



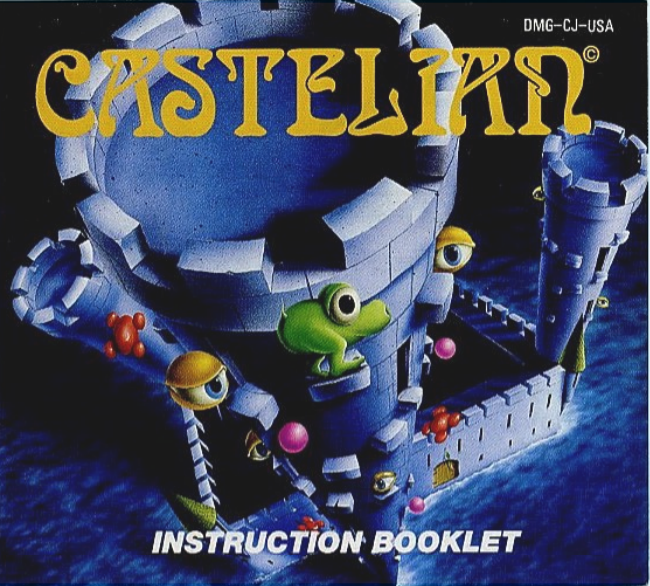
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CANADA

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Nintendo
GAME BOY®

DMG-CJ-USA

CASTELIAN®



INSTRUCTION BOOKLET



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CASTELIAN®



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JUST ANOTHER DAY IN JEMMERVILLE

You're witnessing a typical sparkling, summer morning in downtown Jemmerville. Both suns have risen over the planet Centrus, where summer, of course, is the only season. And it is here, on the island nation of Jemmerville, that the most valuable centrubies, diamonds and sapphires are mined. The island's precious gem-deposits are talked about throughout the Triangulum galaxy, and they're the envy of almost every life-form in this corner of the universe.



Julius was asleep in his terraineum when the holographic intercom sprayed out its message. It was the president of Domoloco and Sons inc.: "Julius we have a serious situation. The governor has reported that 7 alien towers have surrounded the Island. If one more appears the island will be completely enclosed. The naviports are almost cut off. The hyperfreighters are trapped...nothing is getting in or out."

"I've given the governor my personal promise that Domoloco and Sons would handle these towers...No one knows what they are or where they came from but I want them demolished! Now that's not too difficult a mission, is it?"

Julius slowly opened his eyes and found that the president's personal hologram - not the one of his secretary - was still activated: "Wake up, Julius, and topple that tower!"

As Julius started to say something, the hologram began to dissolve as quickly as it had appeared.

PREPARING FOR THE MISSION

- 1 Make sure the GAME BOY® power switch is OFF.
- 2 Insert the **CASTELIAN**® cartridge as described in your GAME BOY® instruction manual.
- 3 Turn the power switch ON.
If you wish to change the music and/or sound effects selections, then follow the directions given on page 7, (JULIUS, CHOOSE YOUR MUSIC).
- 4 Press the START button when you're ready to begin the mission.

Restarting the game

Pressing the START, SELECT, A and B buttons at the same time will restart the game from the beginning again.

JULIUS, CHOOSE YOUR MUSIC

Remember: Either music or sound effects - but not both - will be heard while you are playing Castelian. If you select both, then only the sound effects will be heard during the game.

Before you press the START button to begin the mission, you can select the music/sound effects option(s) that Julius likes to hear.

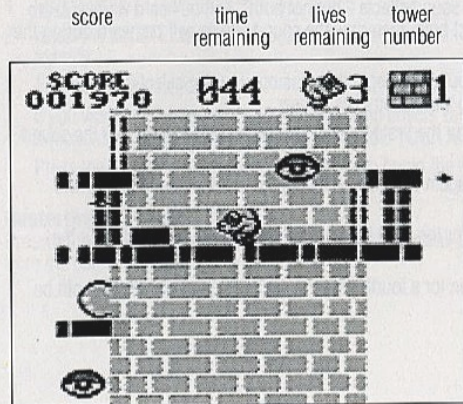
Pressing the SELECT button for the first time will turn off both the music and the sound effects.

Pressing the SELECT button again will turn on the music, but the sound effects will remain off.

Pressing the SELECT button for the third time will turn on the sound effects, but the music will remain off.

If you press the SELECT button for a fourth time, music and sound effects will both be turned on again.

THE PLAYING SCREEN



JULIUS IN CONTROL

The illustration shows you Julius' control points and the action that each button performs.

STARTS game/Pauses game/Releases pause

Enter a doorway
Goes UP on elevator

Walks to the LEFT

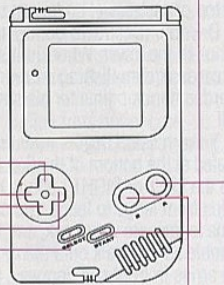
Goes DOWN on elevator

Walks to the RIGHT

SELECTS sound effects and/or music options

Shoot, Carbonobomb (while standing), or jumps (while walking)

Not used in this game



TAKING ON THE TOWERS

There are 8 towers to be demolished before Julius can return to his Sunday snooze. You must guide Julius through to the top of each tower so he can detonate his D-Bomb (Destructo Bomb) and demolish the tower. When Julius succeeds at demolishing a tower, he is awarded bonus points for his speed and skill.

