

Dark Castle

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Dark Castle

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49T-L703

49T-L703





Big, fluffy boxes are evil.  
This manual doubles as a box  
to minimize waste and environmental damage

# Dark Castle



# **Dark Castle**

*by Mark Pierce and Jonathan Gay*

*Color Version by The Amazing Timmer  
and Howard Vives*

*Manual by Joe Williams*

*"Dark Castle is a game that has caused the loss of more  
productivity than any other Macintosh product to date."  
— Guy Kawasaki*

## *Legal Stuff*

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## Quick Instructions

Put *Dark Castle* on your hard drive. Run it. Play it. Have fun.





## Installing *Dark Castle*

To install *Dark Castle*, double-click the "Install Dark Castle" icon on the "*Dark Castle 1*" floppy disk. Put in "*Dark Castle 2*" when the first disk pops out.

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### POTENTIAL INSTALLATION PROBLEMS

In all likelihood, you'll find installation simple and painless. Since we're trying to fluff out the manual, however, we'll cover all the potential problems you may face in installing *Dark Castle*.

*I don't have a hard drive.*

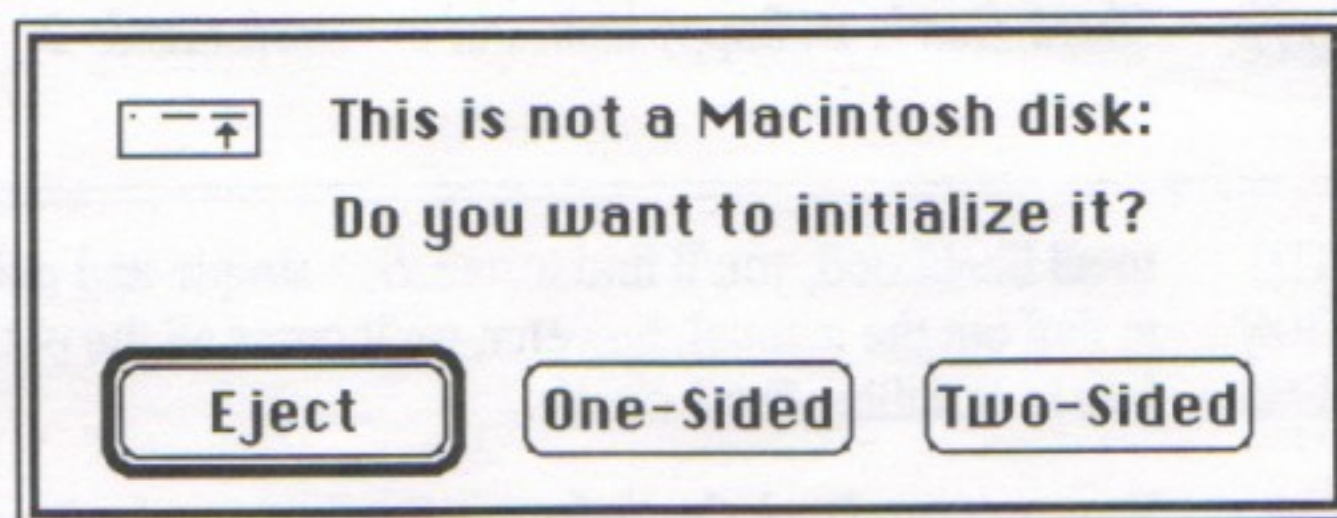
You can't run *Dark Castle* from a floppy. Consider buying a hard drive. They're cool and cheap. As we write this, you can get a 540 meg drive for under \$350.

If you're really desperate, call us and ask for the black-and-white version. That will (sort of) run from a floppy.



*My Mac puts up a dialog which says something like, "Do you want to initialize this disk?"*

You don't want to initialize it. Honest. You've got a problem:



- a: Your floppy drive is a piece of junk that can't read disks.
- b: Instead of inserting the *Dark Castle* disk, you put in *Windows*.
- c: There's something wrong with the *Dark Castle* floppy.

Try ejecting the disk and putting it back in a couple of times — sometimes this works. If you have a disk utilities program (like Norton Disk Doctor), you should try to recover the floppy with that. If these things don't work, you'll have to give us a call and beg for a replacement disk. Our number is (408) 730-9336.



*My Mac puts up a dialog saying something about my disk being full.*

This is just a hunch, but maybe your hard disk doesn't have enough space left to fit the game. Throw away some useless stuff on your hard disk, like those 200 copies of TeachText, the extra System Folders, or Microsoft *Word*.

