

STORY

You are Alfred, a magician, as one, you do magical things, like magic.

One day, in your favourite dungeon a ghost known as Goshy casted a spell on you, that magically magical spell transformed you into a mouse that could not use magical magic.

After a lot of struggle and suffering, you were able to get out of the dungeon and reach the magical statue of magic for magical mages who make magic and with it's magic, you were transformed back into yourself.

HOWEVER, YOUR MAGIC IS NOT WORKING ANYMORE! Your inner rage starts to get out, you turn your head back to look at the entrance of the dungeon, your eyes turn red as you strengthen your grip on the sword, your whole body starts shaking in anger.

Then you get in the dungeon, hoping to find Goshi and make him pay for what he did to you.

FINDING GOSHI

Before defeating Goshi, you need to get to him, to do so, you will have to open the gate to his chamber.

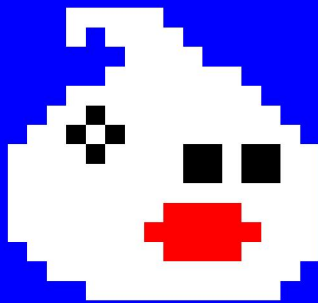
There are four magicaliciouslycal rooms, clear them to get a short-cut to the gate and light the fires.

When the four fires are lit, the gate will open and you will have access to Goshi's chamber.

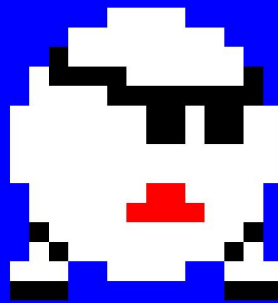
DANGERS

All of this this thigs will be getting in your way, and will make you suffer, avoid or kill them to get your revenge.

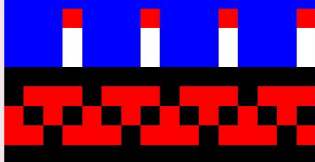
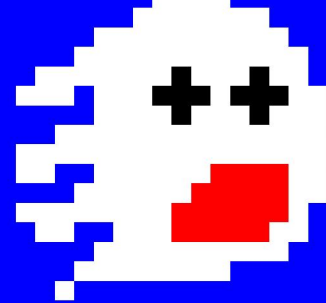
2 hp



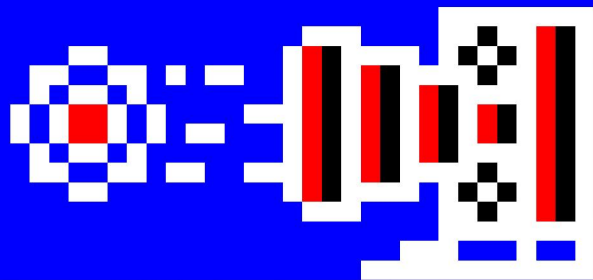
2 hp



3 hp



Invulnerable



1 hp

1 hp

POWER UPS

By clearing the rooms containing this magical medals, you will unlock the path to them and you will be able to obtain their magical powers.

All of them will recover 3 health points and grant you it's unique effect.

