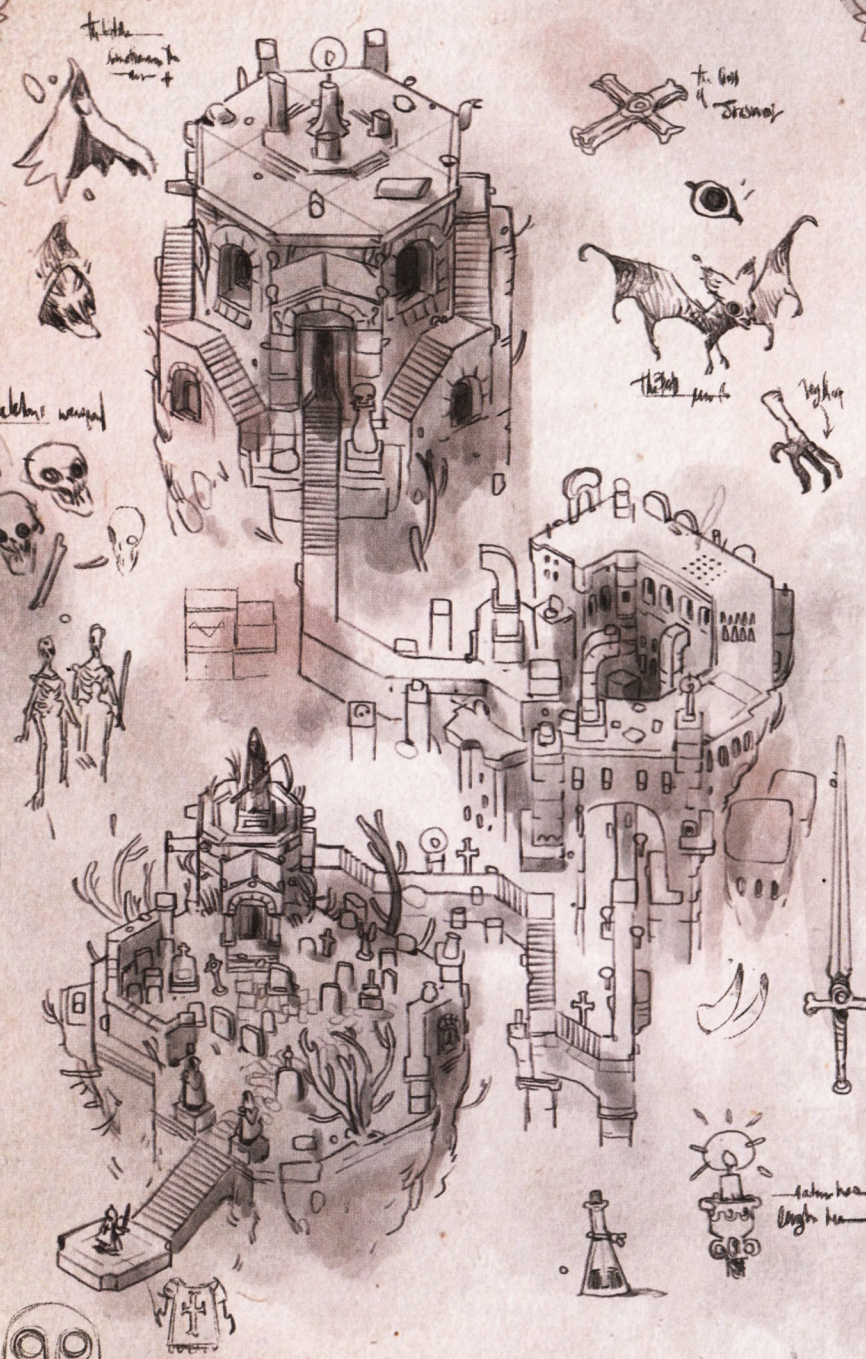


THE CURSE OF Traisnoz manual





Trasmoz

LORE

In the 13th century the town of TRÀSMOZ was excommunicated for its pagan practices and its inhabitants were cursed forever ... The population was decimated until it became a ghost town, diseases and all sorts of evils on children, animals and crops made this an abandoned place left by the hand of God.