*I don't have the floppy disks.*

They must have been lost somewhere, unless you've been doing some stupid software piracy where you copy the documentation instead of the software. Look for it. Maybe we forgot to put disks in the package. Maybe they fell out. Maybe your dog ate them. (If you don't have a dog, come and get ours.) If you can't find it, call us, and we'll gripe at you and send you a replacement.

*I don't have a floppy drive.*

What have you got, a PowerBook 100? Sheesh, get an external drive. Or you can pass *Dark Castle* across the network with File Sharing or the like. Or you can just put the disks near your computer and hope that the information oozes across by osmosis.

*I don't have a Macintosh.*

You're starting to get tricky, now. Buy a Macintosh. You'll like it. Or just wait — we might port *Dark Castle* to the PC someday. If we feel like it.

*What is the meaning of life?*

Most ideologies agree that we exist primarily to reproduce and share Strawberry Jell-O. Your mileage may vary; void where prohibited.



## Getting Started

The goal of *Dark Castle* is to defeat the Black Knight. To do that, you'll need to explore the castle to find the tools you need to take on Mr. Big. Defeat or avoid the bad guys that try to stop you.

It takes a while to get used to playing *Dark Castle*. Aiming with one hand and moving with the other takes practice. Start out on the Novice levels until you're comfortable with maneuvering Duncan.

*Dark Castle* is mostly an arcade game, but there's a lot of strategy involved. On some levels, it's best to take your time, while in others it's a good idea to just sprint through as quickly as you can. You'll figure out favorite strategies of your own as you play.

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### STARTING A NEW GAME

Just click on the "**Play**" button when you reach the main screen. This will put you into the Great Hall. There are four doors you can enter — just click on the one you'd like to attempt.

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### MANEUVERING THE HERO

In *Dark Castle*, you move with the keyboard and throw rocks with the mouse. When you get out of the Great Hall, move the mouse up and down. You'll see



the hero's arm move up and down to match. Click the mouse, and you'll throw a rock. With practice, you'll eventually be able to knock out bad guys — bats, rats, zombies, and so on — with your rocks.

Remember that you have a limited supply of rocks. You'll run out if you throw indiscriminately at everything. Eventually you have to move around the castle to find more rocks and defeat the Black Knight.

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OPTIONS... Right-handed people will probably be happy with the keyboard commands that Dark Castle normally uses. If you want to change the keys, you can — just hit the “**Options...**” button on the main screen.

The first time you run *Dark Castle*, it will make a file called “*Dark Castle Prefs.*” This is where we store your saved game, your preferred skill level, which keys you like to use, and so on. You can throw away the prefs file to remove all the high scores.

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GOODIES Scattered throughout Dark Castle you'll find bags of rocks and bottles of elixir. Grab them whenever it seems safe. You'll need extra rocks to knock out the



many dastardly denizens of the dark, and the elixir will negate the effects of a bite from the plague-infected rats and bats.

Unfortunately, it takes more than elixir to negate the effects of a guard's cross-bow. You get a new life every 5,000 points.

## *The Shield Levels*

Before you tackle the infamous Black Knight, you'll want to prepare yourself. If you just march directly into his chambers, without the Shield or the Fireball, you'll get annihilated. Your first objective should be the Shield, which will offer you some protection from the denizens of the castle. Ironically, the first place to go is Door Number 4, which leads to the Shield levels. At the end of the Shield levels lies the secret to the Shield power. What a coincidence!

When you use the Shield, you become momentarily invulnerable. You can tap the shield button periodically and stay invincible longer. Permanently hiding behind your Shield is for wimps, and never gets you anywhere.