+2 max hp
full recovery

+2 max mp

+1 Sword
damage

+1 Knife
damage



SCORING

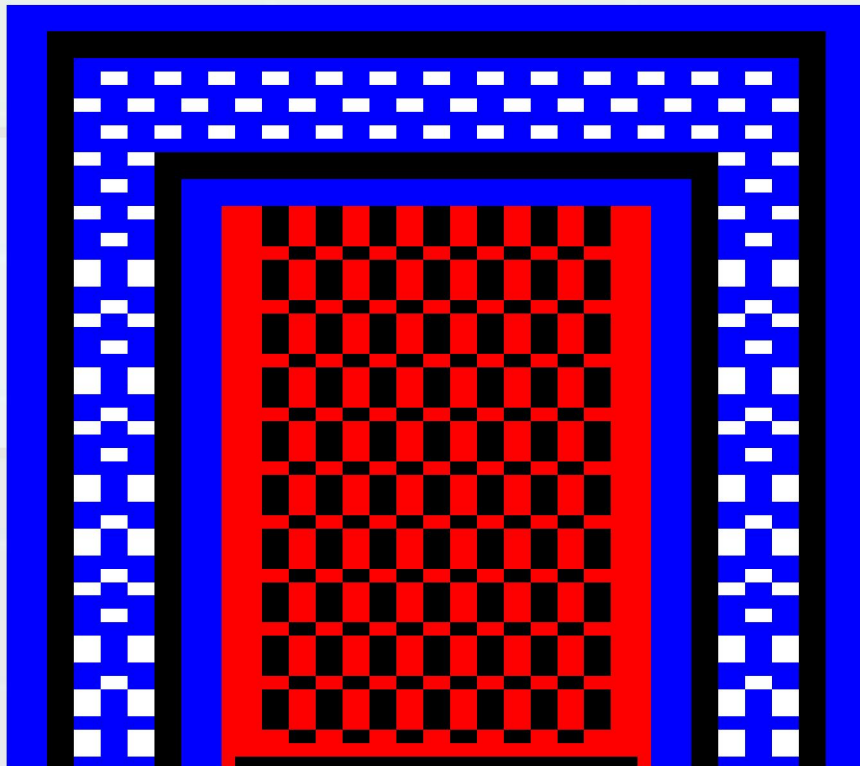
the score will be constantly decreasing over time, unless it's 0, so you can take your time before killing the first enemy.

score is awarded as follows:

killing an enemy	+5
clearing a normal room	+50
picking up a power up	+250
clearing a magical room	+500
entering Goshi's chamber	+500
defeating goshi	+5000

REFERENCE

The gate to Goshi's chamber is
ment to be similar to the gate
that appears on Prince of Persia
Broderbund (1990)



Escape:
Pause Game

M:
Mute Music

CONTROLS

There are two control sets that you can select before playing.

ORIGINAL

OP: Move left-Right

Q: Jump

A: Go Down Platforms

Space: Use Sword

Enter: Throw knife

TRAITOR

AD: Move left-Right

W: Jump

S: Go Down Platforms

O: Use Sword

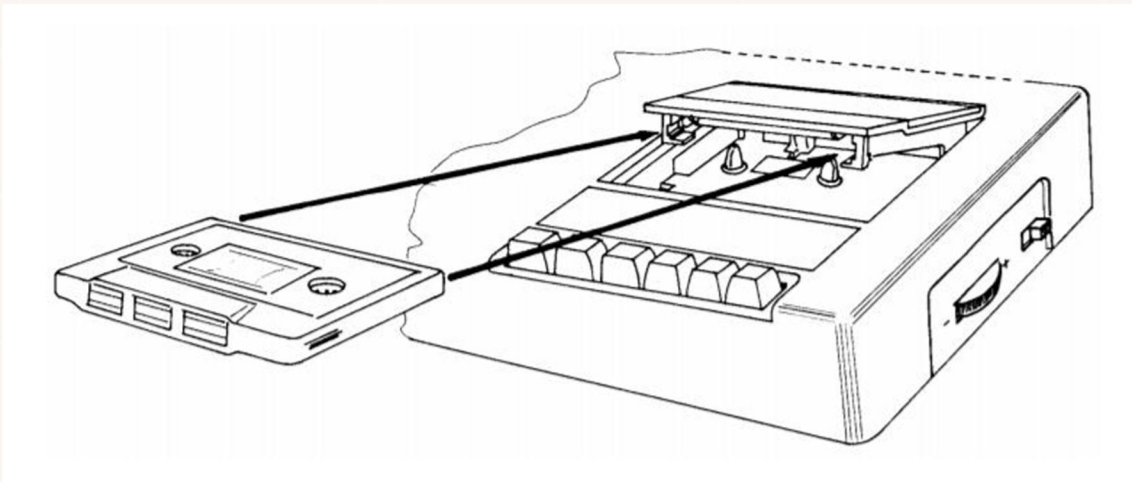
P: Throw knife

Escape:
Pause Game

M:
Mute Music

LOAD THE GAME

First of all, insert the cassette on the Amstrad cassette player.



Please check that it is full rewined. Then type "RUN" and press ENTER/RETURN. Finally, follow the steps shown in screen.

CREDITS

Programming:

Javier Izquierdo Vicedo
José Navarro Pastor

Music:

Javier Izquierdo Vicedo

Graphics:

Javier Izquierdo Vicedo

Level design:

José Navarro Pastor