

Transylvanian Castle 3

The Queen of Sorcery

HANDBOOK

COVER

SINCLAIR ZX SPECTRUM

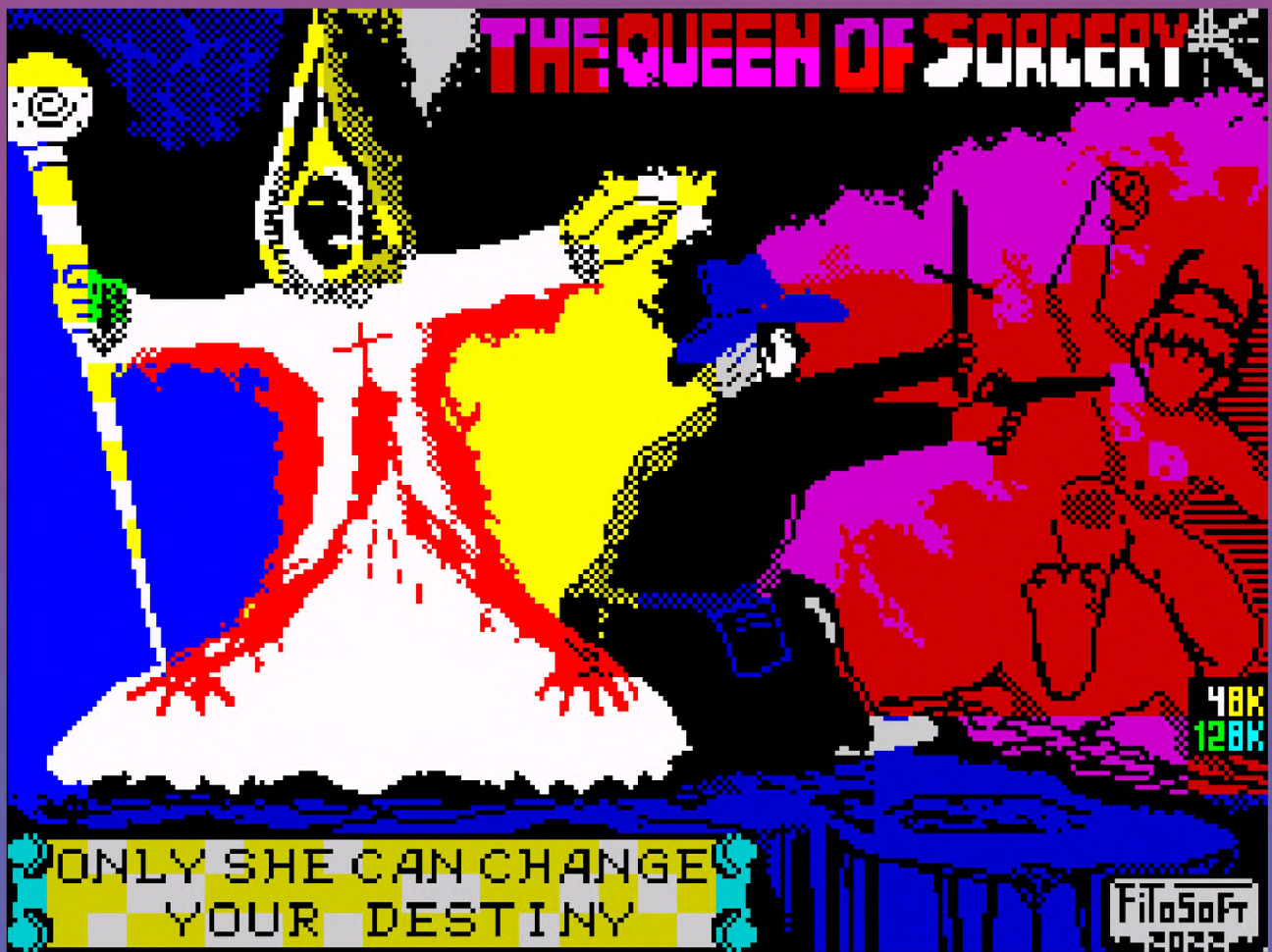
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LOADING SCREEN



By Spiral World

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THE STORY

Once Van Helsing had finished with Velnor the Sorcerer and after escaping from the castle, when he was about to take his carriage he found a girl waiting for him there.

She, between sobs, explained that her mother, Alena, had been kidnapped and locked in a dark dungeon and that as she knew of her exploits against the hordes of evil that were ravaging Transylvania, she had decided to look for him to ask for help.

OBJECTIVE OF THE GAME

In this new adventure, you embody Van Helsing again, but once you manage to rescue Alena, she will join you and you will be able to use all her abilities.