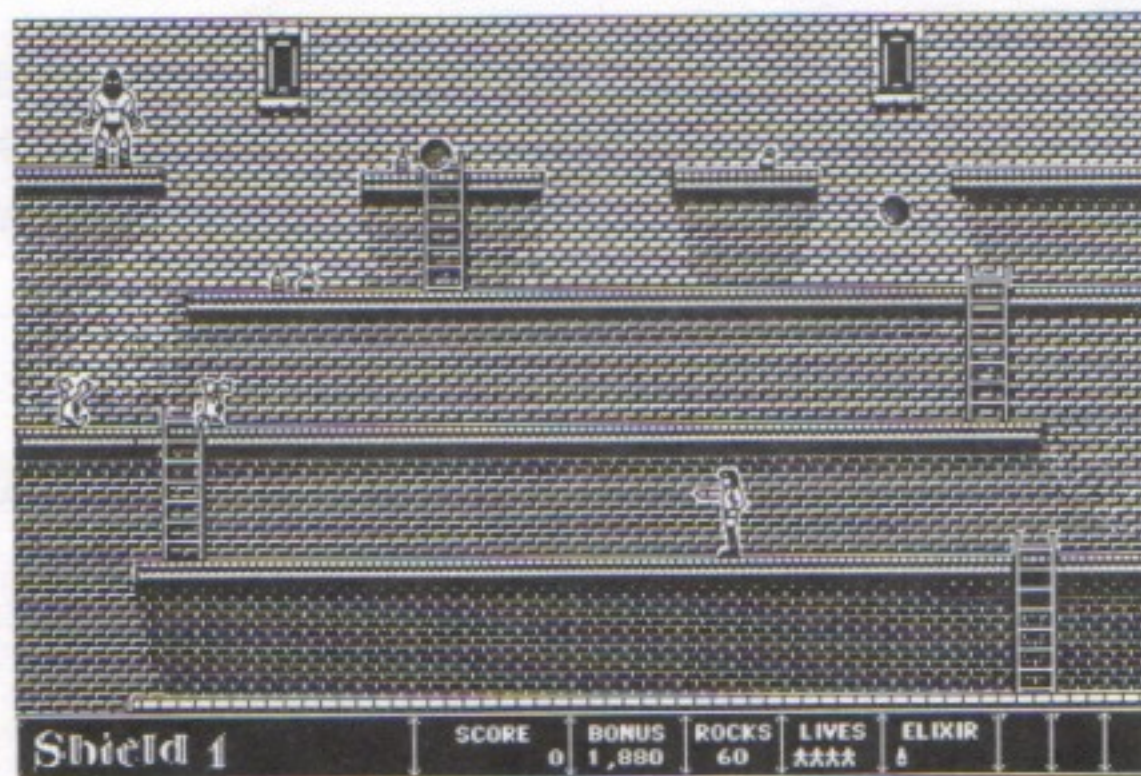
The Shield levels are probably the first ones to tackle, since the Shield is almost essential to get the Fireball.

We'll walk you through the Shield levels, but you'll have to get through the others on your own. Good luck.



## SHIELD 1

The guy in the upper left is the Rock Henchman. If you were to take off his mask, you'd see that he looks just like John, the Delta Tao Phone Guy. Ignore him. The Rock Henchman, like John, is indestructible. Dodge rocks and mutants and try to get out. You can jump rocks with careful timing, or duck under them. The third ladder is especially tricky.





**SHIELD 2** You're relatively safe at the entrance to this level. Shoot a bunch of ravens for target practice before you make your trek to fight the dragon. Watch out for the trap door — it's dropped many people into Trouble.

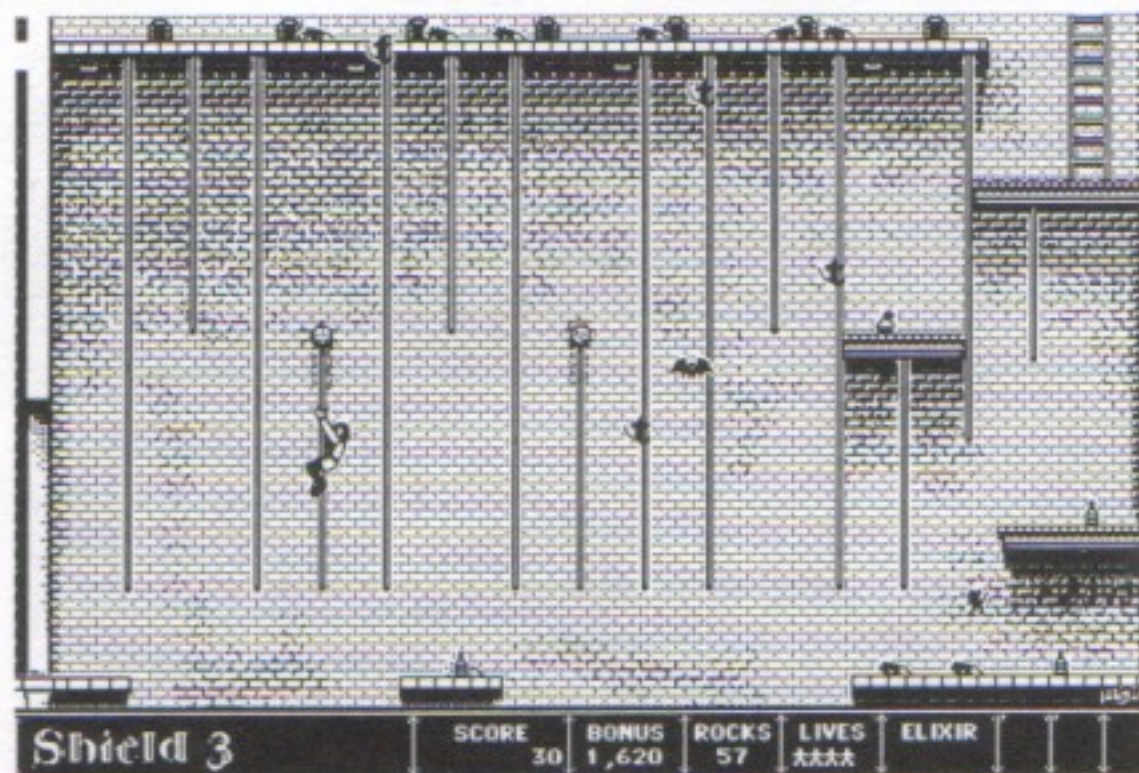
The Dragon seems to be immune to rocks. But what is that on the top floor?





