



Escape From Castle Matsumoto

Player's Manual

[Steam](#)

[itch.io](#)

Story

Medieval Japan. An evil daimyo lord has stolen the treasures of Imperial family and hidden them in his castle in an attempt to seize power. As a young Shinobi apprentice, you have decided to sneak into the castle, recover the treasures and return them to their rightful owners to bring prominence to your clan. However, a member of a competing clan has also discovered daimyo's scheme and is on the same mission as you. Do whatever it takes to be the first to recover stolen items and bring honour to your clan.

Objective



BAG



MIRROR



JEWEL



SWORD



COIN

Your mission is to:

- find and collect **5 ITEMS** hidden in the Castle, and
- escape through a **SECRET EXIT**

...before your opponent does!

Controls

You can play the game using a Keyboard or a Controller.

Keyboard has two layouts for playing against another player over split-screen using a single keyboard.

During single-player or network games you can use **ANY OF THE CONTROLS** (Keyboard A or B, any Gamepad).

	Keyboard A	Keyboard B	Gamepad
Move	Cursor Keys	WSAD	Analog Sticks D-Pad
Action	Enter Right Ctrl	Space Left Ctrl	South (A) Triggers Start
Quick Inventory	I	Q	West (X) Bumpers
Quick Map	M	E	North (Y)
Menu / Back	Esc Backspace (web only)		East (B) Menu
Pause	P		
Full-Screen	F11		
Quick Help	F1		
Online Manual	F3		
Message	T (network only)		

Player's View



Each player's view consists of:

- **DEFAULT ACTION** the player can perform
- Six-slot Inventory:
 - Map
 - Five **TRICKS**
- Five **ITEM** slots which can contain:
 - A highlighted Item icon when you are **CARRYING** the Item
 - A greyed Item icon indicating you held and **STASHED** the Item (*)
 - X indicating the Item is in the **SAME ROOM** as you (*)
 - Arrows showing **DIRECTION** towards the Room with the Item (*)
- **TIME LEFT** (burning incense)

(*) shown indicators depend on game configuration

Actions

Escape From Castle Matsumoto is played using four **DIRECTIONS** and a single **ACTION** button.

Action button performs the **DEFAULT ACTION** shown on screen which depends on what object is in front of you: if you are standing by a Door or Furniture it will show a possible interaction with them. If you are holding an Item or a tool, an appropriate action will show.

If no **DEFAULT ACTION** is shown on screen, Action button enters **INVENTORY** (this can be disabled in Options by toggling off Single Button Mode).

View	Left/Right	Up/Down	Action
Roaming	Move Player	Move Player	Default Action (if no action shown, enter Inventory)
Inventory	Change Items	Exit Inventory	Select Item
Map	-	Change Floor	Close Map
Lock	Abort Locking/Unlocking	Set Next Combination Pin	Lock/Unlock (once all pins set)
Battle	Punch/Block (when holding Action)	Punch/Block (when holding Action)	Hold to be able to Punch/Block



Mechanics

In order to win the Game, you will need to carry all **FIVE ITEMS** at the same time and find the **SECRET EXIT**.

Moving Around

- Use **DIRECTIONS** to move your player around.
- To pass through a **DOOR**, approach it and press Action to **OPEN** it. You can also **CLOSE** doors that have been opened.
- To climb up/down stairs, simply walk over them.

Items

- You can only carry **ONE ITEM**  **AT A TIME**, unless you have the **BAG** .
- Items are **HIDDEN** in Furniture around the Castle. Approach Furniture and press Action to **SEARCH** it. If there was an Item hidden inside, you will pick it up.
- If you are holding an Item, you can hide it in Furniture to retrieve it later: approach Furniture and press Action to **STASH** it. Note that Furniture can hide more than one Item.
- The **MAP** shows in which Rooms Items are located using an X symbol.
- Depending on game configuration, **ARROWS** in your Inventory can point to locations of Items.
- Items can also be lying on the ground, if a Player drops them.

Tricks

- To help your chances you can use Shinobi **TRICKS** from your Inventory to protect Items you've found as well as hinder your opponent's progress. See Tricks section below for details.

