



Castello Notte Scura

SOLID STATE
SOFTWARE

COMMAND MODULE

Explore. Find resources. Avoid monsters. Collect 5 magic keys and enter into the Dead of Night Castle! Your journey is about to begin - prepare yourself!





TEXAS INSTRUMENTS
HOME COMPUTER

Castello Notte Scura



This *Solid State Software*[™] Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

Original TI BASIC Version: Luca Muzio

Compiled & Improved Version: Alessandro Benedettini

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Command Module program and data base contents
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INTRODUCTION

Castello Notte Scura is a RPG game created in 1985 for the Italian magazine *TI99 NewSoft*. The game is in Italian language. The original game was written in TI BASIC and is very slow. It is an interesting game, although the various limits of TI BASIC.

In 2020 I've created a first compiled version, that dramatically increased speed and playability. Nevertheless, the first version had some bugs. This new, 2022 version, solved all the previous bugs and introduced some enhancements (joystick support for movements) and fixes in the original code (use of 2 digit numbers in the market). It is also translated in English.

Note that due to compiler's limits the amount of gold cannot exceed the value of 32767. Spend regularly your gold in markets to avoid this limit.

This SSS module has both Italian and English versions.

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Finally, I would like to thank *Ciro Barile*, from the TI-99 Italian User Club (www.ti99iuc.it) for his invaluable help and support for testing the game, revising the manual, etc.
Thanks to *OLD CS1* from *AtariAge* for his *Old Style Cover Template*.

Have a lot of fun with this game on our beloved TI99!

USING THE CASTELLO NOTTE SCURA MODULE

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer.

1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.
2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside CASTELLO NOTTE SCURA.

Note: To remove the module, first return the computer to the master title screen by pressing QUIT. Then remove the module from the slot.

CASTELLO NOTTE SCURA requires the 32K Memory Expansion unit and is designed to work with the optional Wired Remote Controllers and keyboard.

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Castello Notte Scura is a totally new game that is close to the spirit of the "Adventures", while resulting always varied and engaging every time it is played.

OBJECT OF THE GAME

The goal of the game is threefold:

initially you have to increase the number and the strength of the soldiers of your Party.

Then you have to find 5 keys that are needed to enter the *Dead of Night Castle*.

Finally, once collected the keys, you have to enter in the Castle and defeat its occupants.

Keys can be found in castles or tombs and can be obtained, along with a conspicuous treasure, after killing all their defenders.

After each fight, the place visited will be again filled with monsters and treasures.

Castles, tombs, and other places, are scattered throughout a territory of 16x16 units per side.

Each unit is a possible location that you can occupy.

On the screen it is showed a section of 9x9 units with your army always at center. There are 8 special characters that are:



MOUNTAINS



DESERT



RIVER



CITY



VILLAGE



CASTLE



DEAD OF NIGHT
CASTLE



TOMB

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Summary table of possible purchases in the markets:

<u>ITEM</u>	<u>PRICE</u>
FOOD	3 gold pieces x unit x person
HINTS	From 1500 to 3500 gold pieces
MEN	Soldiers: 550 gold pieces + equipment Thieves: 675 gold pieces + equipment

NOTE: prices are referred to markets in cities.

Weapons and Armours:

	Price	Fatigue	Strength
LIGHT	50	2	1
MEDIUM	200	5	3
HEAVY	400	10	5

DAGGER	45	1	2
AXE	200	2	5
SWORD	350	5	7

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To calculate the strength of your soldiers you have to sum the strength of the armour + the strength of the weapon + 1 (e.g. at the beginning with the *light armour* and the *dagger*, your strength will be $1 + 2 + 1 = 4$).

The fatigue coefficient, on the other hand, influences your fatigue during moves. To calculate it, sum the fatigue of weapons, of armours and add 15 to the total.

At the beginning of the game the fatigue coefficient is set to 15. It is increased at each fight and move and if it reaches 100%, can have lethal effects on your soldiers. Potions and / or rests reset or decrease the fatigue of your army.

Enemies can attack you in castles, tombs and outdoors. There are different types of enemies, which can be divided into 2 classes:

- 1) *potion bearers*;
- 2) *treasure bearers* (and possibly keys).

Both classes can bring you undoubted advantages, but you have to attack only if you are in numerical superiority, in order to not risk to be defeated.

The average length of a match (if you can not get eliminated at the first fight) varies from 2 to 4 hours and I'm sure you too, after the first disastrous attempts, will be able to enter the awful "*Castello Notte Scura*".

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Summary Table for Enemies and Fighting Strength:

	Outdoors	Mountains	Deserts	Rivers
<i>treasure bearers</i>	Giants (8)	Gnomes (5)	Raiders (11)	Tritons (7)
<i>potion bearers</i>	Vampires (5)	Yetis (8)	Sandmen (8)	Pirates (10)

In CASTLES: Soldiers (15)

In TOMBS: Ghosts (12)

In DEAD OF NIGHT CASTLE: Dragons (*variable strength*)

You're in search of 5 magic keys to be able to enter in the Dead of Night Castle! Explore the world, avoid Giants, Vampires and other creatures, guide your Party, collect gold and other resources...

Castello Notte Scura module features let you

- Control your Party.
- Fight Monsters.
- Visit Cities.
- Collect Resources.
- Find the keys to enter the Castle.

Activities in this module are also designed to work with the optional Wired Remote Controllers. The 32K Memory Expansion is required.

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the microprocessor, and the microcomputer.
Being first is our tradition.*



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