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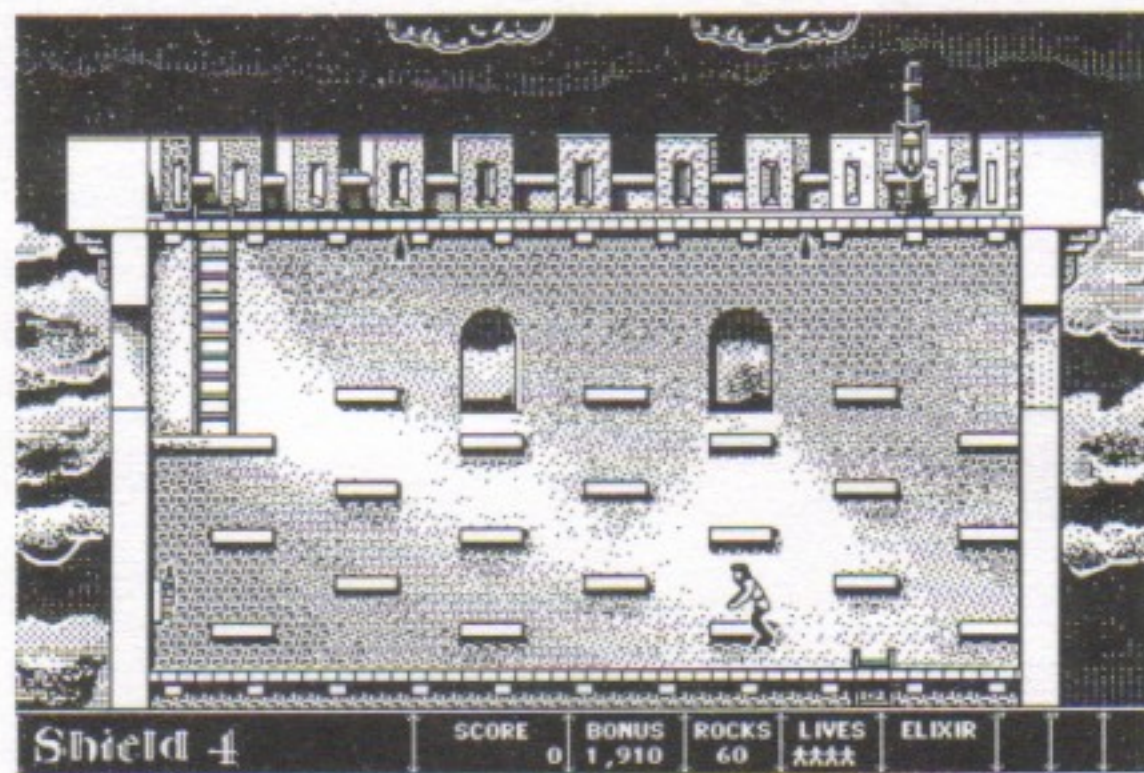
**SHIELD 3** An easy level, as long as you come in with an elixir or two. It's not a bad idea to shoot the bats before you go jumping from rope to rope — you can't throw rocks while you're dangling. Hide under the posts until you see a break in the waves of rats. Don't fall off the ropes.





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SHIELD 4    There's the Shield on the roof. Don't get struck by lightning while you're up there. Hey! What's with those ledges?





## *The Fireball Levels*

At the end of the Fireball levels is a grumpy old wizard who may aid you with a spell. Once he gives you the Fireball, you'll be able to shoot down gargoyles, fry the zombie guards, and in general feel higher self-esteem.

Save the game after you get the Fireball — you'll no doubt want to start there after the Black Knight defeats you.



## The Trouble Levels

At the bottom of the dungeon, there's a key that opens the door at the top. You don't need this key at all to win *Dark Castle* — as long as you never get in Trouble in the first place.

Trouble is a great place to rack up a few extra lives, rocks, and elixirs to tackle the other sections. It's probably the easiest of the sections, and with practice you can be in and out in a flash.

