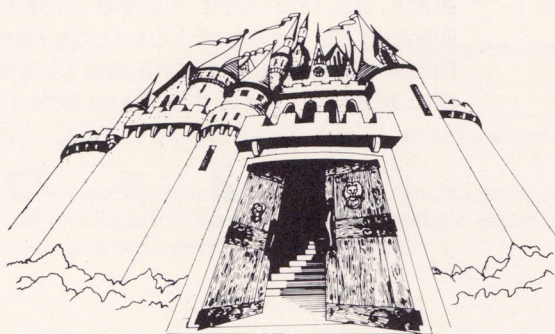

Get a quick start with *Think Quick!*[®]
All you need is right here.

A Knight's Guide to the Castle of Mystikar[®]

Welcome, traveler, to the kingdom of Mystikar! A trouble-making dragon has taken over the Castle of Mystikar. Many of the bravest and brightest knights of the kingdom have tried to rid the castle of the dragon, but all of them have failed. You are Mystikar's last and greatest hope.

The castle is guarded by Slime Worms that roam the halls and swallow you whole if you get too close. Lots of doors will block your way. Some of them must be opened in just the right order. Secret Panels marked with dragon code hide Magic Things that you need. And there are secret passageways to find in each part of the castle. Luckily, you have a safe Hideout with lots of things to help you. In there, you can build an enchanted Knight to help you against the dragon, make a picture of the room with the secret passageway, see a map and find things to protect you from the Slime Worms.

You'll have to think quick to get through the castle and make your enchanted knight before the dragon wakes up. Can you do it? The people of Mystikar are counting on you!



GAME ELEMENTS

Characters

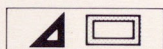


You (Choose your character at the menu.)

Slime Worm Wanders the castle and eats you, but will not kill you. Use flowers or the thumper to protect yourself. (See Hideout.)

Dragon Catches you when time runs out. (You can turn the timer off at the menu if you don't want to be timed.)

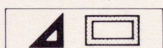
Clue for the Secret Panel Code



Clue Shows which Secret Panels to open. Find the rule for how both shapes of the clue are the same. Rules are:

- Hole or no hole
- Black or not black
- Same number of sides

Clue Example 1



In this clue, one shape is black and one is not black. One shape has three sides, and one has four. But *both* shapes have a hole. That's the rule for the code. Open only panels that have shapes with holes, such as those below. Here, the shape color and number of sides don't matter.



NO



YES



NO



YES

Clue Example 2



In this clue, one shape has a hole and one doesn't. One shape is black and one is not black. But *both* shapes have three sides. That's the rule for the code. Open only panels with three-sided shapes. Here, the shape color and whether or not they have holes don't matter.



NO



YES



YES



NO

In the Castle



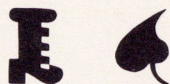
Hourglass Timer Shows how much time you have left in the game. (You can turn the timer off at the menu if you don't want to be timed.)



Secret Panel Hides Magic Things or Passage Finder pieces. Open only panels that match the clue. Touch the panel to open it. The clue and the panels change each time you play.



Passage Finder Piece Found behind Secret Panels. Shows a part of the room where you'll find the Secret Passage. The pieces snap into place when dropped in the Passage Finder in your Hideout. (See Passage Finder.)



Magic Things Found behind Secret Panels. Create parts of the enchanted Knight and the key to the Secret Passage door when you drop them into the cauldron in your Hideout.



Secret Passage Door The entrance to the next part of the castle. Find it by going to the spot shown by the black dot in the completed Passage Finder.



Key to Secret Passage Door Unlocks the Secret Passage door. Get it by putting a Magic Thing into the cauldron.

TIPS FOR SUCCESS

- Use your Hideout and the peephole often. The timer stops and you are safe.
- Use the detailed maps here and in the Guide for Players to find your way, as well as the map in your Hideout.
- Save your game when you finish a part of the castle and get a new rank.
- To get the highest score, turn the timer on (for bonus points), explore the parts of the castle in order, and think quick!
- For more tips, see Strategies for Success in the Guide for Players.