Countermeasures

- To counter your opponent's Tricks, you can pick up helpful **COUNTERMEASURES** from around the Castle. See Tricks section below for details.

Confrontation

- Inevitably you will run into your opponent as you perform your mission, in which case a **MARTIAL FIGHT** is inevitable. See Battle section below for details.

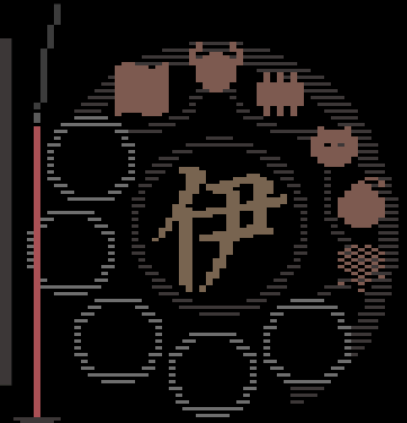
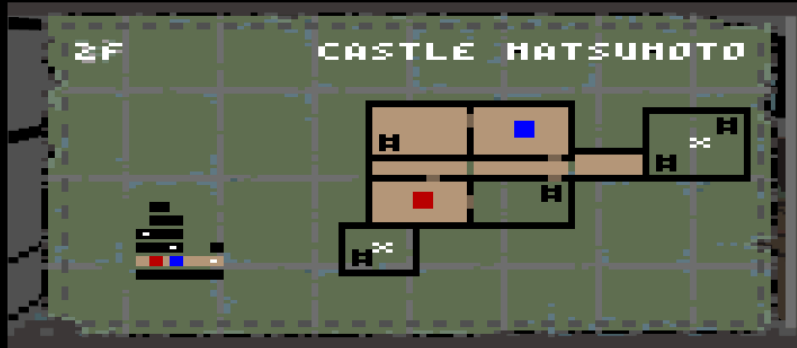
Exit

- Once you have all **FIVE ITEMS**, look for a **SECRET EXIT** somewhere in the Castle. It will look like a broken wall panel.
- Depending on game configuration, Exit might be visible from the **START** or only from the moment a player acquires all Five Items.
- Once you are in front of the **EXIT** holding all Five Items, **OPEN** it like a regular Door and pass through.

Time

- The burning **INCENSE** represents **TIME** you have left to escape. Falling victim to Tricks or losing fights will make the incense burn faster.

Map



The **MAP** shows the layout of the Castle, location of the Player and all Items that are not being carried. Depending on game configuration, it can also show the location of the other Player.

To access the Map, choose it from your **INVENTORY** (press **ACTION** button when in an open spot or use **QUICK MAP** button). Castles have multiple **FLOORS**; use Up/Down to switch between them. Left side of the Map shows a vertical cross-section of the Castle.

The Map **NEVER** shows the location of the **EXIT**.

- **X** - there's an Item somewhere in this Room
- **Flashing Square** - Player
- **Ladder** - Stairs in the room (icon's alignment indicates if Stairs are Up or Down)
- **Highlighted Room** - visited Room

Castles

There are four **CASTLES** and one **DOJO** available in the game. Layouts of the Castles remain unchanged but locations of Items, Furniture, Doors as well as overall decoration is **RANDOMISED** each round.

Practice Dojo

A small Dojo for practice.

- Floors: 2 Rooms: 10

Castle Tsuruga

A narrow and tall castle, characterised by two central staircases.

The original Tsuruga castle is located in Aizuwakamatsu City in Fukushima prefecture and is famous for being a stronghold of the Tokugawa shogunate and its siege in 1868.

- Floors: 5 Rooms: 17

Castle Matsumoto

A large castle with two towers and many floors.

The original Matsumoto castle is located in Matsumoto City in Nagano prefecture and is one of the most famous castles in Japan, having survived since the sixteenth century without being rebuilt.

It has the nickname Crow Castle due to its black exterior.

- Floors: 6 Rooms: 23

Castle Edo

A large but flat castle, characterised by an exhibition room.

