

THE EYE OF VELNOR

TRANSYLVANIAN CASTLE 2

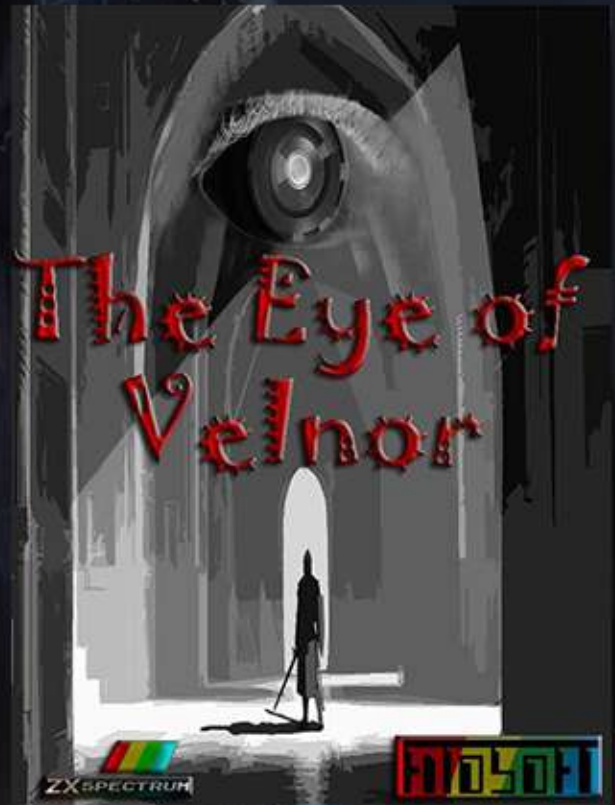
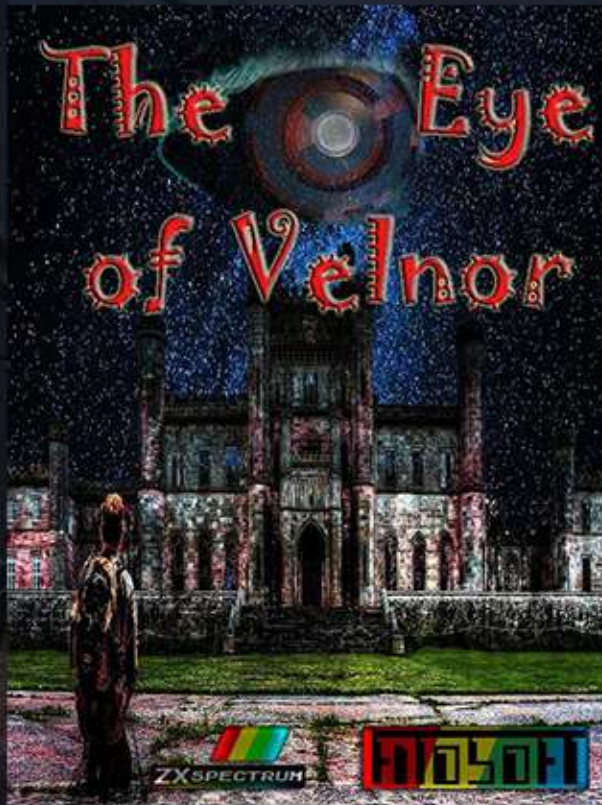


THE EYE OF VELNOR

TRANSYLVANIAN CASTLE 2

ENGLISH MANUAL

COVERS



By Kelben Stark



Instruction Manual

By Siyei Er and Helben Stark
Layout Brownym

LOADING SCREEN



BY SPIRAL WORLD

Professor Van Helsing's diary:

DAY1:

Hello adventurer if you are reading this, I have started this diary, rather continued after falling down a well that has transported me to a dimension of horror and madness, I should never have returned to the Castle, but a force prompted me to cross that door again Damn, I had fought for 3 days against the monsters and snatched that Dark being that led them the key to my freedom but I was not sure I had finished with the Evil that devastated Transylvania, something made me come back and that was my downfall, the ground As soon as I crossed the threshold of the door, it opened under my feet and I fell into that well of darkness that transported me to an endless maze ...

DAY2:

I have followed the advice that was in that incredibly well preserved notebook in a plastic material that snatches from the bony hand of the skeleton of that gentleman, I would not know what era it could be, the rust on his chainmail and shield would not leave No clue of its origin, but I will try to summarize what this adventurer wrote in these laminated pages:

1- Look for the exit of the labyrinth and find a weapon to face each of the Guardians of the Wells, they are magicians of great power, but they serve an even more powerful Evil.

2- One of those Guardians before giving the final face that cost me almost a mortal wound, whispered a few words "Oelnor ... the eye will end you ... you will never leave without the parts of the eye" ... I must find the parts of some object of power, that eye to escape.

3- Days go by and I am very weak, it is vital to go through every corner of these labyrinths to find potions and any equipment that improves my limited weapons and restores my vitality as soon as possible, I don't know how long it took here but this labyrinth has no end ...

And that's all adventurous, I hope it helps you, I continue to go through the levels of this dimension looking for the exit to face the Dark One again, if you are reading this, my end has arrived, every time I have less strength and there I already see in the distance another of the Guardians of this labyrinth, I hope that thanks to this writing you can end the evil power that is behind this endless labyrinth, there to prevent me from reaching our reality and devastating Transylvania again ...

