

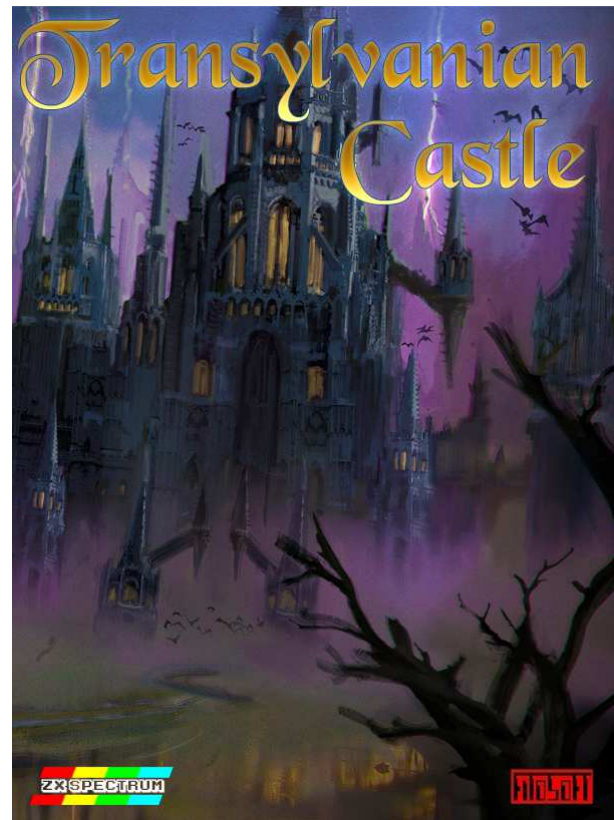
# ENGLISH

# MANUAL

## COVERS



**Kelben Stark**

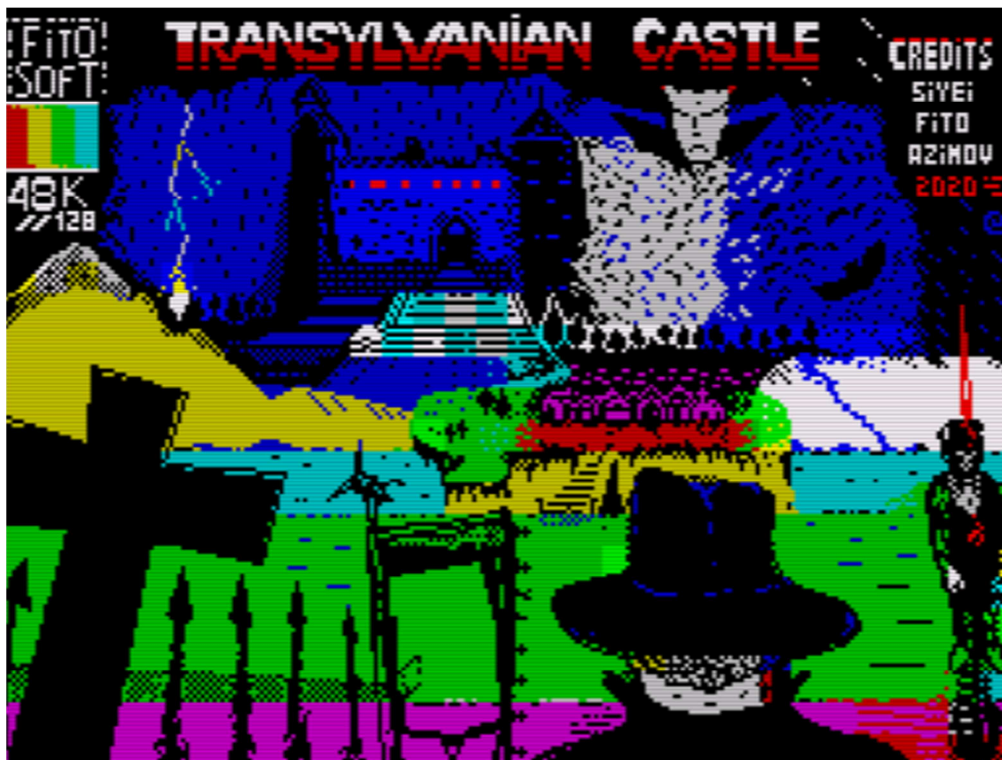


**Antonio Brownym**

# LOADING SCREENS



Original by Siyei



Final by Spiral World

# TRANSYLVANIAN CASTLE

## THE HISTORY

The inhabitants of Transylvania are very concerned about a strange plague that has been ravaging this region for some time and killing many of its inhabitants. They think the origin of this plague is related to Count Dracula, a strange being who lives in a castle near the town, from which no one has ever returned. To solve this enigma and end this plague, they have hired a professor specializing in "rare cases", Professor Van Helsing. Unfortunately, the carriage in which our brave professor was traveling on the way to the castle, the supposed origin of this disease, has suffered an accident, and when he woke up, he found some strange marks on his neck, an unequivocal sign that he has also contracted this terrible evil.

## OBJECTIVE OF THE GAME

In this adventure, you play the famous professor, and your mission will be to end this terrible curse, but you must hurry, since you only have three days before the curse ends your life...

The first step will be to go through all the rooms of the castle until you find Count Dracula and end his life, only then will you be able to end this evil.

Finally, you must find the key that allows you to escape from the castle, since after entering it, the heavy door has closed in your path and only with this key will you be able to open it.

## KEYS










MOVE / ATTACK  O P Q A

PICK / DROP OBJECT  SPACE BAR

USE ITEM  1 2 3


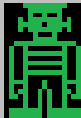


## ORDINARY ENEMIES

Throughout your adventure you will have to face different enemies in the service of Count Dracula.

ENEMIES	Maximum Energy	Maximum Damage	Probability Hit (Points out of 6)	Golden Coins
SPIDER 	4	2-4	2	3
VAMPIRE BAT 	5	2-4	2	5
SERPENT 	6	2-4	3	7