Sometimes you'll get into Trouble by accident. There are pits and trap doors throughout the castle that will slide you into the dungeon. Once you're there, defeat the Whip Henchman, grab the key, and escape.



## *The Black Knight Levels*

The goal of Dark Castle is to defeat the Black Knight. These levels are far and away the most difficult, and will no doubt challenge you for many hours. You'll need the Shield, Fireball, and plenty of lives and elixir to succeed against the Black Knight. You'll also need patience and strategy.



## Common Problems

*What are the secrets of the game?*

If we told you, they wouldn't be secrets, would they? So don't ask us. Figure them out for yourself, if you must.

*I crash all the time.*

Don't look at us — *our* software never crashes. It must be somebody else's fault. Seriously, if you throw away your "*Dark Castle* Prefs" file and turn off all your system extensions, you'll probably find that *Dark Castle* is bulletproof. On the other hand, if you do find a reproducible crasher, call and tell us about it so we can fix it in later versions.

*I don't have a 256 color computer.*

When you upgrade to a Mac with color (and you will), *Dark Castle* will look great. Until then, sigh with envy. You can call us and beg for a copy that will work in black and white.



## Technical Support

760 Harvard Ave.  
Sunnyvale, CA 94087

(408) 730-9336  
deltavee@aol.com

We think the single most important thing a software company provides (other than software) is Technical Support. We pride ourselves on being able to solve virtually any problem one might have with *Dark Castle*, and lots of other problems as well. If you call us directly at (408) 730-9336 at reasonable California business hours and ask for tech support, we'll be happy to help you with anything we can. It's also possible that you can get us at unreasonable hours, since we work hard and late, but we can't guarantee it. If you want alert, friendly service, don't call early in the morning.

Keep in mind that we're understaffed, overworked, and appreciate brevity. If you can answer questions like "What version of the System and Finder are you running?" without checking, we'll be ecstatic. If you call with questions like "What's a Finder?" we'll be peeved. Okay?

We love getting questions and comments via e-mail. Check out our America Online forum (keyword: *delta tao*). You can send e-mail directly to us at "DeltaVee" on AOL or to *deltavee@aol.com* on Internet. Or you can send directly to Joe (the president) at "JoeDelta" on AOL or *joedelta@aol.com* on Internet.



## Cure Tech Support Boredom

Good companies have technical support lines, where intelligent people (or, in our case, the company president and engineers) eagerly await the opportunity to solve problems from honest people trying to make the most of their software. While many support guys try to give the impression that they are overworked and underpaid, in fact they are often bored by their job.

In our years of answering these calls, we've learned a few important tricks which you can use to make life fun and interesting for those on the other end of the phone. We're now going to pass these on to you.

These techniques are guaranteed to fulfill and entertain whoever has the decency to answer the phone and do free technical support. (If it's 900 number technical support, you may see the support people using many of these methods, instead of the other way around. Beware.)

### *1. Refuse to describe your difficulty.*

When asked, merely mention a general uneasiness with your computer, or repeat over and over, "It just doesn't work." (Important tip: don't say what "it" is.)

### *2. Don't have your computer handy.*

If you do, the Technical Support guy (who, for the purposes of this article, will henceforth be referred to as "John") will probably just start making you use it.



Explain that "It's at home," or in the other room, or in Australia. Ask John to hold while you drive to Kansas (where your computer is) to try his suggestions.

*3. Don't try to solve your problem yourself.*

Actually, this should probably be number one, since if you inadvertently solve your difficulty, you really don't have much of an excuse to call John. More importantly, it's neat to make as many trips as possible away from your phone to your computer in the closet (see 2 above) to try obvious suggestions, like "Try turning off all your INITs."

*3a. Don't read the manual.*

Altogether too often, there's a section on troubleshooting, and your problem is covered. Again, this would leave you with no excuse to call John. Remember, it's important to have him say "R.T.E.M." ("Read The Manual") into the phone a couple of times a day.

*4. Talk slowly, and repeat yourself a lot.*

This serves the dual purpose of taking up a lot of his time, and letting John know you think he has an IQ of 23. If you're really good, you can put off answering his questions until he's asked new ones.

*4a. Speak a language other than English.*

John speaks English, so if you speak a different language, you'll get to repeat yourself a lot. When you do, go louder and slower.



Of course, if you're actually trying to glean useful information, you can just do the opposite of these suggestions, and you'll probably be dealt with promptly and efficiently. If that's your kind of thing.