The original Edo castle was located in central Tokyo and served as headquarters of the Tokugawa shogunate but it has been destroyed by fire in 1873. The Imperial Palace has been rebuilt in its place at a much smaller scale.

- Floors: 2 Rooms: 20

Castle Azuchi

A smaller castle, characterised by an open centre.

The original Azuchi castle was located in Shiga prefecture and served Oda Nobunaga. It only operated for a few years before being destroyed in the sixteenth century, but was pivotal to development of castles in Japan.

- Floors: 3 Rooms: 16

Tricks









Your Shinobi has an arsenal of **TRICKS** they can use to slow down their opponent.

Some Tricks can be set up on **FURNITURE**, some on **DOORS**, and some can be placed on the **FLOOR**.

Most Tricks have a **COUNTERMEASURE** you can use to avoid them.

To setup a Trick, enter **INVENTORY** using the **ACTION** or **QUICK INVENTORY** buttons and select it.

You **CANNOT** setup a Trick or pick up a Countermeasure while you're **CARRYING** an Item; drop the Item on the floor first.

Trick	Icon	Place	Counter With	Icon	Location
Yokai		Closed Door or Furniture	Mirror		Mirror Stand
Combination Lock		Closed Door or Furniture	Dagger		Sword Stand
Cat		Open Door	Samurai Helmet		Samurai Armour
Smoke Bomb		On the Floor	-	-	-
Magic Smoke		Anywhere	-	-	-

- Yokai** Yokai are powerful ancient **SPIRITS**, they will completely **SHOCK** an unsuspecting Shinobi.
You can entrap a Yokai in **CLOSED DOORS** and **FURNITURE**.
Yokai can be neutralised using a **MIRROR**. You can pick one up from mirror stands in the Castle.
- Combination Lock** You can place a Combination Lock on **CLOSED DOOR** or **FURNITURE**. When placing a lock, you need to set a **COMBINATION** consisting of **THREE** pins' movements. Each pin can be moved **UP** or **DOWN**.
To release the Lock you need the same combination as was used while locking.
If you don't know the combination, you can break the Lock using a **DAGGER**. Pick it up from sword stands around the Castle.
- Cat** Your trusty feline companion will **GUARD** an **OPEN DOOR** and not let anyone through (including you...)
Cat can be scared off using a **SAMURAI HELMET**. Pick it up from samurai armour displays around the Castle.
While the Cat is magical, it can only be in **ONE PLACE AT A TIME**.
- Smoke Bomb** Smoke Bomb releases a huge **CLOUD OF SMOKE** into the Room, no one can stay near it for too long. There is **NO WAY** to counter the Smoke, so you need to go around or wait until it dissipates.
- Magic Smoke** If you find yourself in a tight spot, you can use Magic Smoke to **REAPPEAR** in another place in the Castle. But beware - you will **LOSE** all your Items and a bit of Time!

Battle

If you run into your opponent in the Castle, you will enter a **MARTIAL FIGHT**. You will automatically drop any Items you're carrying.

- **MOVE** in front of your opponent, facing them.
- Press and **HOLD ACTION** button to prepare for a martial move.
- While holding Action, **PRESS A DIRECTION** to perform a move:
 - **Towards opponent** - Low Kick
 - **Away from opponent** - High Block
 - **Up** - High Kick
 - **Down** - Low Block
- **THREE** successful hits will force a Shinobi at full health to **RETREAT**. If you have won a fight but suffered a few hits, avoid another one.

Strategy

It is up to you to find the winning strategy! But here are some tips:

- Until you have the **BAG, STASH** any Items you find in places you remember and **PROTECT** with Tricks.
- Keep an eye on your opponent's actions and remember your opponent is watching.
- Only rely on fights if you have no other option as they are difficult to win consistently.
- If your opponent has a big advantage, focus on Tricking them rather than on remaining Items.
- If you can find the Exit or the last Item first... make sure to "prepare" them for your opponent.

