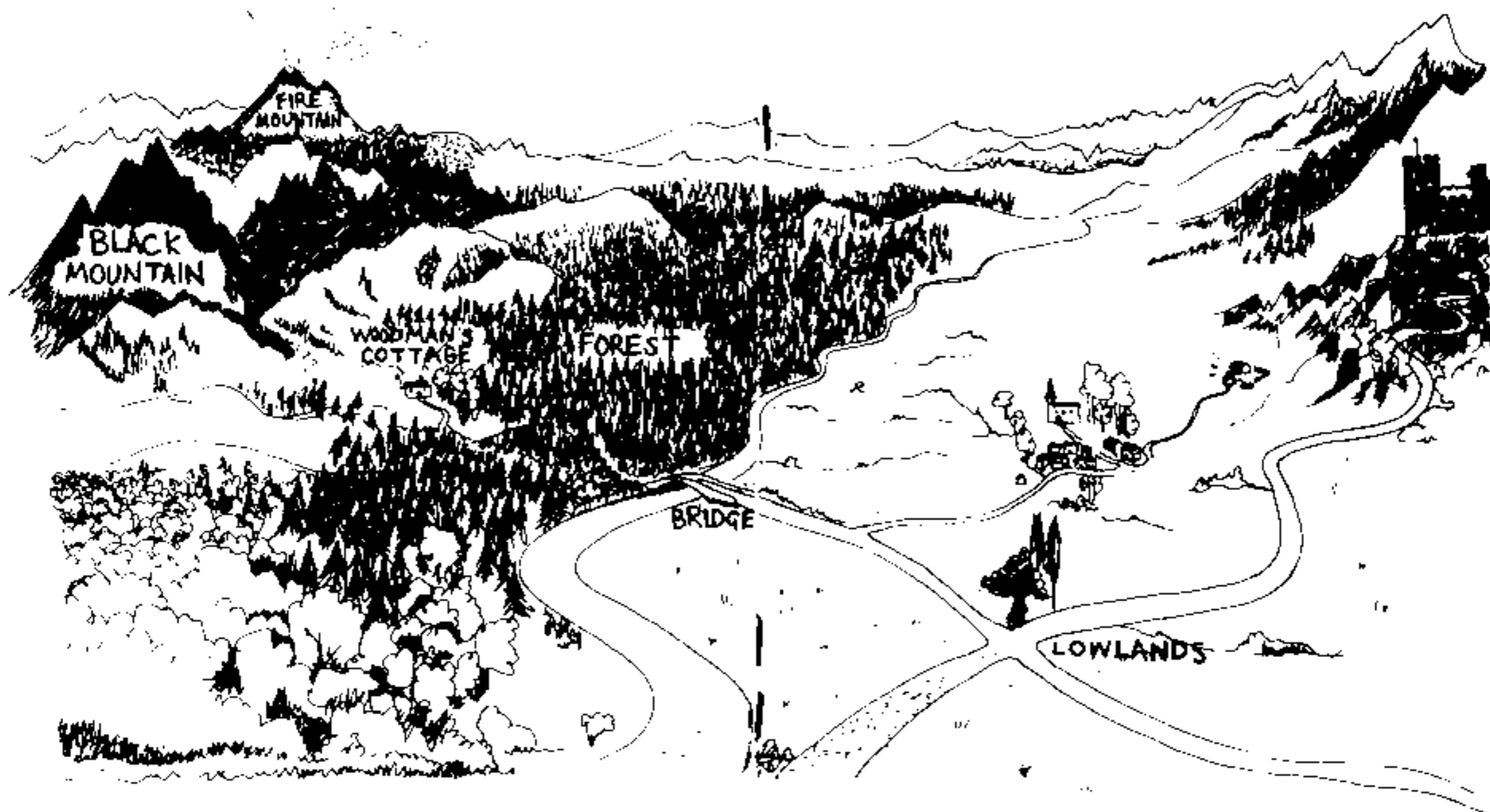
You can only carry two objects at once.

THE PROBLEM GAMES

If you find that Klingsor has outwitted you in any of the games

Press CAPS SHIFT and Z together to escape.

Hints: Have a pencil and paper handy. All information may well be useful. If all else fails read the instructions.



THE MAGIC RING

A magic ring has been lost on a small lake. Klingsor has hidden stepping stones below the surface and you must find all ten of these to be able to get the ring.

Kundry helps you by giving you a short glimpse of the ring when the lake appears. Also she tells you the direction in which you must go from one stepping stone to the next. These are printed down the left of the screen.

