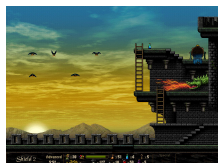


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By: Filip Truta, Apple News Editor



Gameplay screenshot

[Full Version of Return to Dark Castle Still not Out](#)

Once dated for a February release, a demo version is the only thing we're getting for quite some time now

Earlier this month, Apple owners and fans of orb-collecting fun were happy to read that a [revamped version of Return to Dark Castle](#), developed by Z Sculpt and published by Super Happy Fun Fun, had reached its gold status and was due out for Macs. Recently, there's been talk in the news about a demo being released for the game, yet [the demo](#) has actually been out for quite some time now. Where's the full version already? Return to Dark Castle is a 1986 computer game launched exclusively for the Macintosh. Back then, it was published by Silicon Beach Software. The addictive platformer was designed and illustrated by Mark Pierce and programmed by Jonathan Gay. The title saw a sequel just the year after, called Beyond Dark Castle, with a Color Dark Castle and a mobile installment of the game, following in 1994 and 2006 respectively. Reported as under development since 2000 (AD), Return to Dark Castle still isn't finished apparently. However, fans of the Black Knight who own a Mac today can once again find comfort in knowing that one of their favorite games of all times is launching a new iteration in the series. Rumor had it that RTDC was launching at the beginning of this February, but as you can see, a demo is all you're getting for now. The game is said to sport new levels, new secret rooms and as much orb collecting fun as one can "endure." Additionally, Z Sculpt has also started some documentation on a level editor for the game, for designers eager to give it a shot. You can download the demo version of the game right [HERE](#). Superhappyfunfun.com says that "the full version of Return to Dark Castle will be available for download on Macintosh computers very, VERY soon." OK then, looking forward to it. Trailers are available at the same website, while RTDC system requirements call for Mac OS X v10.3.9 or later, G3/500MHz or faster, 128MB memory and about 100MB of hard disk space.