

LOS AMORES DE
Brunilda



Instructions

CREDITS

**ORIGINAL SCRIPT: BENWAY
ADAPTATION AND GAME DESIGN:
PAGANTIPACO AND BENWAY**

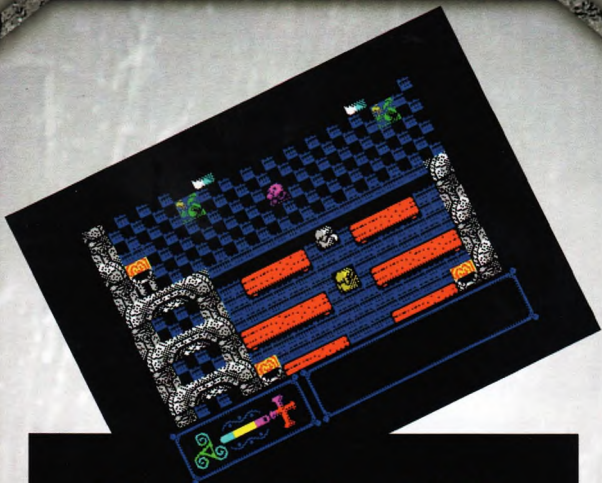
**CODING: BENWAY
GRAPHIC ART AND COVER: PAGANTIPACO
LOADING SCREEN: NEILPARSONS
MUSIC: BENWAY AND MIKOMEDES**

**TESTING: ALL RETROWORKS TEAM, TRAPERIC
AND DANIEL CANALES LLERA.**

**THIS PROGRAM USES THE FOLLOWING
ROUTINES: 'WYZPLAYER' AY PLAYER (WYZ),
'EXOMIZER' DECOMPRESSOR (METALBRAIN, A.
VILLENNA AND URUSERGI), AND 'PENTEXT' TEXT
DECOMPRESSOR (BENWAY AND METALBRAIN).**

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SAN ARTEIXO DE MONTALVO

The first time I came to this village and met its inhabitants, I realised that something strange was haunting their minds. I remember how the evening air was so cold that I could feel it travel inside my bones, winding its way through my very frame. As this cold descended, so everybody began to return to their ramshackle dwellings, locking their doors tight, hoping not be left defenceless against the horrifying terrors of the world.

It seemed to me that these people had no soul, that they had turned away from God and abandoned themselves to superstition. I tried hard to forget that feeling, but my partner kept it fresh in my mind with questions upon questions, and deeper, unspoken fears etched into his brow. He was younger than me and had not yet mastered his own terrors, so I was gentle on him. My main concern was to find a place to spend the night. I wasn't worried about monsters or demons, but the cold. Another night sleeping rough and my bones would be rankling all the way to Santiago.



BETWEEN FAITH AND SUPERSTITION

My master once said that the thin line between faith and superstition is very easy to cross. Both are blind beliefs, seemingly without tangible confirmation. Everyone can choose whether to believe or not, and that makes faith and superstition being both far apart, and yet so close. This village tested me at every turn, forcing me to wonder upon which path I trod.

Every conversation with the people of this town troubled me. Their fears, like the cold, passed through me, and sometimes I was able to see the same things as them. I mention it now, in hushed tones, that I was on occasion able to pass through where I could not before: to wake up at a cave entrance without knowing how I got there.

The best way to forget everything about this place was to pray in a holy place, reinforcing my faith and taking myself away from those poisonous thoughts. Prayer was my saviour for many nights, for it made it clear that there were no strange places, nor otherworldly horrors.



But time and again there were events I cannot comprehend. There followed times that I feared I may completely losing my faith and my sanity, to be wholly deceived by that collection of pagan beliefs, myths and characters, and abandon forever everything that could link me with my previous life.

I shall not tell you what happened next until I can control myself, as I am still in doubt over that which was real, and that which was merely a product of my imagination.

But I can show you what I have seen. I can show you my story. Though should you follow this path. Be sure you are stronger willed than I.



CONTROLS

KEYBOARD :

Start Game - Space or M
Walk - POQA (Right, left, up and down respectively).
Fire - Space or M

JOYSTICK : Kempston, Sinclair 1 and 2

Start Game - Fire Button
Walk - Joystick directions
Fire - Fire Button

OTHER CONTROLS :

Reset Game - G and answer affirmatively (Y)
Pause Game - G and answer negatively (N)

"Fire" control lets you interact with objects or characters in front of you. To get objects, simply walk over them.

CONTINUING THE GAME

Finishing the game can take a while, so we've divided the story into chapters, and each one will give you a password to resume the game later.

Passwords will differ depending on the objects you've taken and actions you've made. That's why you'll probably obtain different keys in different games.

To restore a game using a password, press key "R" on the title screen, type the password and then press "ENTER". If the password is valid, the game will resume. If not, the game will return to the title screen.

DEDICATION

Benway :

The original text adventure was dedicated to Esther Peralta, and it's fair to keep it.

In addition, I have to include the two best and most demanding beta-testers this game had: Nicolás and Elena García Rengel, not forgetting Miguel García Rengel.

And, of course, as in all my previous games, nothing would have been possible without María Rengel Arribas.

I also want to thank Pagantipaco for developing the original script as far as I could never have done alone, and making this game to become what it is.

Pagantipaco :

Publicly thanks Benway for accepting the challenge of changing the design of his game, my dream has come true in Spectrum to create a title that reflects many of my references.

Thanks Retroworks team for their support, time and contributions.

Thanks to everyone who has come to us in person and through social networks giving us their support, reviews, and patience.

I specially want to dedicate this game to José Manuel Saura who has encouraged me from the beginning to the end and beyond.

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EGGS FOR BREAKFAST? OR HOW ABOUT SOME FRUIT?



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The clock is ticking...

and she's got a fortune
to gather.

**FOREST
RAIDER
HERRY**

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If you've written a game for an 8-bit micro,
and you'd like to see it given the Monument
treatment, then please get in touch.

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