You must find the number of units each stepping stone is from the next. These form a mathematical pattern which you can try to guess as you go along. To help, you have twenty stones which you can throw into the water. Choose and enter the number of units you want to throw the stone, and press enter. The biggest number of units you can jump is 12. If your stone lands on one of the hidden stepping stones it will remain in view. Otherwise it will disappear.

If you use all twenty stones before you have discovered the pattern and found the ring, then you will get another go with the same pattern so that you can use what you have learned. However the length of time this takes makes it less likely that you will be able to reach the fiery mountain when you eventually escape.

THE MAZE OF ROOMS

Klingsor has made a maze of rooms. The only way to get out is to find the key to the white door. This is the door by which you enter, but is locked behind you. To find the

key you must first find the light blue door. When you go through the light blue door you will be given the key to the yellow door. When you go through the yellow door you will be given the key to the red door and when you go through the red door you will get the key to the white door.

You can pass freely through the green doors.

In each room you will get a view of what is seen from the door by which you enter. To move from room to room use the joystick, for left, for forward, for right and to turn round and go back through the door by which you entered. You will not be allowed to go through coloured doors for which you have no keys, nor can you jump through windows!

Don't forget that when you turn you will be facing in a new direction.

It will be helpful for you to make a map.

THE ENCHANTED POOL

You will find five men standing on a bridge over a pool of water. It is night and by moonlight you see their reflections in the water. Klingsor has separated them from their correct reflections, and they will be unable to find peace of mind until they are re-united with their own images.

You can help them. Tell the men which way to move:

Move the joystick right to make the man on the right walk round and join the left side of the row.

Move the joystick left to make the man on

the left walk round and join the right side of the row.

Press **X** to swap the man on the right with the man on the left.

Press **F** (for finished) when you have lined them all up correctly. You will get the hidden object as your reward.

THE MOSAIC FLOOR

Someone is trying to get across a mosaic floor, but there is only one way to do this. Any mistakes and Klingsor has made a spell for the floor to swallow them up. The man must move up or down on the screen according to two code numbers and how far he has got across the floor. You will be told these numbers before you start, and the horizontal square the man is on is shown at the top right of the screen.

Here is the method of guiding the man across: Suppose for example that the code numbers are 3 and 7.

When the square number is a multiple of 3 move the joystick down.

When the square number is a multiple of 7 move the joystick up.

When the square number is a multiple of both 7 and 3 move the joystick to the right.

So on 3, 6, 9, 12, etc. press the down arrow, on 7, 14, etc. press the up arrow, and on 21 press the right arrow. Notice that this last key causes him to jump across one square. In any game you will probably get different code numbers from those in this example.

THE PICTURE GALLERY

Klingsor has hidden a safe containing an object you may need behind a picture in his gallery. You have at most five guesses to find the safe.

Kundry gives you some help. After each guess you make she makes a slight alteration to one of the pictures. If you spot the one which she changes then you need NOT look there: the safe is hidden somewhere else.

You may be lucky and get the safe first go, but if you cannot spot Kundry's alterations and take more than five guesses, then Klingsor's magic moves the safe and you have to try again.

CODES

You find an old scroll. It unrolls slowly and then a message appears as if by magic. The message is addressed to you and you must decode it in order to be able to get the hidden object.

The message will be three words which may not mean very much! You must enter the decoded phrase by typing in all three words each separated by a space. Press enter after you have typed in the last letter of the third word.

If you are correct you will be able to collect your object. If not then you will need to try again. After five goes you will be given a different message. You may be lucky and get a message that is easy to decode. Others may, however, be more difficult.

CASTLE OF DREAMS

The notion of a casket containing evil spells comes from the story of Pandora's Box, while Klingsor and Kundry are characters in a Wagner opera.

The original story of Pandora comes from Greek Mythology. Pandora the first woman, was made powerful by the Gods and was given a box by Jupiter to present to the man she married. This was intended by Jupiter to be for Prometheus who had angered Jupiter. In the event it was Prometheus' brother Epimethus who accepted the box, and on opening it released the evils into the world. Only hope was said to remain in the box.

Klingsor was the magician in a mediaeval story by the German poet Wolfram von Eschenbach. Later he was used by Wagner in an opera 'Parsifal' based on the original legend. In the opera Klingsor's magic garden was turned into a desert as soon as his magic spear was taken from him. Kundry was one of Klingsor's servants who led a double life being Klingsor's slave while also trying to assist his enemies.

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