Petaflopis Team

Natalia Bernal, Álvaro Esteve, Plácido Antonio López

A GAME BY
PETAFLOPIS TEAM

GAME MANUAL

Nightmare Fortress

Petaflopis Team
Natalia Bernal, Álvaro Esteve, Plácido Antonio López

INDEX

1. RUN
1.1. Run DSK in WinApe.

1.- Run WinApe.

2.- Go to File/Drive A:/Insert disc image.
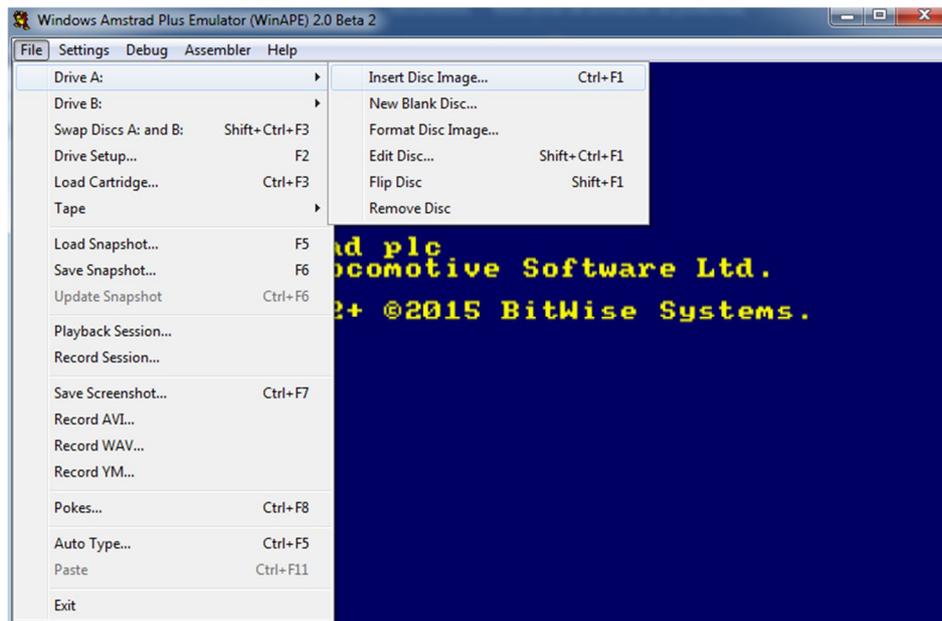
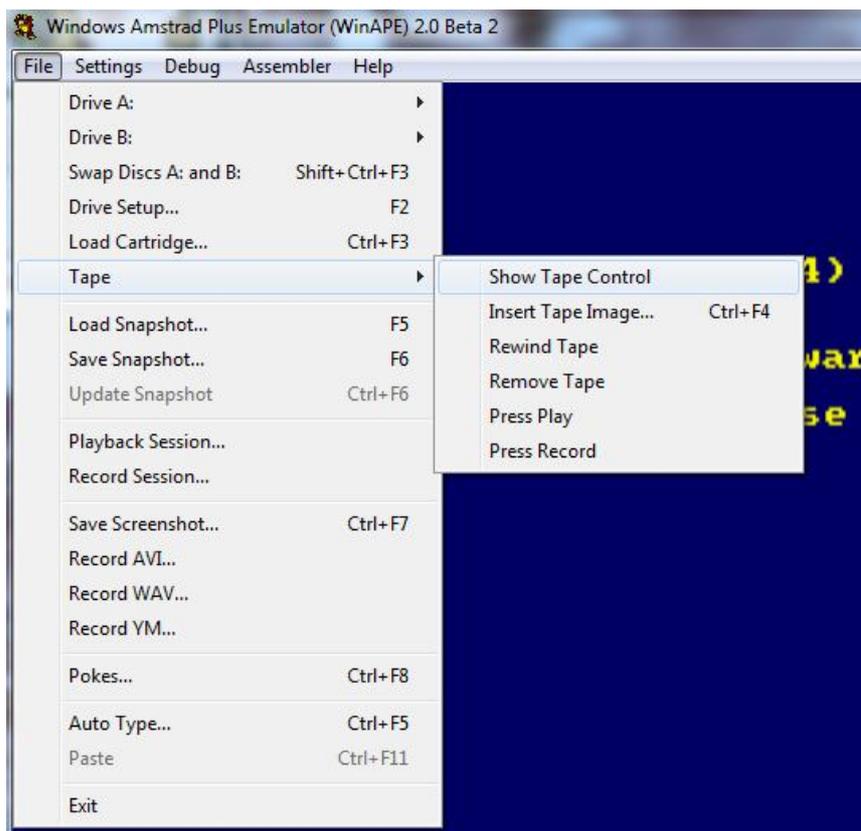3.- Select Fortress.dsk (it is in Petaflopis-NightmareFortress).

