

MIND·CASTLE ITM

An exciting, motivating
and challenging logic
adventure game.

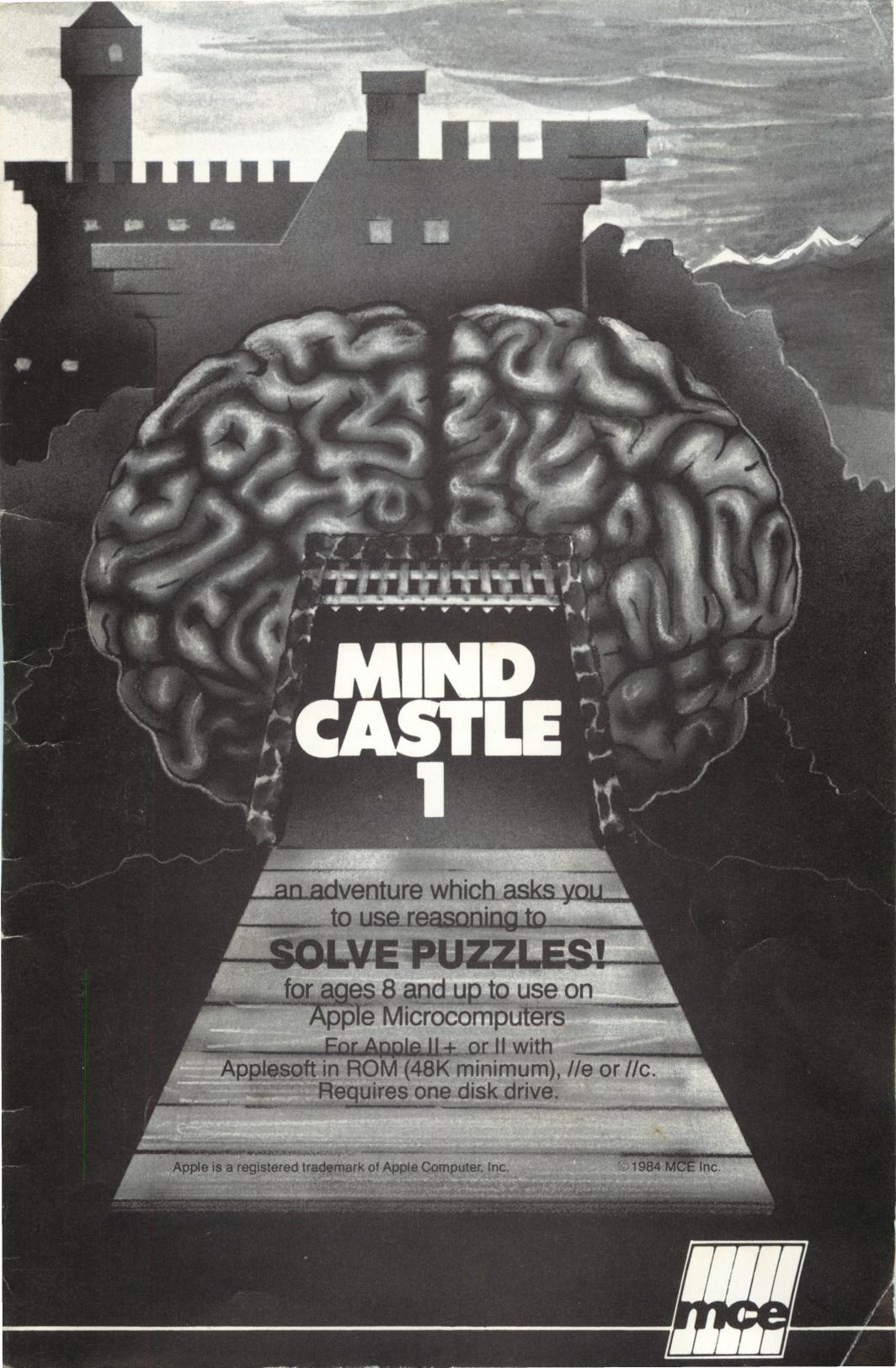
Recommended
for age 8 thru
Adult.

For Apple II
plus and IIe
computers.



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MIND CASTLE 1

an adventure which asks you
to use reasoning to

SOLVE PUZZLES!

for ages 8 and up to use on
Apple Microcomputers

For Apple II+ or II with
Applesoft in ROM (48K minimum), IIe or IIc.
Requires one disk drive.

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mce

**“Welcome to Mind Castle.
My name is Mr. Winn.
Grab your hat and
get your coat—
We’re ready to begin!”**



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Artist William R. Pensyl

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Only the highest quality educational design and programming go into our MCE programs. If, however, you receive a program damaged in shipment or production, return it within 30 days for a free replacement.