ZOMBIE 	7	3-4	2	8
EMU 	8	3-4	3	10
PHANTOM 	9	3-4	3	12
SKELETON 	10	4	4	12
CENTAUR 	12	3-4	4	15
OGRE 	14	4-6	3	15
CYCLOP 	14	4-6	2	15
TENTACLE 	15	4	5	20
WIZARD 	18	4-6	5	25
DRAGON 	20	4-7	4	30

## ENEMIES BOSS

Apart from these enemies, you will find others much stronger, which you can only kill with the use of a special object that you will have to find in the castle. It's up to you to figure out which item to use against each of these enemies.






ENEMIES BOSS	WEAKNESS	GOLDEN COINS
WEREWOLF 	THERE IS NO INFORMATION	50
FRANKY 	THERE IS NO INFORMATION	100
THE MUMMY 	THERE IS NO INFORMATION	150
DRACULA 	THERE IS NO INFORMATION	250

## THE ITEMS

Throughout the game you will find objects of different types that will help you complete your mission. Of some we know their characteristics and function, but there are others that the player will have to discover.

## WEAPONS AND PROTECTIVE ITEMS




There are various types of weapons and Protection items, each with a different attack strength or Protection Level, which will allow you to do more damage to your enemies during combat and take less damage. To use a weapon, you will first have to pick it up and once it is in your inventory, use it by pressing the position number assigned to it. If you already have a Weapon, with this action the positions will be exchanged, passing the weapon from your Inventory to your Right Hand and the Weapon you had in your Hand, to the Inventory. As for Protection Objects, you can equip them in the same way as Weapons, except that they will be automatically placed in your Left Hand.

WEAPONS	ATTACK
DAGGER 	+1
BOW 	+2
MACE 	+3
AXE 	+4
SWORD 	+5

PROTECTIVE OBJECTS	DEFENSE
RING 	+1
SHIELD 	+2


## OBJECTS TO RECOVER LIFE

There are several objects that will allow you to heal yourself and recover some Life, these are Food and Potions. And there is another type that will be the Scrolls that will increase your Maximum health level and will recover your whole life.