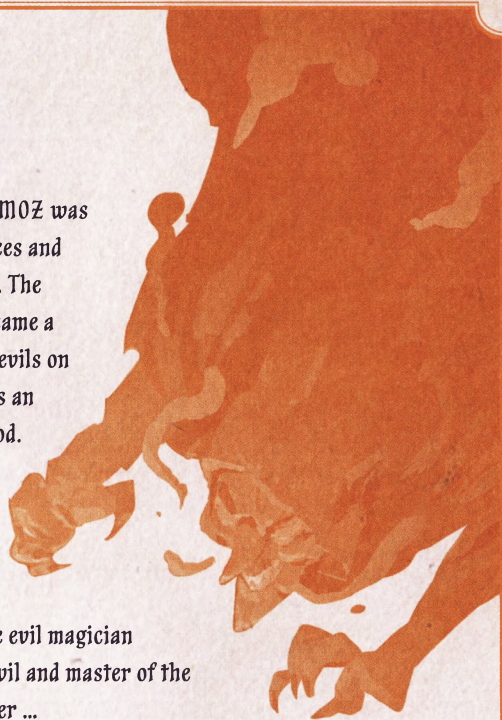
Until now no one had dared to approach TRÀSMOZ again, there is talk of dangerous creatures of the night, witches and living dead who protect the place run by the evil magician Mutamin: Immortal servant of the devil and master of the inaccessible castle and the watchtower ...

But tonight is the night of the dead and the moon is full again ... The time has come, as the prophecy says:

»When the full moon crowns the night of all saints, a brave hero will break the curse forever, He will sanctify the place with the fire of wandering souls, when they are liberated.«

You are the hero chosen to fulfill this dangerous mission ... Will you be able to free TRÀSMOZ from his curse before the sun rises again?

*This game is compatible with all ZX Spectrums with at least 48 kB, the lucky owners of a 128 kB machine will have wonderful ingame music.



HOW TO PLAY

Your mission is to illuminate each screen to break the curse, to do so you must light all existing candles before the time runs out.

You will be able to move the hero, make him jump and attack with his sword the monsters to get the sacred fire of their souls, you will have to collect these orbs of fire and use them later to light the candles of each room.

Magic is powerful in this cursed place, so you'll discover that the effects of conventional physics aren't as you would expect. If our character walks out of the screen, he will appear on the opposite side. This will be crucial for solving certain levels, so it is important that you learn to take advantage of this as soon as possible.

CONTROLS

In the main game menu you can choose the hero control method: Keyboard, joystick or Kempston joystick.

ACTION	JOYSTICK	KEYBOARD
Move left	← (left)	[O]
Move right	→ (right)	[P]
Jump	↑ (up)	[Q]
Use Sword	Fire	[Space]

MOVEMENT: You can move the hero left and right through the different platforms, if the hero has no ground under his feet, he will fall.

JUMP: Use the jump to climb to other platforms and dodge enemies.

ATTACK: Use the sword to kill some of the enemies and get the fire from his soul.



INTERFACE ELEMENTS

TIMER: Candles must be lit before the time runs out. If the time is up and you haven't lit all the candles on the screen, you will lose a life.

LIVES: You will start the game with four lives, every time an enemy touches you, you fall into a trap or time runs out you will lose a life. If you lose all your lives the game will end.

FIRE COUNTER: The fire is necessary to light the candles in each room. You will get the fire by killing enemies.

LEVEL INDICATOR: Indicates on which screen you are playing.

GAME ELEMENTS

PLATFORMS: Each screen consists of different platforms on which our hero and some of the enemies can walk.

