

INTRO AND STORY

Welcome to **Pagoda Warrior II**, a follow up of an unreleased SEUCK game I did around 20 years ago and that went lost when I sold all my Commodore stuff.

The original game had the player fighting his way through four different pagodas to take down a criminal cult worshipping a flying snake. In this game you need to finally confront their god in flesh (scales) and bones and vanquish this cult forever. To get to confront this unearthly foe, you need to pass through the building garden, sneak into the dungeons of the palace, climb up through the offices and finally reach the roof pagoda where you'll face your long time enemy.

This game has been developed on a **PAL C64** with a **1541C** drive and a **1084 DS-2** monitor. The use of a vintage monitor pushed me in the direction of using heavily dithered graphics but, unfortunately, most of the colour mixing effect you get from a CRT monitor is lost on modern TVs. My choice was given by the fact that I wanted something faithful to the HW it belongs.

Given the outrageous number of SEUCK games out there, to which my own is just a +1, I wanted to set a length of the game to allow enough easily to get to the final confrontation as my best result would be to have people spending 15/20 quality minutes instead of one, diluted hour that, probably, most players wouldn't do.

Thanks for reading this intro and trying my game.
Best regards.

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HOW TO START

To load the game: type **LOAD "*" ,8,1** and press **RETURN**. After loaded type **RUN** and press **RETURN**.

To load a brief intro story: type **LOAD "INTRO" ,8,1** and press **RETURN**. After loaded type **RUN** and press **RETURN**. After the intro screen you need to reset the C64 to load the game.

To load the ending: type **LOAD "ENDING" ,8,1** and press **RETURN**. After loaded type **RUN** and press **RETURN**. You can access the ending only when you'll obtain the **four letters** ending code from killing the boss.

Use Joystick in port 1.

HOW TO PLAY

Left, Right moves the player

Up, Down climb stairs

FIRE while going left or right shoots a shuriken in the direction. You can shoot a maximum of three shuriken at time.

THE LEVELS

THE BUILDING GARDEN

This is the initial area that you need to cross to get to the dungeon, the only real entrance that will allow you to get to the guarded palace where the clan manages their cult.

This area is not too dangerous but overgrown plants might try to attempt to your life by spitting deadly pollen or hitting you when you're on the ladders.

Some ninjas from the cult are also patrolling, but they don't run fast, and one shot is enough to put them at rest.



THE DUNGEON

In this level things start to become tricky. You'll proceed slower in the tight hallways of the dungeon, making your way up to the palace offices.

This area is full of traps that will try to squeeze or spike you.

Timing and some backtracking are the key to survive.

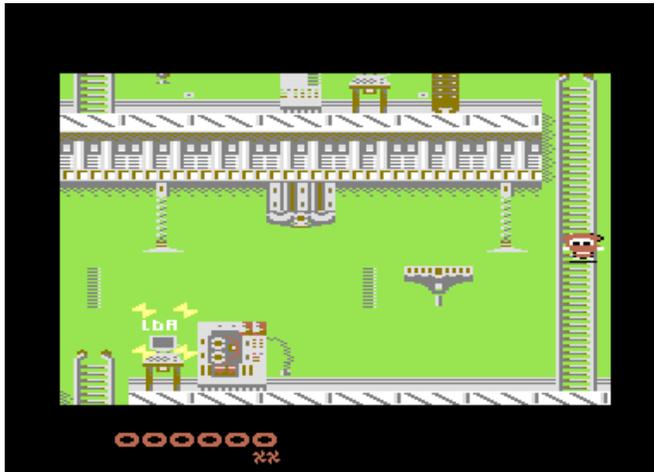
Also pay attention to pass between the bats that are flying around, and some more challenging dark ninjas might also try to step in your way.



PALACE OFFICES

You're finally in the heart of the building. Here the cultists control all their illegal business so be ready to walk through computers and machines that are used as infrastructure. Some of these computers might become alive and use their malicious code to generate electric shocks to try to kill you. Same approach will be used by patrolling robots.

Ninjas here are very fast and quite tough, and some of them won't bother using grenades to try to stop you. Sounds like an **Impossible Mission**? It is.



ROOF PAGODA AND THE SNAKE

Luckily the roof pagoda is quite short and to get to the roof all you need to do is avoid some crows trying to spit poisonous drops on you.

This won't be a big problem if you got here but is just to get you ready for the real match.

You will see your enemy coming from far and getting closer and closer to begin the mortal fight. **You have 90 seconds to finish this fight before the game ends.** He will be attacking you with his flame mouth spit and some electric shocks from his tail. Blind his eye, take down his tongue and smash the frontal claws to defeat the beast. Each part, when defeated, will reveal a piece of the code to be used in the ENDING (see "how to start" chapter) to get the ending screen.



THE FULL CAST

CYAN NINJAS: slow, low fire rate, can be killed in one shot.
CARNIVOROS PLANTS: steady, random fire of pollen, can take three hits.
TENTACLES: steady, can take three hits. They try to assault you on the stairs.
SKULL MASKS: steady, they drop red acid. Can't be destroyed.
BATS: you can avoid them or run through them.
GREY NINJAS: faster, low fire rate, need two shuriken to go down.
CEILING TRAPS: you must quickly pass under them. Indestructible.
SPIKE TRAPS: you must avoid them. Indestructible.
MAD COMPUTERS: steady, they cross fire electric shocks. Can be destroyed with 5 shuriken.
FIRE TURRETS: shoot metal balls to try to stop you from climbing further.
BROWN NINJAS: steady, they throw grenades, require 5 shuriken to put them at rest. Sometimes they use purple shields that require 3 hits to be destroyed.
PATROLLING ROBOTS: they patrol some floors and shoot electric shocks. They need 3 shuriken to be dismissed.
CROWS: steady, they drop acid over the player. Can be killed with just one shuriken.
FLYING SNAKE (BOSS): you need to destroy the mouth, the claws and the tail. Each part can take between 10 and 15 shuriken.

HELP!

You think some parts are too challenging? Maybe you're approaching the game in the wrong way. Running forward is not the way to go through this one. To help you in your quest, here you are two videos with the walkthrough for the first two levels of **Pagoda Warrior 2** to prove that you can go through them without losing a single life. Just learn enemies timing, paths and when they are triggered. Sometimes a retreat can save you the life!

Level 1 Walkthrough

Level 2 Walkthrough



BONUSES

Grab the **food** you find on your way to progress with score

You are awarded an **extra life** every 10000 points

If you pick up a **Teru Bozu** doll (or you shoot a **hanging Teru Bozu** doll) you're awarded 2500 points. 4 of them grant you automatically an extra life