ITEMS	EFFECT
FOOD 	Recover 2 Life Points
POTION 	Recover 2 Life Points
SCROLL 	Increase Maximum Life Level by 2 Points Recover Full Life

## SPECIAL ITEMS

There are several objects that will allow you to advance in your adventure. We only know about them the use of the key that will allow you to open the Castle Gate and escape. Regarding the use of the rest, you will have to investigate it yourself...

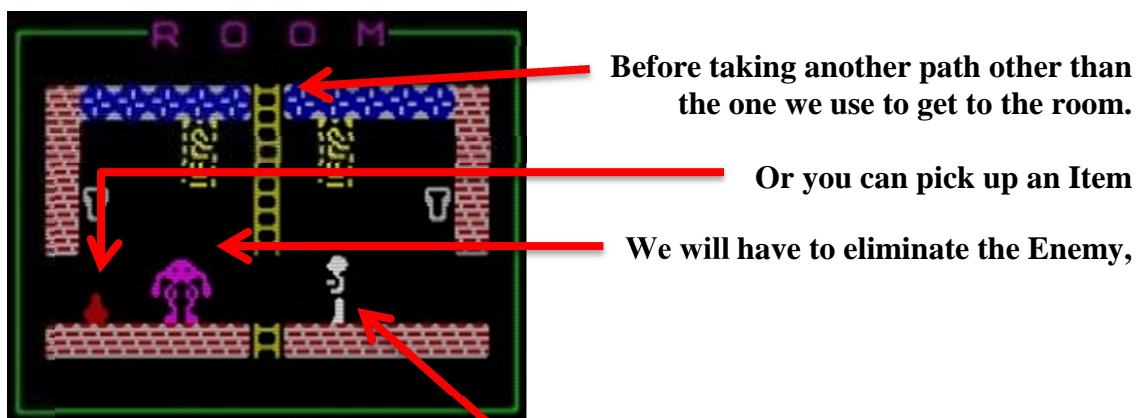
ESPECIAL ITEMS	USE
KEY 	CASTLE DOOR
SILVER DAGGER 	THERE IS NO INFORMATION
BATTERY 	THERE IS NO INFORMATION
AMON-RA STAFF 	THERE IS NO INFORMATION
HAMMER AND STICK 	THERE IS NO INFORMATION

## THE GAME SCREEN

It is divided into several sections or windows.



The "ROOM" Window is where the Action of the game takes place.



As our Energy decreases, our character changes color.



The "CHARACTER" Window is where we have the data related to our Character:



The Energy Level  
Points of Attack  
Defense Points  
The objects that we carry equipped in both hands  
And finally, the collected Treasure.

The "INVENTORY" Window indicates the objects we collect. By pressing keys 1, 2 and 3 we can use them.



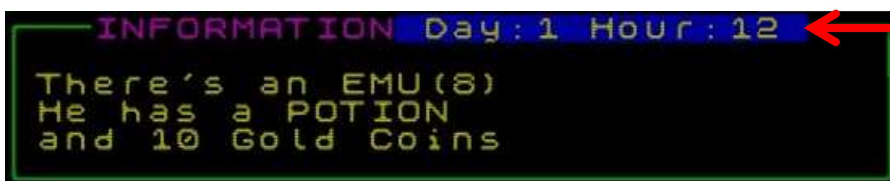
To pick up or drop an object in the room, press the "Space" key  
To use them we will use the keys 1, 2 and 3

The "MAP" Window shows us the distribution of the Castle Rooms as we go through it and our Location on the Map.



Our location  
Special Enemy  
Rooms

The "INFORMATION" Window shows us all the Game Messages



Elapsed Time

## **ACKNOWLEDGEMENTS**

**This game is not original, nor does it pretend to be. It was conceived and designed to pay tribute to the wonderful 80's, their games, their music, their series and especially Chris Dorrell, designer and programmer of video games for 8 Bit computers and author of 2 magnificent games that are among my favorites, The Oracle's Cave and The Runes of Zandos.**

## **CREDITS**

**Idea, Design and Coding..... Siyei-Er**

**Technical support..... AdolFito**

**Beta Tester..... Azimov**

**Loading Screen..... Spiral World**

**Cover..... Kelben Stark**

**Cover..... Antonio Brownym**

**(C) FITOSOFT 2020**