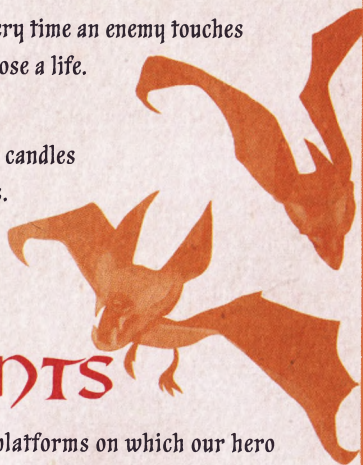
There are platforms that can be crossed from below, in the cemetery and secret catacombs; and others 100 percent solid that can not be crossed, as in the Hidden Temple.

CANDLES: You'll have to turn them on to sanctify each place and move on to the next phase. In order for the candles to be lit you must pass over them with at least one unit in your fire marker.

FIRE ORBS: The fire is necessary to light the candles, this fire will be torn from the evil creatures when we kill them with the sword. We will have to pass over these orbs to collect the fire that will be added to your marker.

TRAPS/SPIKES: These dangerous traps will cause the death of our hero if he has the misfortune to fall into them.

EXTRA LIVES: If we pick up these lives and only if we have less than four, your life indicator will be incremented.



ENEMIES

Monsters and creatures are the real threats against your mission. Remember that when you kill them they will give you the fire of their souls that you will use to light the candles. But watch out! If they reach you, you will lose one of your lives and you will have to start the level again.

ZOMBIES: These stupid creatures are moving from one side to the other without pausing, they are slow and clumsy and can be annihilated with the sword. If they touch you, they will kill you instantly.

BATS/VAMPIRES: They are fast and therefore it is impossible to destroy them with the sword, beware! They can only be dodged and they are very treacherous.

SKELETONS: These evil souls will throw their bones at you. You can destroy them with your sacred sword but you can not always reach their position.

WITCHES: Many legends talk about these evil witches, they will fly all over the screen trying to reach you. Avoid them and don't spend energy trying to kill them ... your sword can't do anything against their magic power.

AREAS

ABANDONED CEMETERY: Only the bravest dare to pass through this place on the darkest nights. There is talk of the dead rising from their graves on full moon nights and of vampires so thirsty for blood that they will suck yours as soon as you are neglected.

SECRET CATACOMBS: There is a legend that this underground facility is the entrance to a hidden temple. Beware of skeletons and witches! They won't allow you disturbing their rest and will do their best to annihilate you.

HIDDEN TEMPLE: This is the core of TRASMÓZ' disease. A series of mazes unsuitable for claustrophobic heroes. You must be careful not to get trapped and lost forever. Use everything you've learned in the two areas above and watch your step! Many times things are not what they seem ...

CREDITS

ORIGINAL CONCEPT, ART and GAME DESIGN:

Borja De Tena (@volcanobytes)

CODE:

Javy Fernandez (@defectodigital)

MUSIC:

Beyker

ORIGINAL ILLUSTRATION and COVER ARTWORK:

Dani Diez (@mrdanidiez)

AGD SUPPORT:

@thepope

LOADING SCREEN:

@bitfans

PACKAGING and MANUAL DESIGN:

Borja De Tena and Sebastian Bach (poly.play)

GAME TESTING:

Rafa Castillo (@azicuetano), Carlos Blansa, GUINDARÓ, Alejandro Valdezate (Lex Sparrow), Rubén Gutiérrez (@lmsai_REAM), @jomicamp, Javi Ortiz, David RM

THANKS TO: JEl spectrumero Javi Ortiz for his real time testings in his Youtube channel, Juanje for his preview and interview in Twitch, David and Retromaniac for his kind support in their magazine and podcast.

A special thanks to all our game testers for their infinite patience and help.

This game was created with AGD, a tool by Jonathan Caudwell.

Musicizer II by David Saphier,

Perilla by @thepope





poly.play

WWW.POLYPLAY.XYZ