After rescuing her from her, you will have to escape the dungeon together.

OPERATION (KEYS)

During the game:

O - P	→	ROTATE Left-Right
Q	→	ADVANCE
ESPACIO or M	→	ACTIONS MENU
0	→	QUIT GAME

In Menus and Inventory:

O - P	→	Left-Right
Q - A	→	Up-Down
ESPACIO o M	→	SELECT
0	→	EXIT / RETURN

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THE MENUS



MAIN MENU



ATTACK

Attack the Enemy
on Screen



SUMMON SPELL

Open the Menu of
Available Spells



TAKE

Pick up the Object
have in front



INVENTORY

Open the
Inventory Menu



RETURN

Return to the
Game

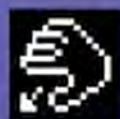


INVENTORY MENU



USE OBJECT

(from inventory)



DROP OBJECT

(from inventory)

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THE ITEMS

Throughout the game you will find objects of different types that will help you complete your mission:

- Life Potions. They will recover a part of Life.
- Mana potions. They will restore our Magical Energy completely.
- Keys. To open Closed Doors.
- Scrolls whose use will allow us to learn Spells.
- Weapons: Dagger, Axe, Sword, Staff, Scepter. Each of which will give us a different level of Attack.
- Protection Objects: Hat, Cap, Helmet. Each with a different level of Defense.
- Other Objects: Shields and Rings, which will provide us with additional protection.

*Inventory space is limited, so discard items (weapons, rings, and armor parts) that you no longer need.

CHARACTERISTICS OF THE CHARACTERS

They will increase throughout the Adventure depending on the objects we carry and the experience we accumulate.

ICON

CHARACTERISTICS



LIFE

LIFE POINTS

(The first number is the current Health and the second is the maximum)



MANA

MANA POINTS

(The first number is the current Mana and the second is the maximum)



ATTACK

ABILITY TO DO DAMAGE WHEN ATTACKING



DEFENSE

CAPACITY TO ASSIMILATE DAMAGE



SKILL

CHANCE OF HIT

(WHEN ATTACKING OR DODGE AN ATTACK)



EXPERIENCE

EXPERIENCE POINTS



LEVEL

OVERALL CHARACTER LEVEL

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LEVEL UP

As our characters accumulate Experience, they will level up, which will imply a rise in their Dexterity Level, which will make their attacks more effective. Every time we level up, Max Life and Mana will go up a few points and fully recover.

ENEMIES

Throughout your adventure you will have to face different classes of enemies with different characteristics that you will have to discover:

CHARACTERISTIC

ENERGY

Life points

MAX DAMAGE

Maximum Damage it can inflict on each Attack

SKILL

Hit Chance to Attack

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THE COMBATS

When we meet an enemy, the Combat will automatically start.

The first to Attack will always be the Enemy, and his Success or Failure will have a random component but will depend on both his Dexterity Level and that of the attacked Character. In case of a Hit, the Damage Inflicted will be random and will depend on the Maximum Damage of the Enemy and the Character's Protection.

Then it will be the player's turn, his Hit or Miss will depend on the same parameters as the Enemy's and the Damage dealt will have a random component and will depend on the Protagonist's Attack Level.

During combat, apart from Attacking, the Character in question can also use the inventory to consume potions to recover Life and Mana, but once done, the turn will have been consumed.

Another option in combat is the use of Magic, if the character is trained to do so, for which the Fireball Spell will be very useful.

THE MAGIC

Throughout the adventure you will find Scrolls that will allow you to learn Spells of various types. And at any time the Character, if he is qualified to do so, may make use of them.

Apart from the Fireball Spell, whose use is obvious, there will be others that will help you overcome certain situations and whose usefulness you will learn by using them.

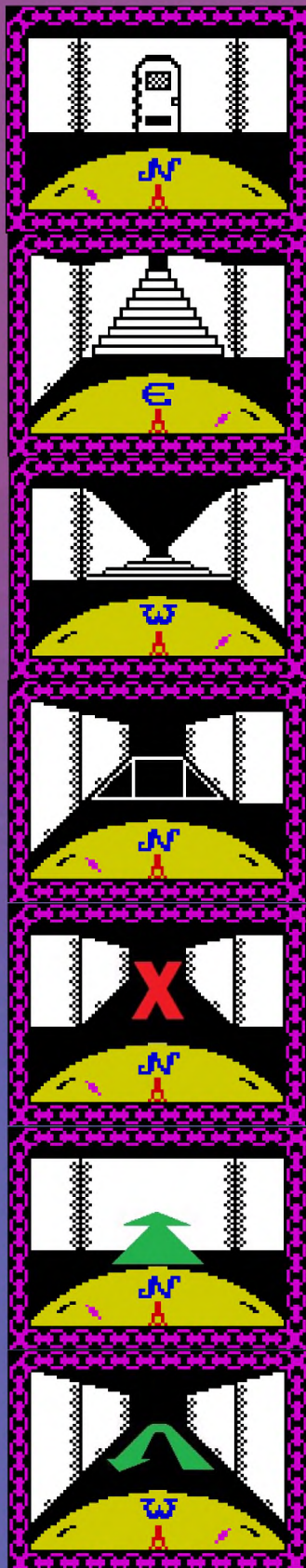
The "Fireball" Spell will help you in combat since it has an effectiveness of 100% and a damage that will be higher the higher the Attack Level of the Character who casts it.

