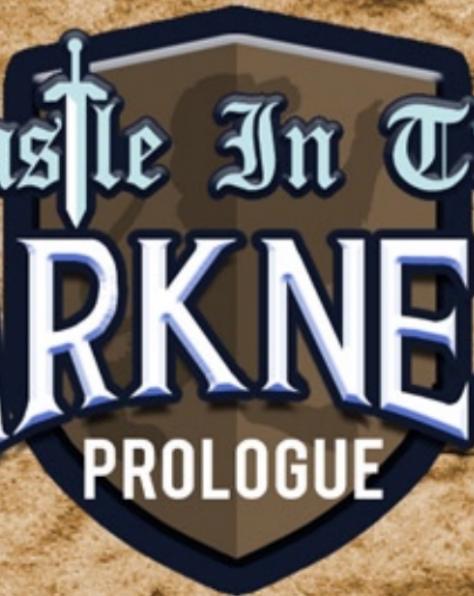


NES-CITD-USA



Castle In The
DARKNESS
PROLOGUE

INSTRUCTION BOOKLET

CONGRATULATIONS!

You're now the proud owner of Matt Kap's authentic version of Castle In The Darkness Prologue™ for the PC Entertainment System. We suggest reading the following instructions thoroughly!

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THE STORY

Note: This demo tells a different tale than the one told in the full version!

The hero leaves the castle only to realize that the town has been engulfed in flames! Monsters are everywhere, terrorizing the towns inhabitants and wrecking their homes!

But something is not right.
Everything seems hazy.
Could this be a dream?
A premonition? Or is it
just an illusion?

To find out, the hero
must find out who is
behind this attack, and
set things right!



HOW TO PLAY

There are two control schemes in Castle In The Darkness Prologue™.

CONTROL SCHEME A

This is a configurable keyboard and computer joystick control option. As long as the option is set to Control Scheme A in the option menu, you can press Ctrl+Y at any time during the game to configure the controls. Below is the default configuration:



Z KEY

Jump, Swim*
(hold for higher jump)



X KEY

Attack
Magic
(hold and release)



ARROW KEYS

Left: Move Left

Right: Move Right

Up: Enter, Save*, Buy*

Down: Equip*

CONTROL SCHEME B

This is a special configuration for players who have a Microsoft NON-WIRELESS XBOX360 controller. These controls are optimized to how we think the game is supposed to be played!

D-PAD

Left: Move Left

Right: Move Right

Up: Enter, Save*, Buy*

Down: Equip*



BUTTON X

Attack

Magic (hold and release)

BUTTON A

Jump, Swim*

(hold for higher jump)

*These features will only be available in the full version.

MONSTERS

Monsters are abundant in Castle In The Darkness™! Here are descriptions of some of the creatures you will encounter while playing the prologue! Be warned though, these monsters will not be reappearing in the same form in the full version of the game, so don't get too used to them!



GUMA

Two large fangs protrude from it's mouth, and one from it's anus. It uses these to walk.



FLOUSE

A strange monster that can only see when it's mouth is open. Floats and stares at heroes.



NORTH GUST

Mischievous spirits that travel in groups and annoy heroes. They are very weak, but so are you!





RED WINGS

Baby dragons from the kingdom of Baron. They fly in the sky, and use their fireballs to destroy towns.



BONE WARRIOR

A skeletal warrior that will attack the hero with its sword. It wears armor to withstand a few hits.



KUKARACHA

A cave crab with a super strong shell. It spits poison bubbles at heroes and is strong against fire magic.



BOSS: NORTHERN LION

An evil knight from beyond the Northern wall, who wears armor that resembles the face of a lion.

It is said that the jewel on his helm is the source of all his power!



ITEMS

In the world of Castle In The Darkness™, there are plenty of items you can use to help you get to your goal! If a certain part is too hard, make sure you go back and look around. There might be something that you missed! The following items are in this prologue, but may or may not appear in the full version of the game.



FOOD

Eat food to recover health. Some food is poisonous, so be careful! Luckily for you, the poison food isn't included in this demo.



GUARD SWORD

A short, weak, and almost useless sword used by the royal guard of Alexandria. You will start your quest with this.



MASTER'S SWORD

A stronger sword made by a famous swordsmith. It once belonged to a fellow named Master.



FROG SWORD

A sword carried by the famous/infamous Frog Knight. Where did he get this sword, and what are his motives?



SPIRIT RING

This item will allow your soul to attack when you do. It also summons evil spirits when an innocent life is taken...



ERUPTION

A magic card that allows you to shoot a burst of fire in front of you. Some enemies can be killed much more easily by using this magic.



BOSS HEART

By picking up the heart of a boss enemy, your maximum HP will grow by one point.



TIPS AND TRICKS

Even though this is only a short demo, you might find a part that's difficult to pass. This game is made to be fairly difficult, but here are some tips to help you on your journey!

- You can get extra height when bouncing off a breakable block by holding the jump button while bouncing!
- Some monsters will drop food when slayed. Grab the food to regain lost health.
- There are many secrets hidden throughout this demo. Make sure you check and stab every corner or you might miss something!
- Some monsters will only take damage when you strike their weak point. If attacks seem not to hit, hit 'em someplace else!



CONTACT

Castle In The Darkness™ is still in development, currently on track to be released in early 2013. It is being developed by Matt Kap, an independent Canadian game developer.

You can follow the development progress of the game, give feedback and criticism, or ask some questions at Matt's Twitter account:

twitter.com/MattKap1

And if you want to help Matt, please spread the word about this game, share the demo, and log in to **Steam Greenlight**, and vote/favourite/comment on Castle In The Darkness™! Thanks a lot!



Official website: <http://castleinthedarkness.mattkap.net>

TROUBLESHOOTING

Because of the fact that this is a PC release, everyone has different specs on their computers, which could lead to less-than-optimal performance from the game. Here are some tips to help it run smoothly if it isn't already running smoothly.

- Make sure you aren't running any other programs that will use up your system resources.
- If possible, use a PC gamepad (control type A), or a wired XBOX360 pad (control type B), as keyboard controls (also control type A) are harder to use.
- Windows 7 users: If the game is running slowly, you can right-click on the .exe file, and if you click "properties", then the "compatibility" tab, you can check "Run in 256 color mode" to ensure fast and smooth gameplay.

- If the game won't start because a file called "joystick2.mfx" isn't found, please update your DirectX software. The game will run with an up-to-date DirectX.
- Disabling Windows 7/Vista Aero effects will allow the game to run a bit faster.
- Disabling the "scanlines" screen effect option will also help the game to run faster.
- In case you're having trouble configuring gamepad settings, you could try re-mapping keyboard keys to gamepad buttons using programs like **Joy2Key** or **XPadder** (google it).



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