Should your MCE program become damaged in use, please contact us for replacement information. Our address and toll-free number are on the last page of this manual.

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A Good Place to Start

THE STORY...

The Master of Mind Castle, Lord Juares, was a rich young man from France. He built his Victorian Castle in America in the early 1860's.

The Master liked everyone; and everyone liked him. He loved to play practical jokes and to stump others with his riddles and puzzles.

“Use logic and reasoning
and you will find
that deciding is easier—
you really won't mind.
You'll be quicker at math
and science, too,
when you learn
to think clearly—
I'm here to help you!”

THE PROGRAM...

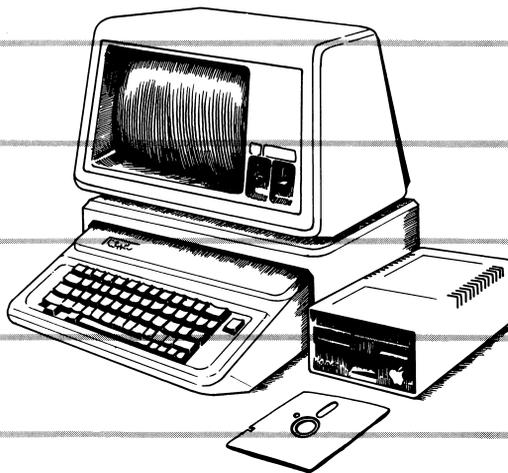
To run this MIND CASTLE program, you'll need:

A monitor or T.V.
(color is better, but
black and white's O.K.).

An Apple II (with
Applesoft in ROM)
Apple II+ , //e, or //c.

One disk drive.

Your MIND CASTLE disk.



FIRST: Open the disk drive door. Hold the MIND CASTLE disk with the label up. Gently slide it into the disk drive.

Close the drive door.

Turn on the monitor (or T.V.).

Turn on your computer.

The MIND CASTLE program will load and give you instructions for running the program. Read all of the instructions carefully.

The Middle

THE STORY...

Lord Juares and his wife, Theresa, have three children: Tom, Susan, and Molly. They are all very happy in the Castle.

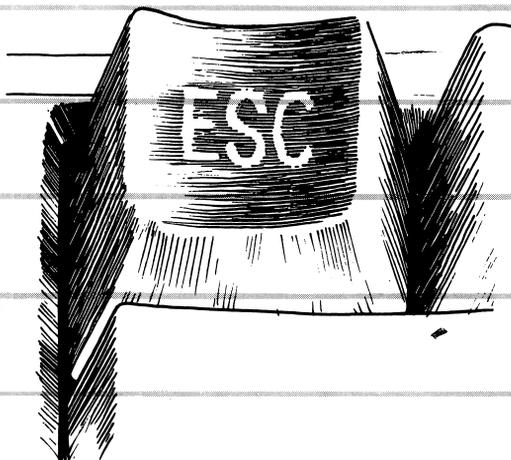
The Master has fancy dinner parties and dances and the theater is often used for entertaining the many guests.

Like the Master, the children's Nanny is also fond of puzzles. The children work many puzzles in the school-room where they do their lessons.

The Master has hired many interesting servants. Mr. Winn who speaks in rhymes is your guardian and will lead you through the Castle.

"Read with care
the puzzles here
and always think
them through!

If you forget
what you must do,
just press escape
and I'll help you!"



THE PROGRAM...

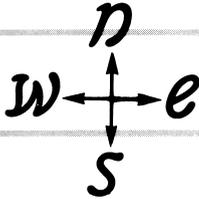
In each room, the letter in the corner of the screen tells which direction you face. To move, you may type:

N (or North)

E (or East)

S (or South)

W (or West)



**ALWAYS PRESS THE RETURN KEY AFTER
TYPING A DIRECTION OR AN ANSWER.**

Your Blueprint of the Castle will help you see where the doors are and decide which way to go.

In each room, you may solve a puzzle. Type P (or Puzzle) to see the puzzle. If you need help to solve the puzzle, type H (or Hint). Mr. Winn will help you.

If you are in the room where stairs go up to the next floor, you may type U (or Up) to go up. But be warned: you must solve some puzzles and “prove your ability” before you will be allowed to go up the stairs. How many must you solve? That’s for Mr. Winn to decide.

If you forget the directions, escape to see them again by pressing the Esc key.

NOTE: Your MIND CASTLE program disk will spin from time to time to load parts of the program into the machine.

**DO NOT REMOVE THE DISK UNTIL
YOU’RE DONE RUNNING THE PROGRAM.**

An End

THE STORY...

