



RETROBYTES PRODUCTIONS 2018

The legends tell that one of the greatest love stories was the one that Arlett and Jarlac lived in the lost kingdom of Tyramat. Happy as they were they did not realize that with their love they had raised the envy of a dark sorcerer named Ott, in love with the beautiful Arlett.

Before the rejection of Arlett, Ott enters into anger and decides that, if it is not his, it will not be of anyone. Ciego de Ira uses his powerful magic and turns Arlett into a stone statue.

As soon as the news reaches Jarlac, he goes in search of his beloved. He finds her petrified, but in her hand she shows the solution to his spell: a heart of stone.



HOW TO PLAY

The goal in Jarlac is to return Arlett to his human form. To do this, it is necessary to collect several objects scattered throughout the kingdom of Tyramat: 13 fragments of heart and the lost parchment that contains the spell of Topo. With them Jarlac will be able to break the curse that petrified his beloved.

Hearts

The 13 hearts to collect are spread throughout the kingdom of Tyramat. When Jarlac finds them he can see that, like Arlett, they are petrified. Once cleared, you can pick them up. For this you must use a lot of magic power.



Each time Jarlac picks up a heart, an indicator will light under the magic bar.



Topo Scroll

The Topo Scroll contains the only spell that, together with the power of the 13 hearts, can return Arlett to its human form. Jarlac must locate it and collect it in order to save it.



Note: This is our reference to Chicago's 30. Author of the Sprite: Roberto P. Acebes

Magic

Jarlac can accumulate magic power as he eliminates enemies. When Jarlac's magical power is at its maximum, he will be able to use magic, which will wipe out all the enemies on the screen and also demolish the hearts in it.

ENEMIES

Different enemies populate the kingdom of Tyramat. They have been invoked by the evil power of Ott. Each of them has a different behavior and populates the areas where it feels most comfortable.

Aranna

The aranna is the most common of the enemies that Jarlac will find in Tyramat, since by its constitution it can fly almost anywhere, although they feel more comfortable in the grassy area.



Flying Sisu

The flying sisus live among the vegetation and trees on the surface of Tyramat. As soon as they detect Jarlac they will go for him, so close, that Jarlac must make the effort to separate from them so that he can eliminate them with his sword.



Skeletons of ancient knights

These enemies guard the basement of Tyramat. You can try to pass by them without being detected, but as they do they will do everything possible to eliminate you.



Ott

Ott is the one who has messed up all this mess. He sure does not make things easy for Jarlac.



ELEMENTS

Lava

Rivers of burning lava flow under the floor of Tyramat. The mere contact with her is mortal.

Water

Water has a healing effect on Jarlac. Whenever possible, introduce Jarlac in water to heal his wounds and recover energy.

CONTROLS

Jarlac can be controlled with a keyboard or joystick, depending on the option selected in the game menu.

Keys are:

- **O**: Left
- **P**: Right
- **Q**: Jump
- **A**: Use Magic (only when bar is completed)
- **Space Bar**: Fire
- **Delete**: Pause / Continue
- **ESC**: End

TIPS

- Jarlac can recharge energy in the water. Visit these areas regularly.
- Jarlac can only eliminate enemies with his sword, if he has them on his body he can not eliminate it. Save the distance to eliminate enemies effectively.
- A fall from too much height will never kill you, but it will hurt you. Try to descend in a controlled manner.
- Some enemies will throw projectiles at Jarlac. If you synchronize your knob you can destroy them without causing them harm.
- Remember that magic not only destroys hearts, it also eliminates all enemies on the screen.

CREDITS

Code: Toni Ramírez

Graphics: Alejandro Layunta (Alinho)

Music & FX: Jose A. Martín