

HAUNTED CASTLE - A USER INTRODUCTION

Haunted Castle is based upon a board game that I made many years ago, and it still retains many attributes of the original. This Introduction is to help clarify a few points that may not be clear from the rather brief playing Rules included in the game.

OVERVIEW


The castle background is in essence the board of the original game, and it is divided into squares. There are not visible to players, but the Heroes moving around the board, the chests with keys, the doors, and other hazards all occupy some of these squares. One advantage of the computer version (or disadvantage, depending upon your point of view) is that the hidden hazards are more hidden than cards face down on a physical board. A Hero carrying suitable protection can walk past one without the player being aware of its presence. Another advantage is that the room guardians, which were drawn onto the board in the original and never changed, are now allocated randomly to each room at the start of the game.

The aim of the game is to get your Hero to a chest in one of the rooms, which (hopefully!) will hold a Gold or Silver Key. Only Heroes holding one of these keys can open the doors to the Gold or Silver Room, where the treasures are stored. Once your Hero has entered a treasure room and obtained a treasure, he/she must escape from the castle with the treasure. The first Hero out is the winner.

There is no option to save a game with Haunted Castle as it is a short game, and it is intended for a game to be completed in one session. Also, the option to Exit the game affects all players. There is no facility to continue playing without one of the players set at the start, neither is it possible to continue playing after one player has won.

HEROES

Each of the six Heroes has a different attribute to help win. The Knight wears protective armour, the Wizard can teleport, the Gypsy can foresee danger, the Dwarf can walk through walls, the Elf can run faster than the others, and the Fairy can fly.

The Wizard teleports by standing on one of the teleport symbols on the ground () , and then opening the map. Clicking on one of the small teleport symbols on the map will transfer the Wizard to that point on the 'board' , unless it is in room where he has no

protection against the room guardian. The teleport symbols appear only during the Wizard's turn, and those on the map appear only when he is standing on a teleport symbol.

Thin sections of castle walls that the Dwarf can walk through are indicated by a flashing hand cursor. The walls, like everything else, occupy 'squares' on the 'board'. For the Dwarf, a thin section of wall is just another square that he can walk onto.

The Gypsy can foresee danger, which prevents her walking onto a hidden hazard and getting caught (*see below*). She receives a warning and cannot continue in that direction without a suitable Protective Item.

HAZARDS

There are of four types of hazard:

1. The room guardians are clearly visible in each room. Heroes can only enter a room if holding suitable protection against that guardian.
2. Door guardians, which can not be seen until a player clicks on one of the doors. Doors will open to allow Heroes to pass only if they are holding suitable protection. For most rooms, door guardians operate only when a Hero enters a room and do not hinder one leaving a room, whether protected or not. There are, however, exceptions! Door guardians are set randomly at the start of each game.
3. Fixed hazards are part of the 'board', are always visible and do not change with each game. They cannot be passed without protection, except for the Magnetic Field, through which most Heroes can pass with out protection, unless holding a metal item (the Knight cannot pass at any time as he wears metal armour). Gold and Silver Keys are obviously metal, and some Protective Items have metal on them (and carry a small ⚙ symbol, the symbol for iron).
4. Hidden hazards cannot be seen until a Hero walks onto one without suitable protection. There are different types of hidden hazard. Some will trap Heroes, who have to stay on that 'square' swapping Protective Items until released by one. Others cause players to miss a certain number of turns, and some have different special actions. One can transform a Hero into a frog. In frog mode Heroes can continue to

move around (though more slowly) but can be released from the spell only by a suitable Protective Item. Hidden hazards are set randomly at the start of each game.

PROTECTIVE ITEMS

These are based upon cards in the original game, and there is only one of each Item. These come in two values. Value 1 Items give less protection but Heroes can hold two of these, while Value 2 Items give more protection, but only one can be held at any time. Each Hero (player) is randomly allocated two Value 1 Items at the start of the game, but can swap these for new Items at any time (except when that Item is protecting the Hero from a room guardian). The Item selected for swapping will be returned to the 'pack' and replaced randomly by a new Item.

There is more than one Protective Item for each hazard, though when six players are all holding Items it may take a while to acquire the needed protection through swapping. There is one Item that protects from most hazards (not room guardians) but this can be used only once before it must be swapped.