Van Helsing

Keys

Use item	1-6
Move / Attack	Q
Rotate Left-Right	O P
Take / Drop Item	Space o M

ENEMIES

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

CHARACTERISTICS OF THE CHARACTER

Energy

Life Points

Maximum Damage

Maximum Damage the enemy can deal

Dextery

Hit chance when attacking

Gold coins

Amount of Gold that the eneemy will leave us when they die

Some enemies, apart from the Gold coins, will leave us an object that will help us in our adventure.

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 functions, but there are others whose use you will have to discover.

Weapons, protective objects and potions

You will find weapons in the form of a Sword and Protection objects, each of them with a certain number of Protection Points. For every 5 Protection Points, our character will increase his Defense Index by 1 Point. Potions will recover 10 Life Points of the Character.

Characteristics of the character

Some will not vary throughout the Adventure, such as the Maximum Energy of our character, others will instead increase as our character gains Experience or equipping some objects.

ENERGY	CURRENT ENERGY POINTS
ATTACK	ABILITY TO DO DAMAGE WHEN ATTACKING
DEFENSE	DAMAGE ABSORBING CAPACITY (+1 FOR EVERY 5 PROTECTION POINTS)
DEXTERY	PROBABILITY OF HIT ON ATTACK (+1 FOR EACH LEVEL OF THE CHARACTER)
LEVEL	GENERAL LEVEL OF THE CHARACTER
EXPERIENCE	POINTS OF EXPERIENCE
TREASURE	GOLD COINS

LEVEL UP

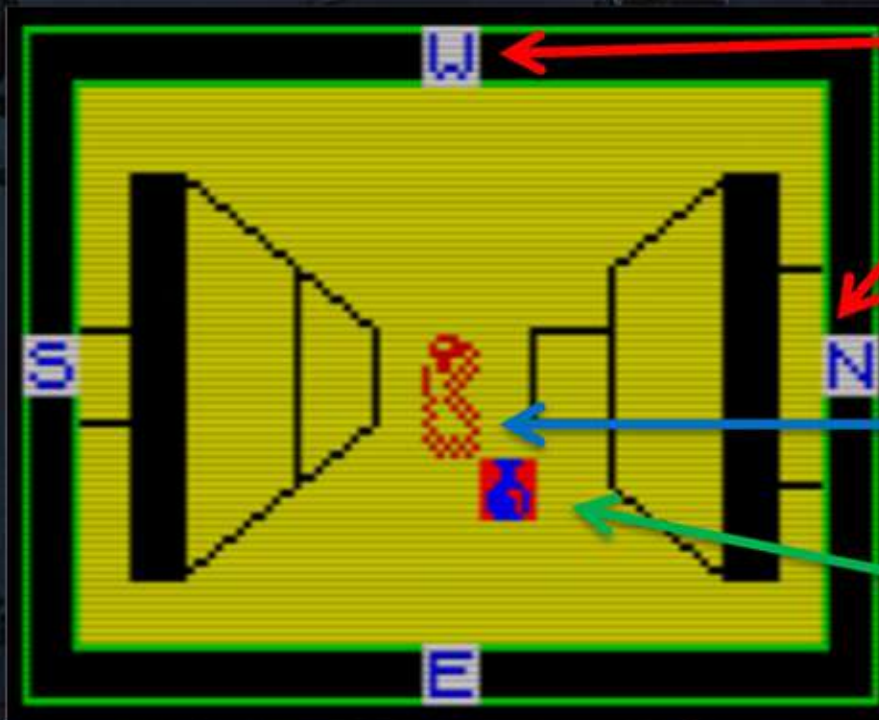
As our character accumulates Experience, he will go up in Level which will imply a rise in his Dexterity and Attack Level, which will make his attacks more effective and powerful.

THE GAME SCREEN

It is divided into several sections or windows.



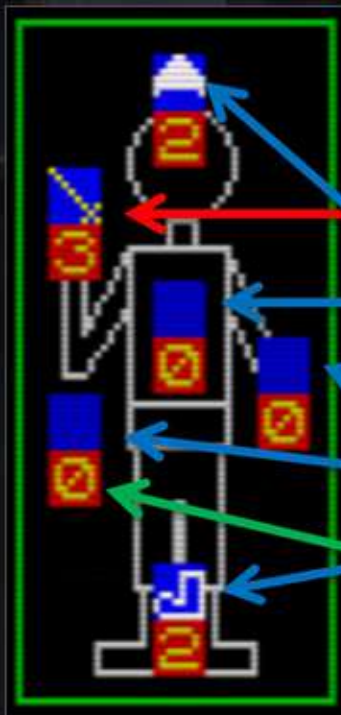
The windows



Compass

Enemy

Item



Weapon

Protective Elements

Value

FLOOR: 3

Floor

Hero

INVENTORY

1	2	3	4	5	6

Position in Inventory

Items

CHARACTER

VL: 3

Energy: 15

Att: 6

Dex: 3

Xp: 720

Def: 1

Gold: 620

Energy

Character Level

Experience

Attack Points

Defense Points

Treasure

Dextery Points

INFORMATION

You attack ZOMBIE (7)
 With 5 Damage - ZOMBIE (2)
 You take 0 Damage

Ventana de información

ACKNOWLEDGEMENTS

To Javi Ortiz for his unconditional support both for the new Spectrum creations and in particular for this group of friends that make up Fitosoft.

To José Rodríguez Boriel for having developed the magnificent ZXBoriel Compiler and for having been the chosen tool to make this game.

CREDITS

Design and Coding..... Siyei-Er
Technical support..... AdolFito
Ad, Cover, Script and Testing Kelben Stark
Menu Music..... Azimov
Loading Screen..... Spiral World
Cover, Layout of the Manual..... Brownym
Trailer..... Javier Fopiani y Laura Gonz