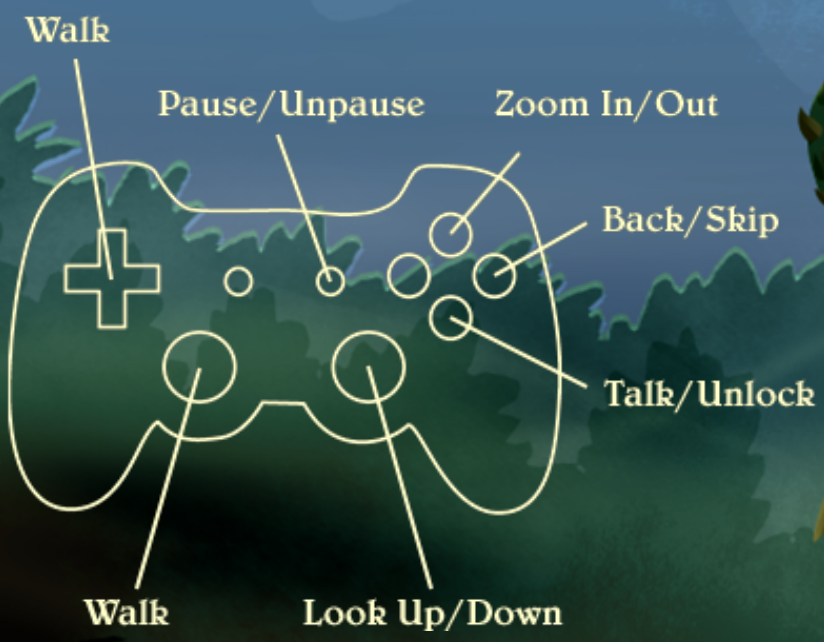
MYSTERY CASTLE

CONTROLS

KEYBOARD

↑	Walk Up	Q	Look Up
←	Walk Left	A	Look Down
↓	Walk Down	Z	Zoom In/Out
→	Walk Right	SPACE	Talk/Unlock
		ESC	Pause/Unpause/Back/Skip

JOYPAD



MAP

Select one of the 5 Mystery Castles to explore. Each of the castles has 35 regular rooms and a Boss Room for a total of 180 puzzle rooms.



LEVEL SELECT

Select one of the 36 rooms to explore. All of the rooms, apart from the last room, can be explored at any time and in any order. Solved rooms are depicted with a Golden Star on the Door.



GOAL

Collect all 5 crystals (snowflakes, spellbook pages, amulets, skulls) within a room to open the Exit Door at the top of the room.



Complete the room by walking through the opened Exit Door.



GAME SELECTION

Mystery Castle has 3 save slots to save the progress of 3 separate games.

PAUSE MENU

When playing a room, press the ESC key to pause the game and bring up the Pause Menu.

CHOOSE STAGE

Return to the Level Select Screen and choose a new room to explore.

RESUME

Resume the game and continue playing the currently room.

RESTART

Restart the room from the beginning.

CONTROLS

Displays a diagram of the controls for the game.

SETTINGS MENU

Adjust Music and Sound volume, toggle Fullscreen mode and select joypad devices.

EXIT GAME

GAME CONCEPTS

WALKING

Monty is able to walk up, down left and right, but not diagonally. Collect crystals (snowflakes, spellbook pages, amulets, skulls) by walking over them. The number of the item will be incremented in the inventory. Keys and a lantern can also be picked up and will appear in the inventory too.



HELPERS

Talk to the helpers by walking up to them and pressing the 'Talk' key/button. The helpers will explain the game concepts and the story behind the Mystery Castle. They will also give you clues to the identity of the Monster Baron waiting at the end of the castle.



KEYS

Use a key that you have picked up on a door with the matching symbol to unlock it. Walk up to the door and press the 'Unlock' key/button. Each key can only be used one time. Once a door is unlocked, the key will be removed from the inventory.



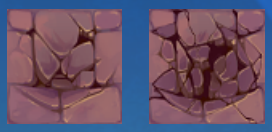
PUSHING

Wooden boxes, ice blocks and bombs can be pushed by Monty.
Wooden and metal boxes can be pushed into the abyss to build a bridge that Monty can walk over.
Ice Blocks can be pushed into the abyss to build a bridge that Monty can slide over.
Bombs can be pushed into cracked walls/pillars to destroy them.



CRACKED FLOOR

When Monty walks over 'cracked floor' once, it will crumble and become 'very cracked floor'. When Monty walks over 'very cracked floor', it will crumble away and become abyss. The floor will only crumble once Monty steps off it



SLIDING

Monty will slide over ice and cannot change direction until he comes to a stop.



