**I**nstalling Battle Castles is as simple as unzipping the zip file that the game is in. Once done you will have a file called BattleCastles.exe. Double click on this file and the game will run. The other file, C50_Blob32 needs to be in the same file folder as the executable – don't worry if the preceding sounds like computer gibberish; unzipping the files will, by default, mean both files are in the same directory. After you have played the game once, you will also notice a new file; bcastles.sav; this contains all of your game options and your saved games. You can email these to a friend if you want to show them where you have gotten to in the game, or to get help with a hard part. When the demo starts the game will request internet access so that the sponsor of our demo knows you have played the game.

**T**he goal of Battle Castles is to survive six different levels of attackers who are trying to destroy your castles. Each level has four stages, at the end of every stage you will be given the opportunity to upgrade and repair your castles and also to save your progress.

**P**laying Battle Castles is accomplished by moving your mouse to a place where you want a cannon ball to land and clicking the left mouse button. Your nearest available cannon will boom and a cannon ball will fly out. When your cursor is near an incoming enemy cannon ball then that cannon ball will glow green and have a targeting crosshair placed upon it. Fire on a targeted cannon ball, and a special missile to missile cannon ball will fly out and blow up the incoming ball.

**Y**our game is lost when all of your castle flags are destroyed. Your cannons are placed within castle walls and the enemy can't target them until the walls are at least half destroyed. At that point they will target your cannons when ever they can see them. Your castle flags are not targeted until all walls and all cannons have been destroyed.

**W**hen targeting a moving ship it is best to aim in front of the ship. Leading your shots in front of ships, especially those that are far away, will help improve your accuracy. Aiming at the keel of a ship is more effective than aiming at their sails.

**B**attle Castles defaults to Recruit mode. Playing on Worthy or Insane makes the game more challenging. Worthy and Insane mode also allow you to score much higher.

**A**t the end of every stage you are given the option to save

your progress before continuing. Players who are trying to score very high scores can skip saving between levels to earn a special "no save" bonus. Not saving to increase your score makes the most sense when the game is also being played on the Insane setting.

**B**etween stages you are given a cash bonus to spend in the castle shop. Along with fixing walls and cannons you can also purchase new cannons and even a super cannon which reloads faster and does more damage. You can also spend extra cash to increase your score. Special tip: saving your cash until the end of a level means that your bonus cash will earn double points when any unused cash for a level is used up.

**B**attle and super ships have a little meter below their water line that tells you when they will be able to fire next. If you damage one of these kinds of ships then you will notice that this "ready to fire" meter is reset as the deck hands scramble to put their cannons back in place and get them ready to fire again. Placing your shots among multiple ships can be a useful strategy when confronted by many ships at once.