Your mission begins with Julius located at the bottom of the first tower. Use the LEFT or RIGHT buttons to move Julius from ledge to ledge. (Be careful: some ledges are very weak, and they may crumble as you walk onto them). When you arrive in front of a doorway, press UP, and Julius will walk through to the

opposite side of the tower. If Julius must re-enter the tower, press UP again.

Julius makes his way up the tower by walking up stairways and by using the elevators. He can walk up the steps without you making him jump, but the powerful gravitational field of Centrus may pull him down the stairway if he stops for a rest. When Julius steps onto an elevator ledge (a brightly lit, small block) you can take him up by pressing the UP button. Quickly get Julius off the elevator, because in a few seconds the elevator will descend - even if you didn't press the down button.

TAKING ON THE TOWERS

The trek up the sides of each tower presents unknown dangers to Julius. Some obstacles can be stunned, and others, like the orbiting Spheroids can be blown apart. But watch out, Julius! Hexalons, I-Balls, Tri-Zeroop and Metaflii are all invincible. Even Carbonobombs, constructed out of a top-secret, harder-than-diamond compound, are useless against these all-powerful beings.

Julius' only defense against his adversaries is to run away or to slip into

one of the doorways. Otherwise, a single touch from these deadly aliens will knock Julius off his feet. If he falls into the ocean...well, Anurian Hybrids can't swim.

Julius begins the game with 3 lives. For every 5000 points he earns, Julius will gain an extra life. But even the extra lives will not help Julius if he runs out of time. And if Julius runs out of time, so might Jemmerville. Keep Julius moving. Keep Julius alive.

THE DEADLY OBSTACLES — TO NAME JUST A FEW

I-Balls



Hexalons



Tri-Zeroop



Metaflii



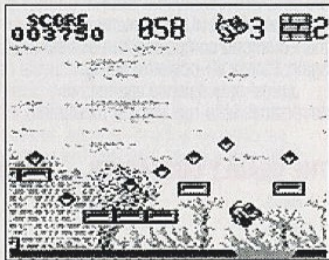
JULIUS AT THE BONUS LEVEL

With the crumbled remains of a tower behind him, Julius advances to the diamond-studded bonus level. Centrubies, sapphires and diamonds - all free for the taking. The more gems he collects, the greater his bonus becomes. Julius has been told that lives which have been lost may later be restored. Time itself has been known to stop flowing in the rare atmosphere where these ultraprecious gems are found.

A few more stones, a few more clouds to hop. Carry the gems all the way to the clock tower and Julius will be awarded with extra time; the next tower may not be so easy, though.

And those pits, the bottomless ones! If Julius isn't careful about where he jumps,

he'll discover that paradise has a few holes in it. Any time won may be lost. But Julius doesn't give up easily: "Bring on the next tower!"



THE REWARD FOR THE HIGHEST SCORE

Julius, you've done well. The inhabitants of Jemmerville are proud of you. They want your initials displayed in a hologram projected above the city's Hall of Halls

- 1) Select the first letter by pressing either the UP or DOWN buttons.
- 2) Press button A to enter your initial in the hologram.
- 3) Repeat steps 1 and 2, above, for each of your initials. High scorers can have up to 3 letters displayed.

CONGRATULATIONS JULIUS! Superb job of collapsing those menacing towers. You've earned a bonus for this. And since it's still Sunday, take the rest of the day off.

E.B. DOMOLOCO
President Domoloco and Sons inc

CASTEL I II

HIGH SCORE TABLE

1.	044640	PLH
2.	014260	A..
3.	001000	PLH
4.	001000	PLH
5.	001000	PLH

LAST SCORE
014260

ENTER YOUR INITIALS

JULIUS KNOWS SOME SECRETS

Julius, the Anurian Hybrid, didn't rise to the top of his class without the help of a few secrets. Here's what he learned:

- 1) Shoot the flashing ledges (brightly colored blocks) for extra points.
- 2) If Julius has to jump to a nearby ledge, position his feet as close as possible to the end of the ledge upon which he is standing.
- 3) In the bonus level, Julius should move as quickly as he can to reach the clock tower; he doesn't have to collect every gem he sees.

90 DAY LIMITED WARRANTY

Trifix Entertainment Inc. (Trifix) warrants to the original purchaser that this Trifix Game pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this warranty period, Trifix will repair or replace the PAK, at its option free of charge. Repair or replacement of the PAK, free of charge, (except for the cost of returning the cartridge) is the full extent of our liability.

To receive this warranty service:

- 1 Notify Trifix of the problem requiring warranty service by calling 514-737-3056. Our service department is open from 9 AM to 3PM Eastern time Monday through Friday.
- 2 If the Trifix service adviser is unable to solve the problem by phone, he/she will provide you with a return authorization number (RMA) and service depot address. Simply record this RMA number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90 day warranty period.

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If the PAK develops a problem requiring service after the 90 day warranty period, you may contact the Trifix service dept. at the phone number noted above. If the Trifix service representative is unable to solve the problem by phone, he/she will advise you of the approximate cost for Trifix to repair or replace the PAK and provide you with a return authorization number (RMA). Record this number on the outside packaging of the defective PAK and return the defective PAK, (FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE) to TRIFFIX. Remember to enclose a money order payable to Trifix Entertainment Inc. for the cost quoted to you.

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