



Castle Guard

CAT. NO.
26-3079

Radio Shack

TRS-80



**COLOR
COMPUTER**

TM

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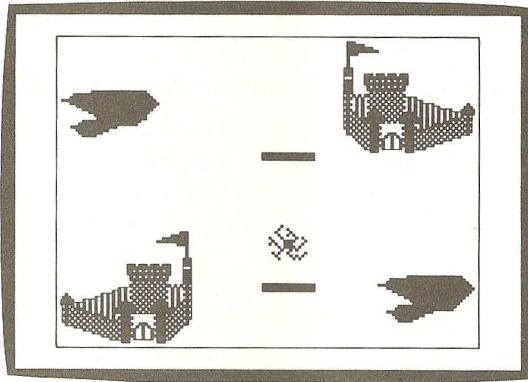
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System Requirements

This program requires a TRS-80 Color Computer with 16K RAM (or greater) and a joystick controller.

Loading Instructions

1. Have your computer turned off before inserting or removing a Program Pak™. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television and set the switchbox control to Computer. See your Owner's Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back left side of the computer.
4. Insert the Castle Guard Program Pak, label side up, into the slot located on the right side of the computer.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer. You may have to make adjustments on the television or press the RESET button to obtain a clear picture.



Introduction

The estates of Lord Schmegley and Sir Dumschtuff have been feuding for two decades, the point of dispute long forgotten. The continuing violence has brought anguish and disruption to the entire kingdom and all who live there.

The good king could tolerate no more, and therefore commissioned the wizard Merlin to use his mystical wisdom to find a solution.

Colored smoke and roaring sounds billowed from Merlin's cave for a fortnight. Suddenly one midday, darkness befell the land. A flaming star burst forth from the cave's entrance. Behind this deadly fireball appeared Merlin, carrying two long magical pikes.

The good king speaks to the feuding lords: “For crimes against the people in your charge and the destructiveness of your ways, a mystical battle will take place. This ball of flames will pass between the two castles, back and forth, including the land surrounding. Each time a castle is struck by the fireball, its size and strength will diminish stone by stone until ultimately, only one castle remains standing. This will put an end to the feud, and our kingdom will know peace once again!”

* * * * *

Your challenge is to defend your castle from the soaring fireball. Maneuver your pike in a way that will keep the ball from striking your castle— while sending it back to the opponent’s. Be warned! Merlin’s pikes are spellbound and seem almost to have power of their own!

Controllers

Joystick controllers are used to play Castle Guard. Move the joystick in the direction you want your pike to move.

Press the fire button to catch the fireball. Carry the ball to a place that appears to have a clear path to the opponent’s castle. Aim the joystick and release the button to send the blazing ball soaring.

When one person plays against the computer, the left joystick is active.

Starting the Game

Once the Program Pak is loaded into your computer, the opening screen asks whether you want to play against the computer (1), oppose another person (2), or observe a “magical” game totally executed by the computer (3). Make your selection by pressing (1), (2) or (3) on the keyboard. The two castles, lakes and pikes then appear on the screen.

Playing the Game

When the castles appear on the screen, the fireball is suspended near the center. The first hit from one of the pikes starts the action.

Great Ball of Fire!

Each time the fireball strikes a castle, a flash and a sizzle indicate that the castle is one step closer to destruction. Not only can your pike strike the fireball, but it can hold and carry it too! To hold on to the fireball, press the joystick button as the pike comes in contact with the ball. You can do this as often as you want for as long as you like before flinging it back to the other side. The more you carry the ball with your pike, however, the more the pike burns down in size.

Making a Splash

The lakes serve to cool down the fireball; when the ball hits the water, its momentum slows. The lakes also serve as targets from which the ball can bounce; but not even water can extinguish the flames of this fireball!

End of Game

A great rumble and a dazzling flash signal the doom of the defeated castle. The dark spell is broken! Daylight returns to find the survivor risen to its full glory, basking in victory.

Play Again

The end of the game will cause the program to return to the player selection. Press **1**, **2**, or **3**, or press the fire button to select the same mode as the previous game. **BREAK** may be pressed at any time during the game, if you want to quit and return to the player selection screen.



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AUSTRALIA

**280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116**

BELGIUM

**PARC INDUSTRIEL DE NANINNE
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**BILSTON ROAD WEDNESBURY
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PRINTED IN U.S.A.