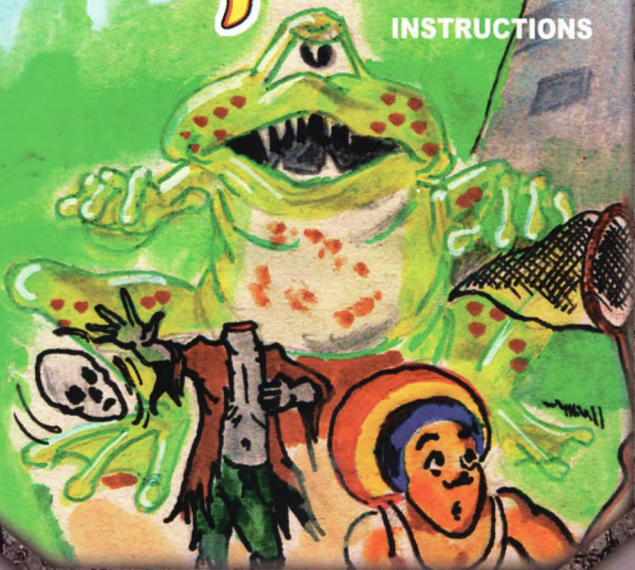


Gabriele Amore's

# CASTLE CAPERS

INSTRUCTIONS



# CASTLE CAPERS

**Game by Gabriele Amore  
Authoured with AGD  
Music by Sophie Fretter**

**Cover art by Andy  
Additional Illustrations by Patti Richards**



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**Loading your cassette. Castle Capers loads in approximately 4 minutes 30 seconds.**

### **48k ZX Spectrum**

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key after turning on your computer, or while the K cursor is flashing.

The "" are obtained by holding symbol shift and pressing the P key twice. There is no space between the "" marks.

### **128k ZX Spectrum**

Please select TapeLoader option from the main menu and press Enter. The cassette should auto load.

Loading should be error free, though if the tape fails at any time during the LOADING process, then please rewind the tape and try again. If failure persists then please try the other side of the tape.

If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: [Microgames2000@yahoo.co.uk](mailto:Microgames2000@yahoo.co.uk)

Use the subject header: "Tape clinic"

## THE STORY OF CASTLE CAPERS

It was custom for the kingdom to be ruled by a rodent of nobility. From Montanyous Mole to Samus-Stoatus, they had each brought both blessings and curses, but for all these years there had been peace with the dream fairy population. Then came the usurper, the nameless mouse-king, who struck down the castle guards and replaced them with the most diabolical creatures. When planted on the throne, he ordered the capture of the fairies, declaring that he would dine on them forever more.

When word of this reached the Eastern camps, you gathered your net and honed your causeway-building powers, determined to rescue your friends from this terrible fate.

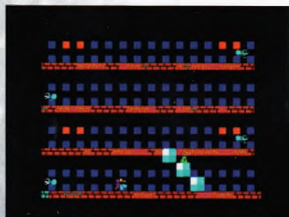
That time is now. Don't let the dream fairies down.

## HOW TO PLAY CASTLE CAPERS

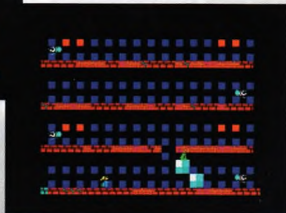
Travel between the sections of the castle by laying down causeway (stair) blocks, then walk into them to climb. However, you will also need to make holes in the castle walls to ensure free travel between levels.

Watch out for hunchback zombies. Some will throw their head at you, and some will pursue you. There are other creatures now lurking in the castle walls.

Watch out for their special and dangerous traits. Get it right, and you'll earn a showdown with the wicked mouse-king himself.



< Add blocks to climb



Remove blocks to descend >

## CONTROLS

O = Left

P = Right

M = Lay block / Remove block



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If you've written a game for an 8-bit micro,  
and you'd like to see it given the Monument  
treatment, then please get in touch.

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