

CASTLE Q SHORT CUTS AND MENU OPTIONS SERIES B III

=====

Touch the REZZER and a menu will appear.

REZZ - Builds the Castle at this location.

REMOVE - Puts it back inside the REZZER to be used again later.

FREEZE - We DO NOT recommend using this option. It will stop the REZZER functioning and the Castle will not move. BE CAREFUL as after Freezing you cannot use the REZZER again to move or demolish (Remove) the Castle, so you cannot get an upgrade or trade.

SAVE - We DO NOT recommend using this option. It will stop the REZZER functioning and the Castle will not move. BE CAREFUL as after Freezing you cannot use the REZZER again to move or demolish (Remove) the Castle, so you cannot get an upgrade or trade.

TERRAFORM – Tries to flatten the land under your Castle. Wont work in all conditions.

REZZER - See and Hide

=====

Now Controlled by the Scroll. Touch the Controller Scroll and go to the last page

TELEPORTS

=====

Hide	Hides the floating text
Show	Displays the floating text

DUNGEON

=====

Stand close to the trap door and type:

dungeon	- to open
close	- to close
help	- shows the commands
list	- lists all with access to the Gate when locked plus its lock and

Group status

add	- adds a name to the list (example: add Qabalah Quintus)
remove	- removes a name from list (example: remove Qabalah Quintus)
clear	- deletes all on list
name	- renames the Gate (example: name Entrance)
time	- sets the auto close time (example: time 30) just saying time will

give you the current setting

message	- sets the welcome message (example: message Welcome to
---------	---

my Castle)

- message off - will clear the message
- bell on - turns on the Gate bell
- bell off - turns off the bell
- lock - locks the Gate
- unlock - unlocks it
- group on - also allows Group members to enter when locked
- group off - only allows the list of names or the Owner access when locked

PORTCULLIS GATE

=====

Gate chat commands - only work after you touch the Gate and it is still open plus you must stand close:

- help - shows the commands
 - list - lists all with access to the Gate when locked plus its lock and
- Group status
- add - adds a name to the list (example: add Qabalah Quintus)
 - remove - removes a name from list (example: remove Qabalah Quintus)
 - clear - deletes all on list
 - name - renames the Gate (example: name Entrance)
 - time - sets the auto close time (example: time 30) just saying time will give you the current setting
- message - sets the welcome message (example: message Welcome to my Castle)
- message off - will clear the message
 - bell on - turns on the Gate bell
 - bell off - turns off the bell
 - lock - locks the Gate
 - unlock - unlocks it
 - group on - also allows Group members to enter when locked
 - group off - only allows the list of names or the Owner access when locked

DOORS

=====

Door chat commands - These only work after you touch the Door set and it stays open.

You must be close to the Door within 5m:

- help - shows the commands
 - list - lists all with access to the Door set when locked plus its lock and
- Group status
- add - adds a name to the list (example: add Qabalah Quintus)
 - remove - removes a name from list (example: remove Qabalah Quintus)
 - clear - deletes all on list
 - name - renames the Door (example: name Bedroom)
 - time - sets the auto close time (example: time 30) just saying time will

give you the current setting

lock - locks the Door set

unlock - unlocks it

group on - also allows Group members to enter when locked

group off - only allows the list of names or the Owner access when locked

You also have global commands for all Doors and the Gate at once even if not touched or open.

(only works if they are in hearing distance 15 m for chat but more for shouting)

lock all - locks all the Door sets in hearing

unlock all - unlocks all the Door sets in hearing

group on all - also allows Group members to enter when locked

group off all - only allows the list of names or the Owner access when

locked

open - opens any Door within hearing

close - closes any Door within hearing

STAIRWELL HOLES

=====

Stand at the top step and type in chat:

seal The floor hole should seal up

unseal To open again

lock locks the seal in place

unlock unlocks the seal

This seal will not respond to touch so it cannot be accidentally opened or closed. Only the chat commands have any affect on it by the Owner or your Group Members if shared by the Group.

DO NOT DEED THE CASTLE TO YOUR GROUP as you will not have ownership and then will not be able to unlock it!

COLOUR CHANGING DOORS and TOWER TOPS

=====

Use the Controller Scroll provided with your Castle for doors and walls. Touch it and select a Door colour or Wall shade from the menu. Touch the roof to get a list of roof colors.

Shades for Walls and Floors are on the last page of the Menu

reset

lite

dark

darker

darkest

=====

Should you need any help or want some custom work please visit our website.

www.slcastles.com

www.facebook.com/castleq/

Regards Qabalah Quintus