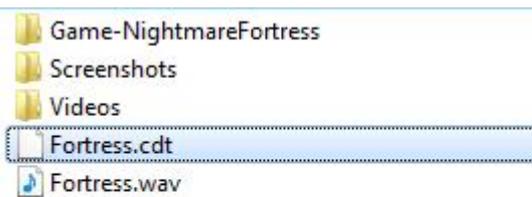4.- Write in WinApe: run"loader.bas".

1.2.   Run CDT in WinApe.

1.- Run WinApe.

2.- Go to File/Tape/Show tape control.

3.- A new windows will open, click open.

4.- Choose Fortress.cdt.

5.- Press play.

6.- In winape go to File/auto type.

7.- In auto type (it is a window) write:

|tape

run"
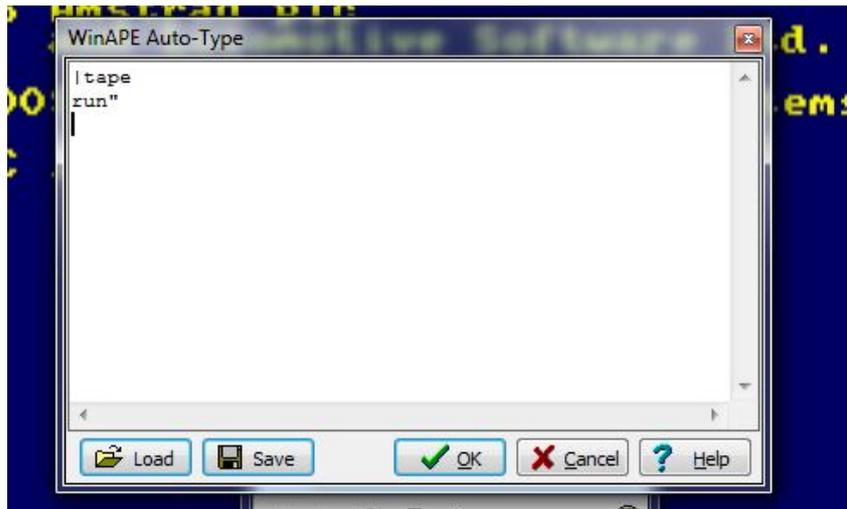
Press ok.

8.- Press any key.

2. CONTROLS

Game control keys:

Up – W   Right – D

Down – S   Left – A

Shoot – Space bar   Pause – P

Menu keys:

Select option – Space   Change option – W/S

Go back – Z

Story:

Continue to the game – Z

Game over

Restart the game when you die – R

Game end

Restart the game when you have finished the game – R

Shots

If the character is very close to the enemy, the shot sprite may not be visible, but it is being done.

3. GLOSSARY

3.1. Objects

Keys

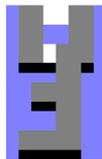To open the doors is necessary to have keys in the inventory. Keys can be found in the map on the floor.

In some levels, the door will be closed, and the character won't have any key. To get the key, it will be necessary defeat the enemy or enemies of the room.

Once you have the key in the inventory, it will be enough to approach the character to the door to open it.

Chicken

Chicken is a collectible object that recovers 10 life points to the character, without exceeding the maximum life points. It can be found in some rooms of the map.

Heart with symbol +

It is an object that increase 10 points of maximum life.

Coins

It is an object that increase 10 points to the scoreboard.

3.2.   Enemies

Frogs

Frogs are the first enemy that appears in the game. These are giant frogs controlled by the Dark Lord to prevent intruders from entering the fortress.

Life: 30 points.   Attack: 10 points.

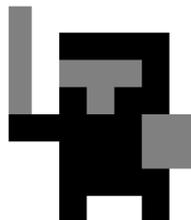It appears in the first levels, outside the fortress.