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SAMPLE DIALOGUE:

John:	"Delta Tao Software, this is John."
You:	"I'm having... trouble."
John:	"What program are you using?"
You:	"It... just isn't working right."
John:	"What exactly is the problem?"
You:	"I try, you know, to run it, and it just won't..." (Long pause)
John:	"It won't...?"
You:	(relieved) "Exactly."
John:	(takes deep breath, closes eyes, rubs temples, counts silently backwards from ten. Sighs.) "What software are you using?"
You:	"Macintosh software."
John:	"No, I mean—"
You:	"Oh, let me check." (loud tramping noises, door opening, going up stairs, grunting, distinctive distant "bong" of Macintosh being turned on. Long pause. More stair sounds, door opening, loud tramping) "Uh... how do I find out?"
John:	(quits and goes home)



## *Our Mailing List*

If you have an e-mail address on the Internet, you can subscribe to the Delta Tao mailing list. Send a message to:

*listserv@netcom.com*

The subject doesn't matter, but the body of the message should be:

*subscribe deltatao-l*

That'll keep you up to date, with news of our new products, strategies, questions and answers, and various propaganda.

*Our World-Wide Web page:*    *<http://www.outland.com/deltatao>*



## Future Directions

*Dark Castle* is done. We don't intend to do anything to it, ever again, unless by some fluke we find a bug after we ship.

However, we do plan to do sequels. Next up is *Beyond Dark Castle*, with all sorts of cool new things. After that, we plan to complete the trilogy, with *Beneath Dark Castle*, or *Way, Way Beyond Dark Castle*, or *Back Behind Dark Castle's Refrigerator*. Maybe even more than that. Who knows? We welcome ideas about what kind of things to put in the new games.

The best way to give us suggestions is in writing. When you talk to us on the phone, your comment has to get translated too many times before it gets to the programmer for him to know what you had in mind.



## Frequently Asked Questions

*Is the Christmas tree still there?*

People ask a lot of questions. This is good — how else are you going to learn? However, we get a lot of the same questions over and over, so we're going to try to head a few of them off here. Read them, you might learn something.

*What's an Easter Egg?*

Yes. What's more, we've added several new Easter Eggs to be discovered.

*What are the other secrets?*

It's a special surprise that the programmers stick in just for fun. For example, to see the Christmas tree Easter Egg, just play Dark Castle on Christmas day. (You can fake out Dark Castle by changing your date to Christmas.)

*Can I kill the Rock Henchman?*

If we told you, they wouldn't be secret. Besides, as we write this, we don't know all of them. There is a secret level, but we don't know how to get to it. Don't call us and ask about it.

*What happens when you win?*

No.

Win and you'll find out. You get a special animation when you win on the Expert Level.



*Is Dark Castle native on the PowerPC?*

Yes. Though most of the code is emulated to save disk space, processor intensive code is native. Going from one level to the next is noticeably faster on a PowerPC Macintosh.

*Who did the sound effects?*

The vocal characterizations were done by Dick Noel, the cartoon voice of Fred Flinstone. Great, aren't they?

*Will you convert Dark Castle to Windows?*

Maybe. Windows isn't as cool as Macintosh, but that doesn't mean that they don't deserve some good games. We'll see.

*Are you guys some sort of cult?*

No. We do have a cult following, but we rarely encourage excess Kool-Aid consumption or flower sales. But we have been known to suggest acts of random kindness.

*Why...?*

Because we like you. Sheesh.



## About the Dark Castle Gang

*Dark Castle* was written in 1986 by Mark Pierce and Jonathan Gay for Silicon Beach. It was a huge success, showing off how great the Mac was at sound and graphics. It won every award there was, and made lots of money.

Unfortunately, the Macintosh evolved, and poor old *Dark Castle* didn't. The Mac II, color, and Multifinder all arrived, and *Dark Castle* slowly stopped working. Eventually nobody could run it any more.

We thought that was too bad, so we talked Aldus (who had acquired Silicon Beach for its graphics, not its games) into letting us renovate it. The old code was cool, but hand-tweaked assembly programming isn't in favor any more. We had to throw almost everything away except the (excellent) design.

Tim Cotter (The Amazing Timmer) rewrote the code from scratch, and Howard Vives redid all the art in color. We're sure you'll agree that it was worth the effort.

Rumor has it that Charlie Jackson, president of Silicon Beach, said, "I want *Dark Castle* to be so good that when other game companies see it they give up." That's great, but we're just the opposite. We want other game companies to see it and see how great the Mac can be if you do your software right.



*Thanks*

Tons of people contributed to *Dark Castle*. They tested, suggested, and molested without regard to their own safety. Here are some, but not all, of the deserving:

Alisa Scherer, Eric Snider, John Speck, Bruce Linde, Douglas Kiang, Ben Quintana, Chris Hansen, Michael Nosal, Joe Loyall, Michael Norman, Israel Alvarez, Christie Cooper, Tom Wilson, Kit Fitzpatrick, Paul Toth, Mary Blazzard, John Evans, and a bunch of others who didn't brown-nose us quite enough to get mentioned here.