Your Hideout



Hideout A safe place in the castle where you can rest and think. It has a cauldron, Passage Finder, peephole, map of the castle rooms, flowers, and sometimes a thumper. (The timer stops when you are here.)

Cauldron Creates an enchanted Knight and keys to the Secret Passage doors when you drop Magic Things into it.



Passage Finder Shows a room in the castle with a Secret Passage when you drop Passage Finder pieces into it. The black dot in the finished picture shows where the Secret Passage is.



Peephole Lets you see the castle room you just came from. Touch it to see the room.



Flower Puts a Slime Worm to sleep when you hold it near one.



Thumper Attracts Slime Worms. (Found in the expert game.) Use it to trap Slime Worms.



Enchanted Knight Chases the dragon away when it's complete. Build it piece by piece by dropping Magic Things into the cauldron.

PLAYING THE GAME

Starting on an IBM/Tandy or Compatible Computer

At the A> prompt, insert the disk in drive A and type TQ. Then Press ENTER.*

Starting on an Apple Computer

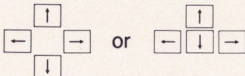
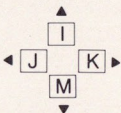
Insert the disk in drive 1 and turn on the computer.*

When you see the dragon flying, press any key. After a few seconds, you will see the menu.

Choose your cursor character (boy or girl) from the menu by following the instructions on the screen.

If you want step-by-step instructions for playing the game, choose Knight School. Otherwise, choose Play the Game and go to the Castle Courtyard - the first and easiest part of the game to play. Use this guide when you need help.

SPECIAL KEYS

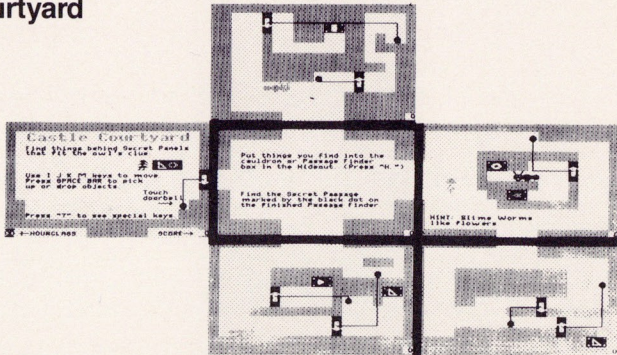
IBM Keys	Apple Keys	Functions
 or 		Moves you up, down, left, and right.
SHIFT or SHIFT NUMLK  	CONTROL I, J, K or M	To move in small steps. (The shift key + number lock key need only be activated once to move in small steps.)
SPACEBAR JOYSTICK BUTTON	SPACEBAR JOYSTICK BUTTON MOUSE BUTTON	Picks up and drops objects you are touching, like flowers, Magic Things, and Passage Finder pieces.
H	H	Lets you enter or leave the Hideout.
ESC	ESC	Lets you leave the game. Then you can save the game or go to the menu.
CONTROL R	CONTROL R	Restarts the current game.
CONTROL S	CONTROL S	Turns the sound on or off.

*See page 2 of the User's Guide for more detailed instructions on getting started. To install *Think Quick!* on a hard disk, see Appendix A (IBM/Tandy and Compatibles Version) or Appendix B (3.5" Apple).

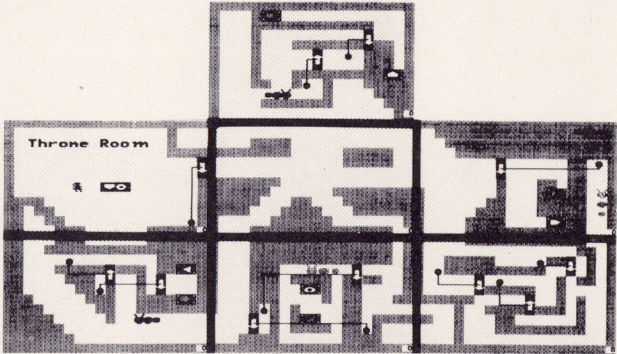
CASTLE MAPS

Use these maps to find your way through the three parts of the first Castle of Mystikar game. (Maps for the expert game are in the Guide for Players.)

Castle Courtyard



Throne Room



Golden Tower