Each Spell has a specific Mana cost. It is up to the player to know them and use them wisely, since there will be certain situations that he will need to use one of them to overcome, and it may happen that he does not have enough Mana to cast them.

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SPECIAL LOCATIONS



DOORS

FIND A KEY TO OPEN THEM

UPSTAIRS

THEY ALLOW US TO ACCESS THE SUPERIOR LEVEL

DOWN STAIRS

THEY ALLOW US TO ACCESS THE LOWER LEVEL

HOLE

*IF YOU FALL YOU WILL LOSE 10 LIFE POINTS
FIND A WAY TO OVERCOME THEM*

INVISIBLE BARRIERS

*THEY STOP YOU
YOU MUST FIND A WAY TO DEACTIVATE THEM*

FALSE WALLS

DISCOVER THEM TO ADVANCE IN THE ADVENTURE

SPINNERS

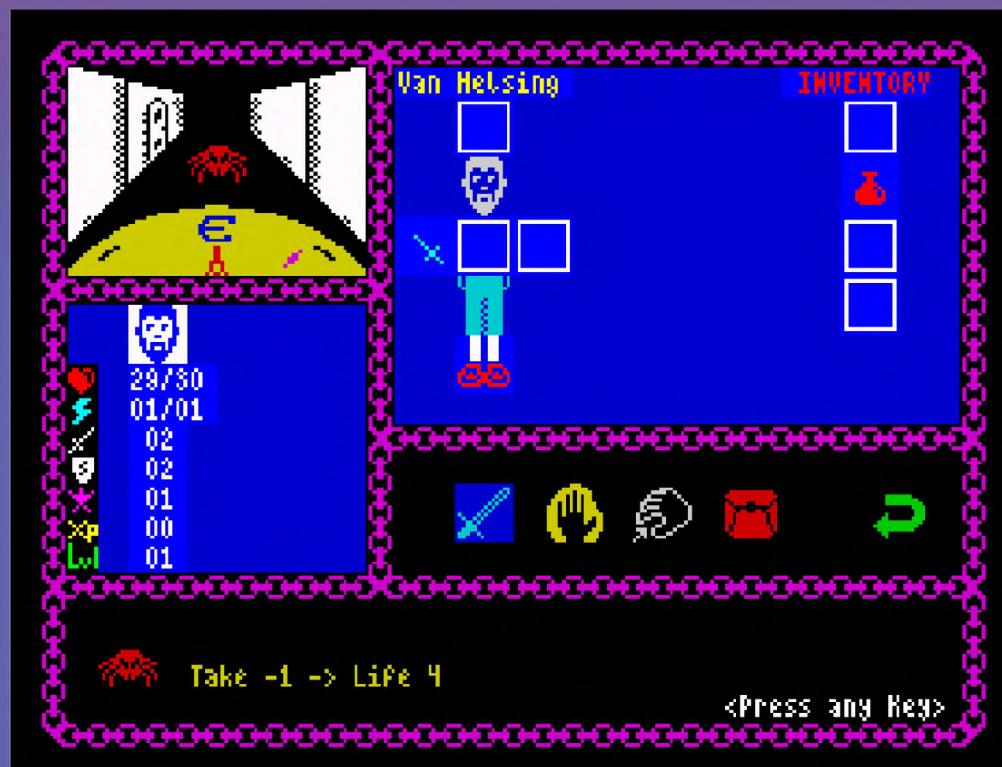
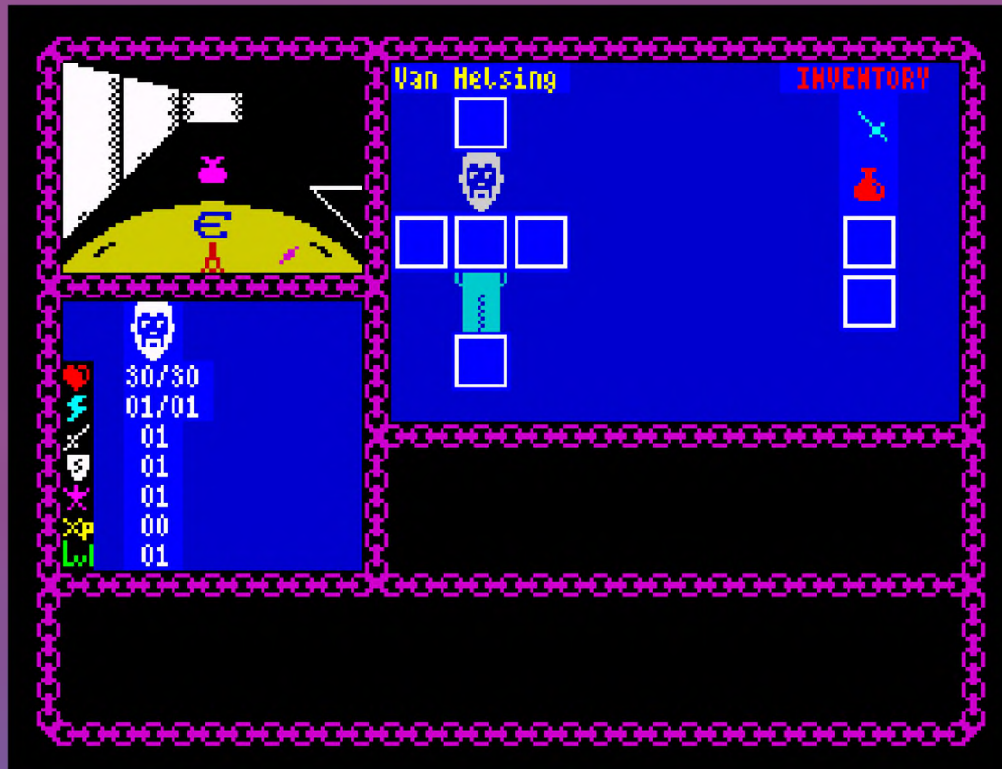
ROTATE THE CHARACTER 180°

