– no 'examine', no 'me', no 'scorn', no 'search' no 'eat'

STOP, POINTS, CARRY
– QUIT, SCORE, INVENTORY ——— which Quit(s) also
– use SUSPEND & RESUME (not SAVE & RESTORE)
– put all treasures on Beach & kill all monsters for full score

(c) 1983–2001

THE NEW CASTLE
aka ADVENTURE CASTLE
by Dave Dunfield

knows:
take, kill
open, close
unlock, push
attack, read
wave, use
drink, empty
retreat = out
oil, fuck = std
dig
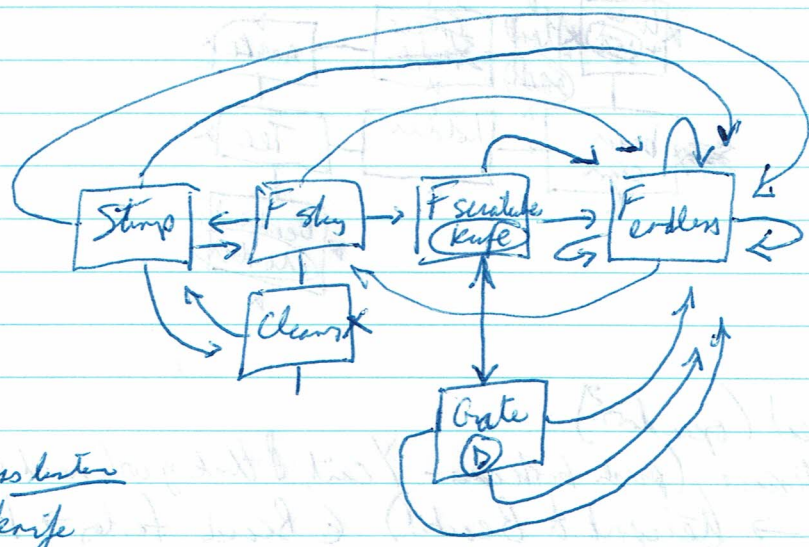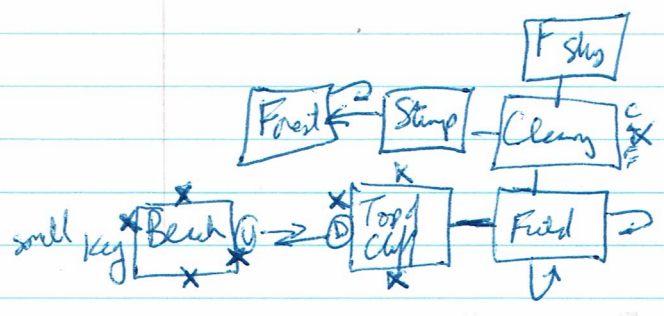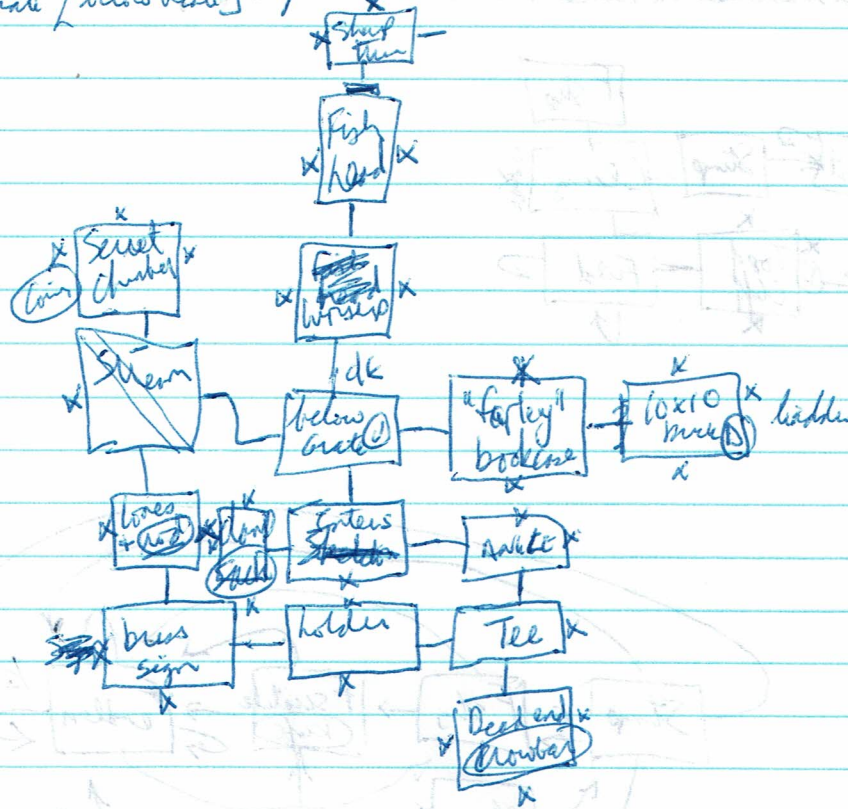

