# Getting Started

- Before you do anything else, make backups of your Dark Castle disks. If you have 400K disk drives, use normal Finder procedures to copy each disk. Start up with some other disk first. <u>Please note that your copies must have the exact same disk names as the originals</u>. If you have 800K disk drives or a hard disk, see the instructions below. Once you're done copying and are ready to play, start up Dark Castle. The first scene with the Castle and the thunder and lightning will stay on the screen until you click the mouse button once. When you get the High Scores 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.

- **Do not** copy the System or Finder found on Dark Castle Disk One to any of your other working disks (except when making a copy of Dark Castle, as below). This System and Finder have been specially trimmed down to allow the game to fit in 800K and should not be used with other software.

- Dark Castle can only run when the Macintosh's entire memory is available to it. Thus Dark Castle cannot run when software that permanently uses some of the Macintosh's memory has been installed. This includes: Switcher, Servant, MacServe, Tempo, RAM disks, many print spoolers, some desk accessories, RAM-based HFS (Apple HD-20 or 800K external drive with old ROMs), and debuggers. Dark Castle <u>will</u> run with Apple's RAM cache (available through the Control Panel desk accessory). The easiest way to insure that Dark Castle will run is to start up your Macintosh using your Dark Castle disk number one. This will take you directly into the game.

Copying Dark Castle to a double-sided disk

1) Start up your Macintosh from any disk other than your Dark Castle Disk One (Dark Castle's disk number one takes you right into the game).

2) Using the Finder, initialize a double-sided (800K) disk. Name it "Dark Castle 800K" (actually you can give it any name you wish).

3) Copy all of the files from your original Dark Castle Disk One (Dark Castle, Castle Preferences, Data A, System, and Finder) to the "Dark Castle 800K" disk you just made.
Important Note: Do not put any of the files into folders. Your disk should look exactly like the one illustrated below.

4) Copy the file from your original Dark Castle Disk Two (Data B) to the "Dark Castle 800K" disk.
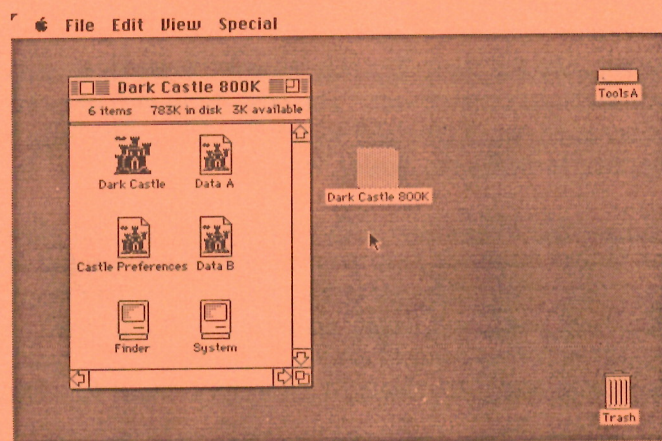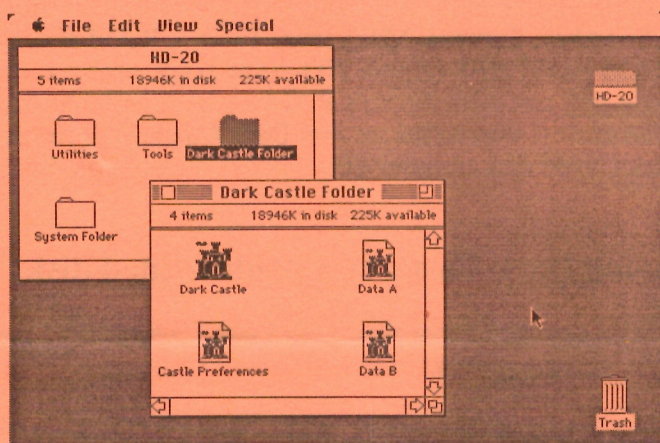

You now have a copy of Dark Castle on one double-sided disk. Your disk should look the same as the illustration above. To play the game, start up your Mac using this disk or, at the Finder, double click on the icon labeled Dark Castle.

Copying Dark Castle to a hard disk

Please Note: Dark Castle will not run when copied to a Hyperdrive installed in a 512K Macintosh (a Hyperdrive in a larger than 512K Mac should be OK) because the Hyperdrive software takes too much of the memory. If you have this configuration, you can run Dark Castle by starting up your Mac using a single or double-sided diskette containing Dark Castle.

1) Start up your Mac. Make sure that at least 750K of free space is available on your hard disk.

2) Using the Finder, create a new folder anywhere on your hard disk. Name it "Dark Castle Folder" (you can give it any name you wish).

3) Copy the following three files to the Dark Castle Folder from your original Dark Castle Disk One: Dark Castle, Castle Preferences, and Data A.
    Important Note: Do not copy the System and Finder from your Dark Castle Disk One. Your folder should look exactly like the one illustrated below.

4) Copy the "Data B" file from your original Dark Castle Disk Two to the Dark Castle Folder.

You now have a copy of Dark Castle on your hard disk. Your folder should look the same as the illustration above.

To play the game, double click on the icon labeled Dark Castle.

Tips and Techniques

1) The demo on the disk shows only the three Trouble rooms. Your local store should have a full-blown demo that goes through every room. The best thing you can do to figure out how to get through all the rooms is visit your dealer and watch the demo carefully (then buy some software or at least a magazine to make the dealer happy).

2) 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 need to go down. Practice playing a couple of times where you don't worry about score, but instead concentrate on using these fingers to move, until it becomes natural. Next, practice moving your ring finger up to the *Q* key for Action and practice moving your index finger up to the *E* key to duck.

3) 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* 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.