Score

The winner is presented with a **SCORE** and a **RANK**. The criteria that affect Score are:

- **Tricking your opponent:** +50 points for each successful Trick
- **Use of the Map:** -50 points for first use, -5 for each consecutive use
- **Finding an Item first:** +35 points
- **Clearing a Trick setup by your opponent:** +25 points
- **Falling victim to opponent's Trick:** -25 points
- **Winning a fight:** +20 points
- **Losing a fight:** -20 points

Ranks are awarded every 50 points, the **TOP RANK** requires 200 points.

Rules

When setting up a game, you can control a some of its rules.

Rules are combined into pre-set Difficulties, but you can also customize each individually.

CPU Skill	Harder difficulty will make CPU opponent faster with fewer mistakes
Show Exit	Determines if the Exit will be visible from the start or only from the moment one player acquires all items (a bell sound will be heard).
Time Limit	Controls the starting time allocated to each player: <ul style="list-style-type: none">• Short: 8 minutes• Medium: 11 minutes• Long: 14 minutes
Arrow Guides	Controls display of item arrows in the Inventory: <ul style="list-style-type: none">• Always - always show directions to Items• Known Items Only - only show directions to Items player stashed themself• Never - no arrows, Items can be located only through the Map
Show Other Player	Controls whether the other Player is shown on the Map

Options

You can configure certain components of the game's gameplay, display and audio using the Options menu.

Single Button Mode	By default pressing Action enters Inventory if no other action is possible This allows playing using only a single action key/button (joystick-style)
Action Highlight	Toggles flat colour highlight of Doors and Furniture when placing Traps or stashing Items
Camera View	Toggle between floating and stationary camera (reduces 3D effect)
Movement	Toggles between smooth (modern) and animation-aligned player movement (reminiscent of old games)
Steam IDs	Hides your Steam username and ID for privacy (streamer mode)
Full Screen	Toggle between full-screen and windowed modes
TV Filter	Apply a retro-style screen effect
V-Sync	Toggles GPU sync to monitor's refresh rate
Music	Toggles music on/off
Volume	Game volume on a scale from 0 to 10

Multiplayer

Escape From Castle Matsumoto is best enjoyed **WITH A FRIEND!**

You can play with another player on the **SAME COMPUTER** or over a **NETWORK**.

Split-Screen

Play on the same computer using a mixture of keyboards and gamepads/controllers:

- Split Keyboard - one player will use Keyboard layout A, and the other layout B
- Keyboard + Gamepad - one player can use any Keyboard layout, the other uses a Gamepad
- Two Gamepads - use the menu to assign Gamepads to players
- Two Keyboards (certain platforms only) - use the menu to assign Keyboards to players

Steam P2P

In the Steam version of the game you can use Steam's network to directly connect to a friend, without the need to use port forwarding or firewall manipulation, and without revealing your IP address or location.

- One player will be the Host, and the other will need to Join their game
- To Join a player, you can either look them up through Steam's friend list or input their ID directly
- The Host player will have the choice of Castle and game Rules
- You can use Message function from the Menu (or press T) to chat during a match
- You can see the connection latency ("ping") in top-right when connected; under 250 is OK

LAN/WAN

Play using a direct network connection between two machines using UDP/IP protocol. Depending on the network layout this might require changing firewall permissions and forwarding ports.

- One player will be the Host, and the other will need to Join their game
- To Join a player, you will need to input their Hostname (or IP) and Port
- The Host player will have the choice of Castle and game Rules
- You can use Message function from the Menu (or press T) to chat during a match
- You can see the connection latency ("ping") in top-right when connected; under 250 is OK

About

Escape From Castle Matsumoto is a passion project of Mausimus (coding) and Joker (art, music).

The game is **FREE** for everyone to enjoy.

Original release date: **5th December 2024**

- [Steam page](#)
- [itch.io page](#)
- [Manual \(HTML\)](#)
- [Manual \(PDF\)](#)

We have used some external assets:

- Sound Effects by taira-komori.jp
- Title Font by Eisen Tsunanori
- TV Shader by r57shell

Thank you for playing our game! Check out our other games and projects at:

- <https://mausimus.net>
- <https://home.deds.nl/~femo>