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THE GAME SCREEN

It is divided into several sections or windows.

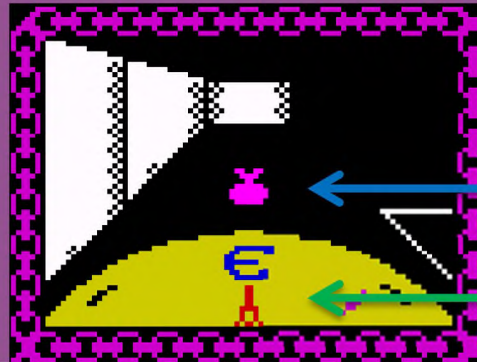


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THE WINDOWS

Window
Of
Action

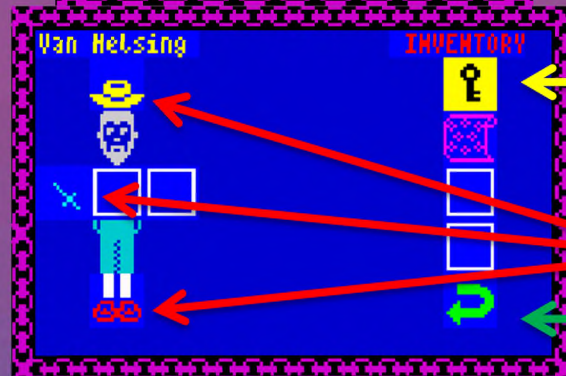


All the action of the Game
takes place in this window

Pickup Item

Compass

Inventory



Inventory Items

Equipped Items

Back to the game

Character



He informs us of the
Character Attributes:
Current and Maximum
Energy.

The Current and Maximum
Mana.

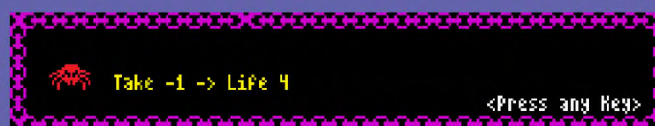
And the rest: Attack,
Defense, Dexterity,
Experience and Character
Level

Actions
Menu



From here we can perform
different actions such as
Attacking, Casting Spells,
taking Objects and
Accessing Inventory

Information



All relevant messages in
the Game will appear in
this window

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ACKNOWLEDGEMENTS

To Javi Ortiz and Kelben Stark for their unconditional support and their work promoting Homebrew.

And especially to my "little witch" who has inspired me for this new character.

DEDICATED

To David Eddings (1931-2009), literary author of great Heroic Fantasy sagas such as the Chronicles of Belgarath and those of Malloreia.

CREDITS

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