

Getting Started with Beyond Dark Castle

Before you do anything else, make backup copies of your Beyond Dark Castle disks. Beyond Dark Castle is not copy-protected so that you can do this. Use standard Finder copying procedures to copy both disks to fresh double-sided disks. You'll need to start your Macintosh with another disk to do this. *Make sure that the new disks have the same names as the originals: BDC 1 and BDC 2.* Now select the file entitled *Launcher* on the new BDC 1 disk and choose the **Set Startup** command from the Finder's **Special** menu. Keep the original disks in a safe place and only play using your copies. If you have a hard disk, see the special instructions below.

Once you've finished copying and are ready to play, start up your Macintosh with BDC 1. The opening scene with the castle wall and wailing wind will stay on the screen until you click the mouse button once. Then, the Scores of Merit screen is displayed. From here, you can click on the **Info** button for detailed instructions on how to play the game and to get to the Practice Mode (described below). 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 you prefer. Use the **Demo** button to see a short demonstration of a master playing the game.

Click on the **Play** button to start the game. There is an opening animation sequence that moves you to the first room, the Ante Room. To skip this sequence and move right to the Ante Room, hold down the **Option** key when selecting **Play**.

Note: Special System and Finder

The System and Finder which are shipped with Beyond Dark Castle have been modified to fit, along with the game, on the first 800K disk. *They should not be used with any other software, and you should not copy them to your hard disk.*

Memory Considerations

Beyond Dark Castle can run only when the entire memory of the Macintosh is available to it. It cannot run when software which permanently uses some of the Macintosh's memory has been installed. This includes MultiFinder, AppleShare, MacServe, Tempo, Switcher, Servant, RAM disks, many print spoolers, some desk accessories, RAM-based HFS (Apple HD-20 or 800K external drive with old ROMs), many "INITs" and debuggers.

However, Beyond Dark Castle will run with Apple's RAM Cache, available through the Control Panel desk accessory. When you boot from your working copy of Beyond Dark Castle, the RAM cache is turned off during game play and turned back on when you quit. When you run Beyond Dark Castle from an already booted hard drive, the RAM cache is turned off, but is not turned back on.

BDC 1 is built so that a Macintosh started with it will not have any memory in use before the game is run — this ensures that the game will run. Hard disk users should refer to the **Playing Beyond Dark Castle on Your Hard Disk** section below for a foolproof way to avoid memory conflicts when running Beyond Dark Castle from hard disks.

Playing Beyond Dark Castle on Your Hard Disk

Playing Beyond Dark Castle from a hard disk will speed up loading of the game and shorten the wait between rooms. Should you have enough disk space available, you may wish to take advantage of this. To do so, insert the BDC 1 disk in your disk drive and copy the files *Beyond Dark Castle*, *BDC Prefs* and *BDC Data A* to your hard disk. Also, copy *BDC Data B* from the BDC 2 disk. Ensure that the four files are in the same folder. You may name the folder anything you like, but do not rename the game's files.

The easiest way to ensure that Beyond Dark Castle has enough memory to run is to start your Macintosh using the BDC 1 disk in the internal drive rather than booting from your hard drive. To prepare your BDC 1 disk for this, select the file on it called *Finder* and choose the **Set Startup** command from the Finder's **Special** menu (if you don't do this the game will automatically run from the disk).

Next, start your Macintosh using your BDC 1 disk and double-click on the Beyond Dark Castle icon on your hard disk to run the game.

Playing Beyond Dark Castle on a Macintosh II

Beyond Dark Castle runs on a Macintosh II even if there are permanent memory users or large screens. It does not run on all large screens, however. It does run on the standard Apple monitor and the SuperMac monitor. It does not run on a Radius monitor. Because you can play Beyond Dark Castle with permanent memory users installed, it is possible to get in a situation where there is enough memory available to run the game, but not to render the animations without flicker. If you see a lot of flicker on the screen when you play Beyond Dark Castle on your Macintosh II, see the section on **Memory Considerations** for some suggestions on how to improve the situation.

Saving Games in Progress

Beyond Dark Castle games can be saved on disk and later reloaded and continued. There is a special room called the Computer Room to which you must move your character in order to save or restore a game. It is always the room through the lower left door in the Ante Room.

When you wish to save a game, go to the Computer Room (you may not always make it!) and pull one of the five **Save** switches using the action key ('Q', unless you've reassigned it). Keep in mind that any game that was previously saved by that switch will be overwritten. There are five distinct slots for games for each of the three levels for a total of 15 unique saved games.

When you pull the switch, the computer in the Computer Room will animate, but the saved game won't actually be written to the Macintosh's disk until you leave the Computer Room by going through an exit or dying. If you want to save and then immediately quit, just press command-Q after you've done the save.

Restoring a saved game is done much the same way as a save, except the **Restore** switches are used. When a restore is finished, the saved score, number of lives and any saved possessions will be immediately restored and the status display will update to reflect this. A saved game may be restored as many times as you wish.

Practice Rooms

Beyond Dark Castle has a new feature called Practice Rooms. Practice Rooms are particularly useful if you are having difficulty with a particular room and keep dying before you master it. Use the Castle Map located on the second Info screen to enter Practice Mode for any room. Once in Practice Mode, you can do things like add lives, elixirs, rocks, give yourself the Fireball and the Shield and increase your health whenever you like. The Practice Mode is explained in detail in the Info Screens.

Tips and Techniques

- If you're a Dark Castle veteran you'll find that the movement and firing controls are very much the same in Beyond Dark Castle. About the only new techniques you'll need to learn are the duck-and-click used to set and light a bomb and the duck-and-crawl to crawl through the labyrinths at the advanced levels.
- 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** ("right") key, your middle finger on the **W** ("up") key and your ring finger on the **A** ("left") key. Move your middle finger to the **S** ("down") key when you need to go down. Practice playing a couple of times where you don't worry about score (a Practice Room or the Ante Room are good choices), but instead concentrate on using these fingers to move, until it becomes natural. Next, practice moving your ring finger up to the **Q** ("action") key for action and practice moving your index finger up to the **E** ("duck") key to duck. If you find these keys awkward, they can be changed via **Options**. Also, the cursor keys can be used for the "up," "down," "left," and "right" keys.
- Unlike Dark Castle's Great Hall, moving around the Ante Room is done with the usual movement keys. The "action" key is used to open doors and place Orbs on the pedestals. None of the doors in the Ante Room needs a key to open it.
- A technique that you will want to master is to throw a rock (push the mouse button) and then duck immediately by pushing the **E** ("duck") key. This is useful when a guard is very close. Zap the guard with a rock and then duck in case he just launched an arrow.