

Max Stone TWO

at the **Count's Castle**



Our friend Max Stone returns with another incredible adventure: the mystery hidden within the COUNT'S CASTLE, ruled by Count Vlad, and protected by his henchmen who guard him fiercely.

Rumors circulate in the village that Count Vlad commits acts of black magic, torture, and other atrocities in the castle. Is it true? What other secrets or riches are hidden there??

This is where you come in, helping our friend Max discover if all those rumors and other secrets hidden in the Castle and its surroundings are true.

The game has two objectives: first, you must explore every location collecting all the garlic you find; second, the main goal is to find Count Vlad and defeat him.

There are 3 areas in the game: the CASTLE, the DUNGEONS, and the CATACOMBS. You'll know where you are at any given time by its appearance, and the music will also change in each area.

If you have collected all but two garlic cloves when you encounter Count Vlad, you can neutralize him and then, during your escape, flee and finish the game.

Now, if you find Count Vlad but haven't collected all the garlic, you can still fight him... but even if you manage to defeat him... the game won't end, and you'll have to return to find every last piece of garlic.

You start with 5 lives, but don't worry, you can collect more. Along the way, you'll find hearts to collect, and some of the enemies you defeat will offer you their hearts in gratitude for freeing their souls from Count Vlad's control.

The other item to collect is the inverted cross-shaped keys, which will help you open doors of the same shape and color. Check every screen; don't miss any item you can collect, as you won't be able to go back after a certain point, and you might need it later. Above all, keep in mind that they can blend into the environment... or even be mirages.

You have a cross that you can throw, and it will return to you like a boomerang; with it you can defend yourself and destroy objects.

Max is very skilled; he can climb branches, he also knows how to climb, swim, and of course, his jump allows him to leap over some enemies, so even if they are immortal, you can dodge them or even reach higher places. Take advantage of all these features wherever they are needed.



Along the way you will also encounter doors with blinking skulls, which only open when you neutralize all the enemies on that screen... the mortal ones... of course... in other places you will find walls, which will prevent you from advancing but which you can destroy.

However, it won't all be that simple. Our protagonist's fear, combined with the castle's sinister atmosphere and the stale vapors emanating from its rooms, will cause you to see mirages and make things seem less than they appear. You won't realize this until you arrive.

Some enemies are deadly, others are not, and there are also the red ones who are angry and enraged because the Count has enslaved them, and they don't die either, but you can jump on them.

Mortals can be neutralized with one, two, or three crosses, depending on the character... you can also jump on them. In this case, each jump will be like taking a cross shot. Other enemies will shoot bones at you, which you can counter by shooting them before they hit you. Although at first you might think the boomerang shot is an advantage since it kills on the way out or on the way back, you'll soon realize that you can't fire it again until you pick it up, so use it wisely.

You also have the help of certain fixed, mobile, or air-controlled platforms, such as stone blocks or cloud-shaped structures.

Some cloud platforms can be "steered" across the screen to reach high or inaccessible areas and collect items. To do this, step onto the cloud, and it will fall to the ground under your character's weight. Holding down the down button makes the platform rise, and releasing it makes it descend. Using this technique, along with the left and right arrow keys, you can traverse the entire screen. To get off the cloud, simply jump to the side. If something happens on the screen, such as falling off a steerable cloud and then being unable to access it, exit the screen and re-enter, and everything will return to normal. But be aware that neutralized enemies will also reappear, as they have returned to their duties.

Remember, the Castle is full of hidden rooms, secret passages, and invisible doors. Sometimes the path will be indicated by an object or obvious sign, although in some cases the exit from certain levels will not be visible, and you will have to figure out how to proceed.

Good luck!!!! Let's discover the mystery of

COUNT'S CASTLE



Inverted Cross Keys

These are used to open door of the same color and shape.



Inverted Cross Gate

They are opened with the keys mentioned above.



Gate of Enemies

They are shaped like a skull and they blink.
It unlocks by killing all the enemies on the screen where they are.



Heart

Playing since 1982 and I have to explain it to you?



Heads of Garlic

Collect them all, for they will help you defeat the Count when you face HIM.



Arrow

It will kill you if it touches you; you can jump on top of them.



Demon Yahaba

He will launch demonic arrows with which he can dismember his enemies, it won't die from anything. Don't even think about touching it.



Werewolf

It's a full moon night in the village, luckily your cross is made of silver.
Be careful, for it will throw at you the bones of the victims it has devoured.
Neutralized with 1 shot or jump.



Ghost

Ghosts, like life, are easy to see but difficult to get rid of.
Neutralized with 2 shots or jumps.



Bat

The relationship between bats and castles is close; ancient towers and crevices provide perfect refuge for these nocturnal creatures. They'll drop bones at you.
Neutralized with 3 shots or jumps.



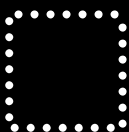
Monk

Wander through the cloister and castle corridors, it will relentlessly pursue you.
It doesn't die from anything.



Skeleton

Formed from the bones of its victims of famines and battles, it roams the castle with an insatiable hunger, seeking to devour people at night.
It doesn't die from anything.



COUNT VLAD

¿¿¿X??? No one who has seen it has survived to tell what it's like, so you'll have to find out for yourself.