This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

**PRECAUTIONS**

1. Always make sure the power is off when inserting the game pack into or removing it from the Nintendo Entertainment System.

2. This is a high-precision game pack. Avoid submerging it in water or temperature extremes. Store the game pack at room temperature. Never attempt to disassemble the game pack.

3. Avoid touching the terminal connectors. Do not allow water or dirt to come in contact with the terminal connectors.

4. Do not clean the game pack with alcohol, paint thinners, banana or other such cleaning agents.

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JUST ANOTHER DAY IN JEMMERVERILLE

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 centrubles, diamaxes and samilies 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 tornament when the holographic intercom sprayed out its message. It was the president of Dornococo and Sons Inc. "Julius we have a serious situation. The governor has reported that 7 alien towers have surrounded the island. It's only a matter of time before the island will be completely encircled. The townspeople are almost cut off. The firefighters are trapped. Nothing is getting in or out." "I've asked the governor if personal promise that Dornococo 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 activate: "Wake up Julius, and topolo to 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 POWER switch on the Nintendo Entertainment System is OFF.
2. Insert the CASTELIAN© game pack as described in your Nintendo Entertainment System instruction manual.
3. Turn the POWER switch ON.
   If you wish to change the play options (1 or 2 players, music/sound effects: novice/hero), then follow the instructions given on page 6. "JULIUS, CHOOSE YOUR OPTIONS."
4. Press the START button when you're ready to begin the mission.

INTRODUCTORY DEMONSTRATION

If neither the START nor SELECT buttons are pushed, then the game will, after a delay of approximately 45 seconds, provide you with a brief demonstration. You may press START or SELECT at any time during this demonstration.
JULIUS, CHOOSE YOUR OPTIONS

Before you press the START button to begin the mission, you can select the play options that Julius has at his fingertips.

1. Press the SELECT button.
2. Use the UP or DOWN buttons to move the square marker (I) beside the option you wish to change.
3. Press the SELECT button to make your choice.
   You can choose between:
   A) 1 or 2 players
   B) Music or sound effects
   C) Novice or Hero level
4. Press the START button when you're ready to begin the game.

THE PLAYING SCREEN

START
PLAYERS 1
EFFECTS
NOVICE

lives remaining
score
lives remaining
level number
score
level number
JULIUS IN CONTROL

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

- Enter a doorway
- Goes UP on elevator
- Walks to the LEFT
- Goes DOWN on elevator
- Walks to the RIGHT
- SELECTS sound effects and/or game options
- STARTS game/Pauses game/Resets pause
- Shoot, Cardcannons (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 Sammy snooze. You must guide Julius through to the top of each tower so he can detonate his D-Bomb (Destrua 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 Centruss 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 disappear - even if you didn't press the down button.
TAKING ON THE TOWERS

The folk up the sides of each tower present unknown dangers to Julius. Some obstacles can be stunned, and others, like the orbiting Spheroids, can be blown apart. But watch out! Julius! Hexalons, E-Balls, Tri-Zeroop, and Metallii are all irrevocable. Even Carbonoids, 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, Aruzian Hydras can’t swim.

Julius begins the game with 3 lives. For every 5000 points he earns (10,000 points in the HERO level), Julius will gain an extra life. But even the extra lives will not help if Julius runs out of time. And if Julius runs out of time, so might Jemmenville. Keep Julius moving. Keep Julius alive.

THE DEADLY OBSTACLES — TO NAME JUST A FEW

E-Balls  Hexalons  Tri-Zeroop  Metallii

JULIUS AT THE BONUS LEVEL

With the crumbling remains of a tower behind him, Julius advances to the diamond-studded bonus level. Centurials, saplings, 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 rewarded with extra time. The next time may not be so easy, though.

And those pits, the bottomless abyss! 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 level!"
JULIUS KNOWS SOME SECRETS

Julius, the Aurlian 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.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used properly, that is in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.
WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Trifex Entertainment Inc. nor Nintendo of America Inc. will be liable for any damage.

This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.