Your visit to MIND CASTLE takes place in the 1880's. The Master, his wife, and children are all well and happy. Even the servants are happy in the Castle where the Master's love for puzzles and jokes helps make life fun and exciting.

Your visit to MIND CASTLE I will end with your escape. Can you reach the tower? Can you find the way out or will you remain forever locked into MIND CASTLE?

THE PROGRAM...

If your mom calls you to dinner or some other emergency arises before you reach the tower, you may save your place on the disk and return later. When you are in a castle room:

1. Type Save and press RETURN.
2. Take the disk out of the disk drive.
3. Turn the disk over.
4. Put the disk back in the disk drive.
5. Press any key.
6. Type a number from 1-99.

When you want to reboot the program later:

1. From any room, type Recall and press RETURN.
2. Take out the program disk.
3. Turn the disk over.
4. Put the disk back in.
5. Press any key.
6. Type your number.
7. Turn the disk over again and press a key. You will return to the place you saved.

Remember your goal is to reach the tower. Should you find that you are unable to solve the puzzles, ask a friend to help! When all else fails, don't panic; write us. We have answer sheets ready to send to frustrated puzzlers. We'll gladly send you a copy.

Good luck, fellow puzzler!

THE STORY...

What happens to the Castle and its occupants? To find out, we invite you to MIND CASTLE II where the puzzles are more challenging, the servants speak to you and the Castle appears haunted.

What has happened to Lord Juarez, his wife Theresa and their three children? What has happened to the wealth the Master stored in the tower? Was it all in MIND CASTLE I? To be sure, there will be some surprises in store in MIND CASTLE II.

Sharpen your reasoning skills before you see your dealer for the rest of the story!

THE PROGRAM...

Your use of logic and reasoning to solve puzzles does not end with this program. We all use reasoning every day: What's the fastest way? What's best? If I use my money for a vacation, how will I pay the bills? The weather report says it will be cold. What'll I wear? Who will I vote for? Why?

You can sharpen your reasoning skills in order to make better decisions.

MIND CASTLE II is an advanced logic and reasoning program. The puzzles are more challenging. MCE Inc. has also produced two programs to teach logic. If you had trouble with MIND CASTLE I or would like to learn more, ask your dealer about these programs!

There are many puzzle books in the book stores and library. Try some more puzzles. Try them on your friends.

Learn to ask questions. Ask yourself, "Why?" Then try to find the answer. Why is it a better product? Why did he win? Why are most plants green? Why is that plant brown? Why is the owl considered wise? Why do we get thirsty? Why do birds have feathers?

Look for patterns. Look for ways things are alike or different. Maybe you'll find new answers to old questions. Maybe you'll find new questions!

It can all start with learning to solve puzzles. The fact that you are reading this shows you are willing to stretch your mind and learn to reason better.

Congratulations, fellow puzzler!

Also from MCE Inc.:-

THE 4TH R—REASONING

“True, false, or nonsense?” “How do you know?” Through observation? Through report? Through reasoning? The 4th R is an indispensable introduction to logic. This program shows you how to examine the FACTS and stretch your reasoning ability. (For age 7 to 13)

REASONING: THE LOGICAL PROCESS

Develop and refine your reasoning skills to solve problems, make decisions, and critically analyze statements. You will learn about relationships, patterns, inductive and deductive reasoning, formal logic, premises, and conclusions. (For secondary students and adults.)

MIND CASTLE II

This adventure once again finds you in the Victorian Castle. Mind Castle is now deserted, but the specters continue to provide you with challenging puzzles. Can you reach the tower? Can you find the Master’s treasure? Will it be yours? Call Cousin Charlie, Uncle Bert, Aunt May, and Gramma. You may need help with the puzzles in Mind Castle II! (For puzzlers aged 12 through adult.)

If we can be of help, call or write to us:

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616-345-8681 in Michigan**



“I hope you like
this MIND CASTLE.
The Master
hopes so, too.
Do come again
to visit us.
We’ll spin a tale
for you!”

MIND·CASTLE I^{T.M.}

MIND·CASTLE I^{T.M.}

A Logic Adventure Game.

Introducing an exciting, innovative approach to education within the home. A fascinating overlay of educational design with an adventure game format.

The Setting: MIND CASTLETM I takes place in victorian times (1880's). The Castle is "alive" with activities common to the times.

The Objective: The Castle has several floors with 44 Rooms. Your task is to get to the treasure in the Castle Tower. Over 100 graphics keep you moving within the Castle. Solve the logic puzzles and advance within the Castle.

The Guide: Your tour guide of this Castle is Mr. Winn who continually speaks in rhymes and gives hints, if you need them.

Explore MIND CASTLETM I and enjoy the challenge and adventure of logic.

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