

INTELLIGENTVISION Intelligent Television

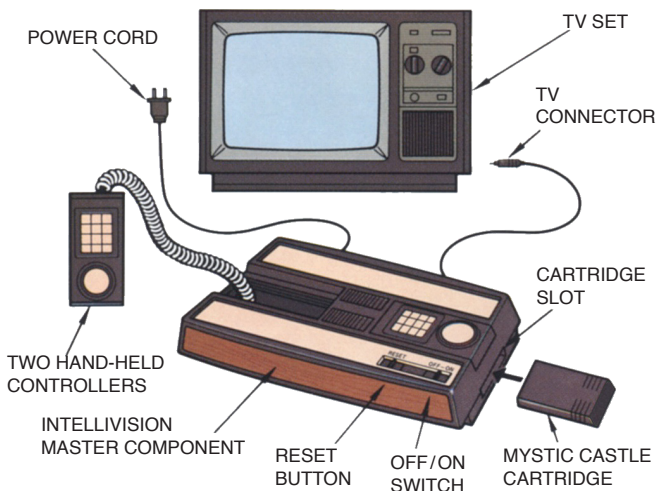
MYSTIC CASTLE

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

CHECK YOUR EQUIPMENT



Make sure that:

- INTELLIVISION is connected to your TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- MYSTIC CASTLE cartridge is placed in INTELLIVISION slot and firmly engaged.
- INTELLIVISION OFF/ON switch is turned ON.

Guide your knight through the deadly mazes of Mystic Castle, slaying evil dragons, sorcerers, and demons as you go. Watch for gates that block your path... magic objects that grant special powers, extra points, or extra lives... and magic creatures that energize your knight. Complete all three mazes—forest, castle and dungeon—and the game starts over at a faster speed. Continue playing, increasing your score, until all of your knight's lives are lost.



OBJECT OF THE GAME

To score the highest number of points by slaying the evil guardians of each maze and collecting magic objects. The player with the highest score at the end of the game is the winner.

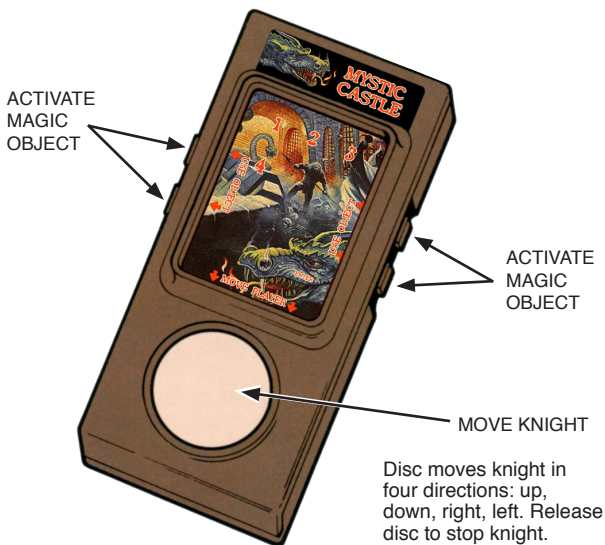
TO START THE GAME

When the MYSTIC CASTLE title screen appears, press the DISC to move to the Options Screen. Use the keypad to select the skill level to use. Then press **ENTER**.

- 1** – **Squire** (Beginner)
- 2** – **Apprentice** (Intermediate)
- 3** – **Archer** (Advanced)
- 4** – **Knight** (Pro)

Now enter the number of players. Then press **ENTER**.

Note: If no buttons are pushed, the game will go into Demo Mode, repeating titles and sample mazes for forest, castle and dungeon. Press the DISC or any button to display the Options Menu.



GAME CONTROLS

Slide the MYSTIC CASTLE overlays into the Hand Controller frames so they cover the keypads.






One-player game: use either hand controller. Two-player game: player 1 (First Knight) uses the left hand controller; player 2 (Second Knight) uses the right hand controller. During game play you will use only the side Action Buttons and the direction Disc.

Press any side action button to activate a magic object after your knight picks it up. Object can be activated only once, unless picked up again.

To save time, press the Disc to turn your knight before he reaches a turn in the maze. The knight will continue in his present direction until the turn is possible.

GAME IN BRIEF

(See next section for game details.)

1. Three dragons appear in the forest maze, one at a time. Slay all three dragons and advance to the castle maze. 
2. Six sorcerers guard the castle maze, appearing two at a time. Slay all six sorcerers and advance to the dungeon maze. 
3. Nine demons guard the dungeon maze, appearing three at a time. Slay all nine demons and advance to the next, faster forest maze. 
4. To slay a dragon, sorcerer or demon, move the **energized** knight on top of the guardian. If a knight comes into contact with a guardian while not energized, the knight will lose one life. 
5. To energize a knight, touch a magic creature: bat in forest, mouse in castle, or red skull in dungeon. Energy lasts several seconds, then disappears.
6. Pick up magic objects for extra points, lives, or powers. Avoid the crossbones. To pick up an object, move the knight on top of it. The object picked up replaces any unused object in your possession. To use an object, press a side Action Button. Objects disappear after use. 
7. Knights start with four lives. Additional lives are earned by picking up hearts or accumulating points. The game ends for a player when that player's knight loses all his lives.
8. In a two-player game, a player's turn lasts until his knight loses a life. The game ends when both players' knights have lost all their lives.