Dark knights

Second enemy of the game. They are the knights that, under the command of the dark lord, guard the fortress and protect the dark lord from intruders.

Life: 40 points.   Attack: 15 points.

They appear inside the fortress.
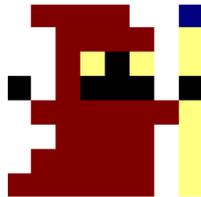
3.3.   Final bosses

Necromancer

He is the first boss the character will face in the game. The necromancer will summon two dark knights, and every time we defeat one of them, he will revive him. Until the necromancer is defeated, he will continue invoking the fallen dark knights again.

Upon entering the room of the necromancer, he will close the door. To be able to leave the room it is necessary to defeat him, because when he dies he will drop the key to the door.

Life: 190 points.   Attack: 20 points.

Dark lord

On the level before the Dark Lord's room, the music will stop, and we will find a lot of chicken to prepare for the battle, as a sign that we are approaching the final boss's room.

The dark lord will be accompanied for 3 dark knight that will be supporting him in the battle. Every time we defeat one of these knights, the dark lord will call another one, until finally we can defeat the Dark Lord.

Life: 240 points.   Attack: 25 points.
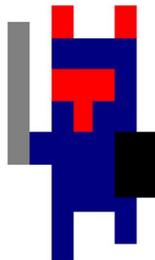
3.4.   Stages

Outside the fortress

The first scenario will be the exterior of the fortress, in which the frogs and various objects are found, as well as doors that we must open until we reach the interior of the dominion of the dark lord.

Inside the fortress

In this scenario the character is finally inside the fortress, where he will meet the dark knights, objects and doors. This is where he will face the final bosses of the game.
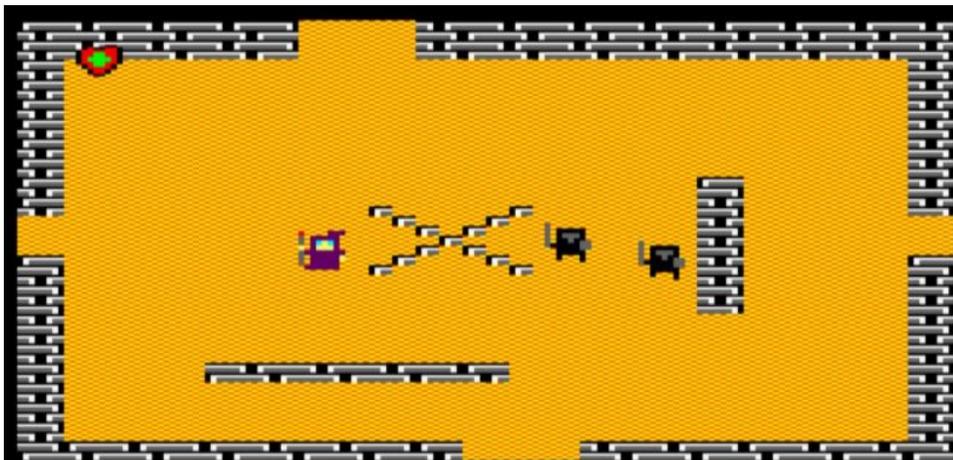
4. Story

4.1.   Game story

Your land is being invaded by an evil dark lord who wants to take the control of the kingdom and plunge it into chaos. The king has commanded you to expel that evil being from his fortress to restore peace in the kingdom. You will have to enter his fortress and face the dangers that you will find there. Are you ready?

4.2.   Character

The character is a powerful wizard who has faced numerous dangers throughout his life. The king of his land has given him the most difficult mission he has ever encountered: to expel the dark lord who devastates his kingdom

Life: 80 points (at the start of the game).   Attack: 10 points.
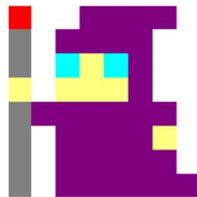
4.3.   Reference to Phantis

Inside the fortress there is a room where the video game Phantis is congratulated for its 30th anniversary. Phantis is an arcade video game created and published by Dinamic Software in 1987. It was released for ZX Spectrum, Amstrad CPC, Commodore 64, MSX and PC. It was developed by Carlos Abril and Javier Cubedo, and the cover was designed by Alfonso Azpiri.