## The History of Delta Tao

Delta Tao was born in 1989, when Joe Williams and Tim Cotter (“The Amazing Timmer”) tired of complaining about the high price and low quality of software and decided to do something about it. They wrote *Color MacCheese*, the first affordable color paint program — \$49 when its closest competitor was \$599. (Ah, the days when things were really expensive.) When *Color MacCheese* sold lots of copies, we took the plunge and dedicated ourselves to starting a little company to write Mac software.

Many people asked, “Why Delta Tao? Sounds like a fraternity.” There *is* a reason. “Delta” is the symbol used by engineers around the world to signify change. One would say “Delta V” when he means “change in velocity.” We admit this is engineerspeak, but forgive us for a minute. We’re mostly engineers, so this makes sense, at least to us.

“Tao” (pronounced DOW) is a Chinese word that means “the Path,” or “the Way.” It is the big concept behind Taoism. We’re mostly Taoist sympathizers around here, so this made sense too.



When you put these together, "Delta Tao" means "The Changing Path," or "The Change in the Path." We thought that this was almost a profound statement of direction, so we adopted it as a name.

We want to stifle all rumors right now that this name may have evolved in any way from the name of our college "fraternity," Delta Tau Sigma (at Caltech, if you must know). All such statements are completely unfounded, and any similarity in the names is entirely coincidental. Any references to a Mr. Dan Schwartz are also hereby disavowed. Also, it has nothing to do with *Animal House* frat "Delta Delta Tau," or because we wrote *Color MacCheese* in Delta Junction, Alaska. These things are just coincidence. Really.

When the Mac first came out, it was to be an appliance. It was small, so it could be parked innocuously in a kitchen, like a toaster. Apple envisioned a Macintosh in every home. Alas, it was not to be. Yet.

Joe and Tim loved the original Mac vision — a computer in every home, a friendly computer you liked using. Somewhere along the line, Apple got the crazy idea that they were selling business machines, and that real people didn't need computers. Joe and Tim figured that if they demonstrated to Apple the willingness of ordinary people to purchase low-priced software, Apple would



take the hint and lower the price of the computers. Shortly after *Color Mac-Cheese*, Apple finally started come out with Macintoshes affordable enough for "the rest of us." Coincidence? You be the judge.

Now that we've steered Apple in the right direction, Delta Tao (now expanded to include Eric Snider, Peter Commons, Howard Vives, Christie Cooper, John Speck, Kit Fitzpatrick, Bob Van de walle, Sue Cotter, and several others) has changed its focus. Now we want to convince people that computers and technology are important, fun, and useful tools that can change the way the world works for the better. We believe that the Macintosh is the greatest computer on the planet, so we're focusing on writing cool Mac software. Like games.

We're tired of certain other computers having more, better games than the Macintosh. We hate seeing ports from other systems dominate the Mac game market. This takes away from the Mac's biggest advantage — the user interface. Instead of just using our standard Mac stuff, we have to put up with the varied and difficult user interfaces those other computers have.

We love the Mac, and love computer games, so we decided to bite the bullet and write some great games for the Mac. Even if our games don't make us a



huge profit (and they don't, trust us), they need to be done, just to spur the Mac into the homes, where it belongs. Besides, we want to play them.

Since we don't do much of anything in the way of marketing or advertising, we depend heavily on word of mouth. That means we want *you* to do our advertising for us. Tell all your friends how great our products are. Call up local software and computer stores and ask them to carry our stuff.

We also really like encouragement. Surprisingly, none of us is making a huge fortune in the software business. Yet. We do it because it's fun, and because we like to believe we're making the world a happier, better place. Send us a letter telling us if you think we're cool. Chat with us via e-mail. Invite us to dinner. We love that stuff.

Yeah, we know we're the only software company in the world that thinks "customer support" works this way. But we *deserve* it.



## Our Stand on Copy- Protection

From *The Changing Path*  
(our "occasional"  
newsletter), Spring 1991

We at Delta Tao think that copy-protection is an evil thing that could seriously damage the growth of the software industry and the computer industry as a whole. We hope you'll boycott all copy-protected products. Here's why.

We believe people have a certain amount of money to spend on software. After they blow their software budget, they still want more software. If copy-protection is preeminent, they are out of luck. The software they buy is the only software they have. They find their Macintosh less useful, and don't encourage their friends to buy one. The hardware and software industries dwindle and die.

On the other hand, if things *aren't* copy-protected, people pirate software once they've blown their software budget. They learn which programs are good and useful first hand. The next year they will make informed decisions about what software to purchase. In the meantime, they find their computer more useful and friendly. They recommend it highly to their friends, who go on to become software purchasers.