GAME DETAILS

MAZES

There are three levels to Mystic Castle: forest, castle, and dungeon. Forest level is slowest. Dungeon level is fastest. If your knight makes it through all three levels, game play

resumes at the forest maze, but game speed continues to increase with each new level.

Several mazes are possible at each level. Once a maze appears, it does not change until the next level is reached.

WALLS AND GATES

Knights and evil guardians can move only along open passageways. Magic creatures can move through walls and gates. All mazes have gates that randomly open and close. Gates are invisible until they close. Gates remain closed for a few seconds, then open again.

MAGIC CREATURES

All mazes have magic creatures that energize your knight when touched.



Forest maze: 2 bats

Castle maze: 1 mouse

Dungeon maze: 1 red skull



The knight remains energized for a few seconds, during which he flashes and special music plays. Only while energized can the knight slay evil guardians.

EVIL GUARDIANS

All mazes have evil guardians that must be slain to advance to the next level. Evil guardians come in three colors:



Green: slower than your knight and worth 300 points when slain.



Gold: almost as fast as your knight and worth 400 points when slain.



Red: faster than your knight and worth 500 points when slain.

Guardians pursue your knight when he is not energized. They flee from your knight when he is energized.

If your knight touches or is touched by a guardian while not energized, he will lose a life!

Different mazes contain different evil guardians:



Dragons: Three in the forest maze. Dragons appear one at a time.



Sorcerers: Six in the castle maze. Sorcerers appear two at a time, and can move as a pair or split up and attack from different directions.



Demons: Nine in the dungeon maze. Demons appear three at a time, and can move together or split up and attack from different directions.

MAGIC OBJECTS

Magic objects appear at various times, in various locations throughout each maze, remaining for several seconds before disappearing again.

To pick up a magic object, move your knight on top of it. To use the object picked up, press any side Action Button.

An object's power can be used only once each time it is picked up. An object remains in your knight's possession until it is used or replaced by a different object. (A knight can carry only one object at a time.)



Grail

Energizes knight



Key

Lets knight move thru gate or wall



Crown

Freezes guardians for a few seconds



Lantern

Doubles knight's energy



Necklace

Speeds knight up for a few seconds



Ring

Moves knight to random location

The above objects also add points to your score. The first object picked up within a maze adds 100 points. The second adds 200 points. All subsequent objects within that maze add 300 points.

Some objects can be picked up without replacing the object already in possession:



Coins

Add 500 points to your score



Heart

Grants you an extra life



Crossbones

Cuts your score in half

GAME LIVES

Each knight starts with four lives, and loses one life if touched by an evil guardian while not energized.

Additional lives can be earned by picking up a magic heart, and by reaching scores of 5,000, 10,000, 20,000, 50,000 and 100,000 points. The game ends for you when all of your knight's lives are lost.

The number of lives left, in addition to your present life, appears in the upper-right corner of the screen, next to your game score.

SCORING

Slay a guardian:

- **Green:** 300 points
- **Gold:** 400 points
- **Red:** 500 points



Pick up a magic object (except coins, heart and crossbones):

1st object in maze: 100 points

2nd object in maze: 200 points

All subsequent objects: 300 points

Coins: 500 points



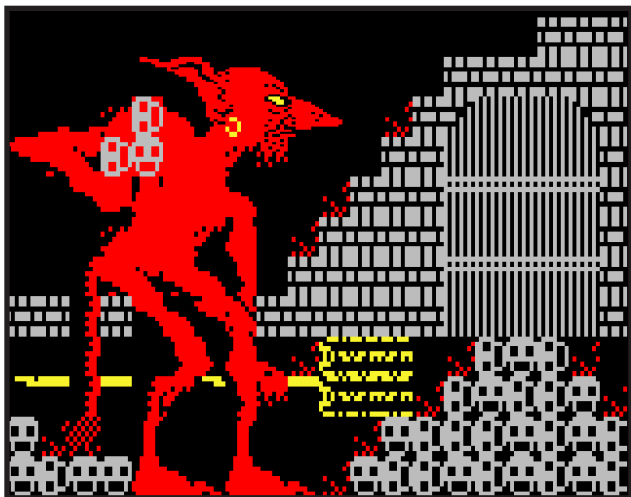
Remember: If you pick up the crossbones, your score is cut in half!



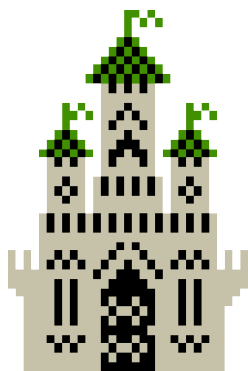
Extra lives are awarded when your score reaches 5,000, 10,000, 20,000, 50,000, and 100,000 points.

WINNING TIPS

1. Lure an evil guardian as close as possible to your knight before touching a magic creature. Your knight will be energized for only a few seconds, and meanwhile the guardian is running away from you!
2. Try to anticipate gates to trap an evil guardian in a dead end. Corners also slow guardians down.
3. Pick up the most useful magic objects. Although all objects give points, some are more useful than others. Exceptions: Always pick up coins and hearts. The extra points and lives don't affect other magic powers.
4. Avoid touching the crossbones whenever possible, but don't be afraid to sacrifice points if the crossbones stands between your knight and a safe retreat.



NOTES



INTELLiGENTViSION

Intelligent Television

Programming Enhancements by David Harley
Manual by Mark Thompson
Overlay by Eric Hatton

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