The Legacy Of Castle Terroretra
Players Guide

Forward

A short forward by Mr. Stony Blawn (A Reldni Executive).

Dear game player, this is Stony Blawn welcoming you to the final chapter in an epic saga of unrivalled excitement and boundless adventure. Yes indeed, I welcome you to buy my new book "The Stony Blawn Chronicles." See how I have challenged the system, infiltrated the bureaucrats inner secrets in a tell all gut wrenching tear jerker of a novel, suitable to be aired as a mini series on network television. "The Stony Blawn Chronicles" is in stores now or never. Published by Read'em and Weep. And now on to The Legacy Of Castle Terroretra! I hope you enjoy it, because I found it rather pathetic.

Yours Truly,
Stony Blawn

Introduction

Developing the original Castle Terroretra game was a very experimental process. Many elements I wanted to incorporate into the game, would not work appropriately. This was due to a lack of programming experience and a lack of proper tools. The final version of Castle Terroretra was rather short (although it's cliff hanger ending promised a sequel).

There were almost no barriers restricting the development of The Legacy Of Castle Terroretra. With this in mind, I really hope you enjoy playing this game. Please keep in mind that it is freeware, so you may give copies to all your friends and relatives. Please upload it to all your favourite bulletin boards!

I would love to hear any comments or questions. You can e-mail me at troy.scott@canrem.com

Hints

While playing The Legacy Of Castle Terroretra keep the following in mind:

Click all around the scene. There may be well-hidden objects or gateways!

When on a scene where you can use your LEGABOX, first move each object in your LEGABOX around the scene. Next, use each object in your LEGABOX to click on likely areas in the scene.

Read all boring messages carefully. They may contain the meaning of life.
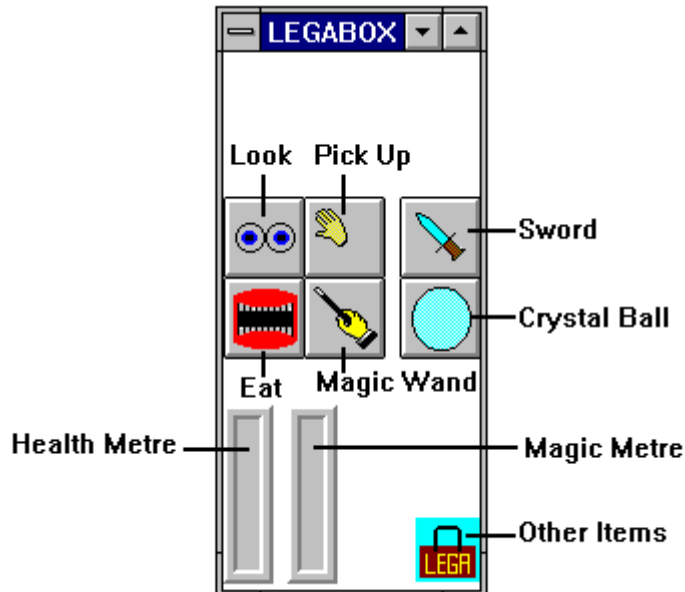
You will find a piece of paper and a pencil useful when trying to solve some of the puzzles!

Be sure to save your game when you can. There is no telling when this bug plauged game will crash, and it would be a drag to have to start playing from the beginning everytime.

Remember, that depending on the speed of your computer, some scenes will take longer to load than others.

The LEGABOX

You can use The LEGABOX on some of the scenes in The Legacy Of Castle Terroretra. The LEGABOX is a small movable window that allows you to select actions or tools. After choosing from The LEGABOX, the mouse pointer on the playing field will change.

Note: The Sword and The Crystal Ball are items that you must locate in your journey.

The First Scenes

Scene 1: You must cross a bridge. However a monster named Geekio The Terrible will not permit you!

Scene 2: You find an entrance to a cave. However, you must remove all the blocks before you may enter.

Scene 4: You must free a Slime Bait Creature who is trapped in a box.

Scene 5: You are trapped in a room. Find a way out!

Scene 6: You must collect a series of blue gems while being chased by Scary Skulls.

Scene 7: In a race against time, you must traverse a series of platforms that are full of surprises while avoiding the deadly monster below.

Sound Options

If you downloaded The Legacy Of Castle Terroretra from a BBS, you'll need to download additional sound files to use sound in this game. There are twelve lousy wave files used in The Legacy Of Castle Terroretra.

The very first time you play the game, a sound option window will appear. You can choose to have the sound off or on. This is a waste of time, since you can always turn the sound on or off at the main menu!

Before the game begins you can choose to turn the sound on or off. If you have a Windows compatible sound card capable of playing wave files, you can use the sound in this game.