There are two problems. Number one, in a world where some programs are copy-protected and others aren't, people may *buy* copy-protected software (since that's the only way they can get it) and *pirate* the unprotected software.



This rewards the businesses who are damaging the industry, and punishes those who help it along.

Number two, publishers without copy-protection can't sell bad software with massive advertising. Since people tend to try software before they purchase it, companies only sell their products to people who find it useful. This means companies with inferior products, but big budgets, should *like* copy-protection.

We don't mind problem number two so much, but the first problem scares us. The solution: boycott copy protection. Make sure it isn't profitable to copy-protect software.

Before the Software Publisher's Association has us lynched (they claim that "billions of dollars of revenue are lost every year to piracy") we'll invent at least a *little* bit of evidence for our theory. Remember back when the cassette tape was invented? People could now copy records indiscriminately, and there was nothing the record company could do about it. "We're doomed!" they shouted. "Now we'll only sell one of each record!" What really happened? The music industry took off to previously unimaginable levels, generating more profits for more artists than ever before.



When VCRs were first available, people could copy *movies* indiscriminately, and there was little the movie companies could do about it. "We're doomed!" they cried. "Now we'll never sell another movie!" What happened? The movie industry took off to previously unimaginable levels, generating more profits for more people than ever before.

Pay for software based on its quality, not its advertising, packaging, and copy protection.



## About the Packaging

*Dark Castle* doesn't come in a box with fancy styrofoam stuffing or glow in the dark stickers. We did this on purpose. We hate excessive cardboard and styrofoam for environmental reasons. We have done our best to avoid putting anything in the package that you'll just throw away. We *like* trees. Our package is just the right size and doesn't require any popcorn or fluffy cardboard filler to make the box feel full.

Here's an experiment. Buy 10 Macintosh products. Count how many have a lot of filler making the box look bigger. See how much smaller the box could be if the goal was not just to have a bigger box. Call those companies and tell them to make their boxes smaller and to stop shrink wrapping them. See what they say.

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### ABOUT THIS MANUAL

Joe Williams wrote this manual with *FrameMaker* from Frame Technologies. The fonts are *Mistral* (for the chapter titles) and ITC Garamond Condensed (for the body text and section titles). We took the screen shots with *Flash-It*, and doctored them with *Color MacCheese* and *Zeus*. Everything was output on an HP LaserJet 4M. Yes, we do *everything* on Macs.



## Recommended Reading

These are a couple of books that don't have anything to do with Macintosh software, or darkness, or castles, or anything, but we always enjoy reading them. On top of that, they embody the Delta Tao philosophy. In the years we've been recommending these books, we've never heard a complaint that one wasn't worthwhile.

*The Tao of Pooh*, by Benjamin Hoff, Penguin Books, New York, 1982. The best book on Taoism ever.

*Calvin and Hobbes*, by Bill Watterson, Andrews and McMeel, Kansas City, 1987.

*The Macintosh Way*, by Guy Kawasaki, Scott, Foresman and Company, Glenview, Illinois, 1989.

*Surely You Must Be Joking, Mr. Feynman*, by Richard Feynman.

*The Straight Dope*, by Cecil Adams.

*Nobody's Business if You Do*, by Peter McWilliams.



## Delta Tao's Other Games

### *Beyond Dark Castle*

We've got lots of other games besides *Dark Castle*. We love them, and recommend them, and we make money every time you buy one. We (of course) guarantee our games to be fun, so you can try them without any risk, too.

If you enjoy *Dark Castle*, you're sure to like its sequel. Expected before the end of 1995.

### *Eric's Ultimate Solitaire*

A collection of the best and trickiest solitaire card games. Includes Baker's Dozen, Forty Thieves, Klondike, Eight Off, Towers, and many more. Clean, fun, fast — especially great for people who think they hate computer games.

### *Spaceward Ho 4.0*

Our "conquer the galaxy" game has earned critical raves and a fanatical following. If you're interested at all in fun, fast strategic games, we highly recommend the *Ho!*.

### *Strategic Conquest 4.0*

Explore the world and fight a mysterious enemy with a variety of military machinery, including aircraft carriers, bombers, armies, and so on. Especially good with two players AppleTalked together.

### *Cascade*

Available in 1995. Create gorgeous fountains and waterfalls, solve puzzles, and be mesmerized by Eric's newest game. Requires a Power Macintosh for the amazing graphics.



## The Fine Print

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Congratulations! You have discovered the secret message.



Action

Up

Duck

Q

W

E

A

S

D

Left

Down

Right

Aim & shoot

Space bar

Jump