LANTERN

Picking up a lantern in a room will allow Monty to see hidden floor tiles.
However, he needs to be standing very close for the hidden tiles to be revealed.
Search carefully!



PORTALS

Teleporters on a stage are connected to each other, allowing Monty to instantaneously travel between the two.



TRANSFORMATION

Monty is able to step onto a Transformation Rune and alter his form into that of a bat, toad or an ogre, gaining special abilities. A transformed Monty can revert back to his original form by stepping onto another Transformation Rune. Monty must be in his original form when walking through the Exit Door.



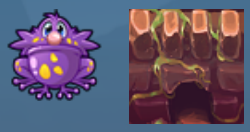
BAT

When Monty transform into a bat, he will immediately fly to the other Bat Transformation Rune in the room.



TOAD

As a toad, Monty is able to squeeze through small holes in the walls.



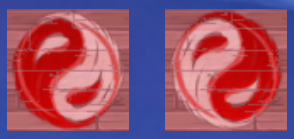
OGRE

Monty will gain super strength when he transforms into an ogre and will be able to push 2 items (wooden box, ice block, metal crate, bomb) together.



POSSESSION

Monty is able to step onto a Possession Rune and take control of the closest monster. Use Fire Golems to walk over lava safely. Use Ice Golems to walk over ice (rather than slide). Use Ghosts to fly over the abyss. Monty can regain control of his original body by stepping on a Un-possession Rune. Monty must be in his original form when walking through the Exit Door.



FLOOR SWITCHES

When a floor switch is pressed down, it will affect something in the room.

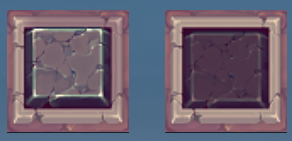
PERMANENT SWITCH

A permanent switch only needs to be pressed down once to affect the room. The switch will stay permanently pressed down.



WEIGHTED SWITCH

A weighted switch requires a weight to be put on it to remain pressed down. Monty can walk over the switch to see how it affects the room, but the room will change back to its original state once Monty steps off the switch.



POTIONS

Monty can drink potions to give him certain abilities, but these also come with side-effects.



GREEN POTION

The green potion will give Monty stoneskin, allowing him to walk over lava unharmed. However, being made of stone, Monty is a lot heavier and will break any cracked floor immediately.



BLUE POTION

The blue potion will shrink Monty to half his size, allowing him to evade monsters more easily. He will also be able to walk across cracked floor without affecting it. But, due to Monty's small size he will be too weak to push any boxes.



PURPLE POTION

The purple potion will revert Monty back to his normal self. Monty must be in his original form when walking through the Exit Door.

MONSTERS

Dangerous monsters roam the halls of the Mystery Castles. Although the monsters are stupid, they are very dangerous.

FIRE GOLEM

The Fire Golem is impervious to heat and is able to walk over lava. It will walk in a straight line until it hits an obstacle, like ice, a box or a wall, in which case it will always turn to its right and continue walking.



ICE GOLEM

The Ice Golem is able to walk over ice without sliding. It will walk in a straight line until it hits an obstacle, like lava, a box or a wall, in which case it will always turn to its left and continue walking.



GHOST

Ghosts are able to fly over the abyss, ice and lava. A ghost will fly in a straight line until its hits an obstacle, like a box or wall, in which case it will turn around and fly back the way it came.



EYE SPY

Eye Spies do not move, but will turn Monty to stone, if he crosses their line-of-sight. Eye Spies cannot see through boxes or walls.



MONSTER BARON BOSSES

Each Mystery Castle has a Monster Baron in the last room, which will only be unlocked once Monty has solved all the other 35 rooms within a castle.

Each Monster Baron has 3 Life Points. Monty must push 3 objects (ice boxes or bombs) into the Monster Baron in order to defeat them and save the castle.



TIPS & TRICKS

- The path of the monsters is always predictable. Fire Golems always turn to their right, Ice Golems always turn to their left and Ghosts always go back and forth.
- All rooms apart from the last are playable at any point, so if you get stuck on a room, try a few other rooms.
- The game does not require super fast reflexes or great 'action' game skills, it does however require you to think about the best and safest path to reach the goal.
- If a solution seems really obvious, it's probably wrong.
- Most rooms aren't hard or convoluted, but may involve you thinking outside the box.

HELP

Hints are available from the menu.

For more solutions/hints/help, email monty@runestone-games.com

Let us know the castle and the room for which you require assistance.

Alternatively, discuss the puzzle rooms in the forum.