Stump – wait brass listen
Forst, scratches – knife

doesn't know 'sleep', 'listen', 'smell', 'pray', 'talk', 'climb', 'touch', 'pull'
'sit', 'stand', 'throw', 'fight', 'diagnose'

plugh/xyzzy — Good try.... but that's an old worn-out magic word.

d from grate [below grate] light lantern

Fish head (open door?)
at bookcase (push bookcase — Y can't, I think y will need smthg to do that.)
farley → (teleport to Beach!) @ Beach farley ⇒ bookcase
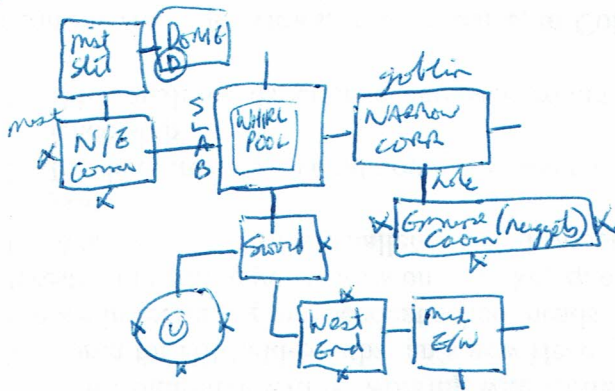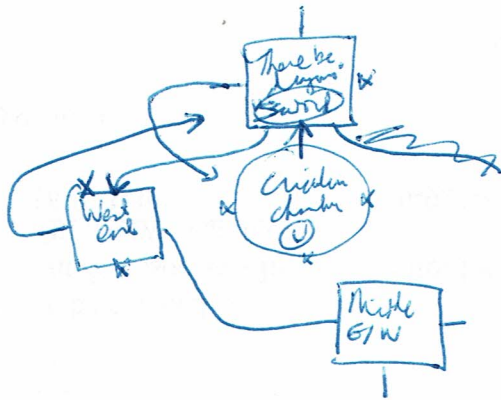farley doesn't work at below grate. Skeleton follows y.
     (game doesn't k the word 'skeleton'!?)   — can't open sack?

swing knife ⇒ kill skelton
move bookcase (ok, if have crowbar)

Map diagram (top):
- There be dragons. Sword
- Crieselon Chamber (U)
- West End
- Thistle E/W

Map diagram (middle):
- mist slit — DOME (D)
- N/E Corner — SLAB — WHIRL POOL — NARROW CORR (goblin)
- Grouse Coom (nugget)
- Sword
- (U)
- West End — mist E/W
- west, mist

sword is stuck in stone
push slab @ Whirlpool
Dome above lava (right! steus D, steam blocks sight)
hole S of Narrow Corr has inventory locke.

The NEW Castle was renamed from castle.zip to newcastle.zip
/gf-archive/games/pc/newcastle.zip (v3.5)

Highland Chef (2)
Dragon Resources Stories (2)
D Dragon (2)
Dragon George and the Moon (2)
The Damsel and the Dragon (2)
need reviews
Camel (2)
Custard (2)
Burnt Toast (2)
Deep Brown Laughter (T)
Diorama (T)
Dinosaurs Love (T)