

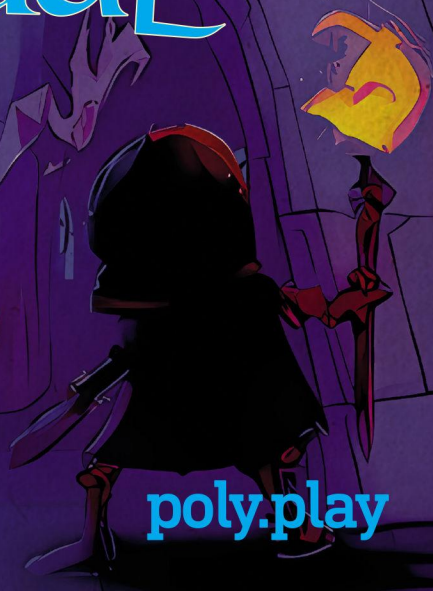
REVENGE OF  
**Traismoz**



**manual**



**VOLCANO**  
*bytes*



**poly.play**



# HOW TO PLAY

In REVENGE OF TRASMOZ, you play as two heroes who have come together to face the evil Mutamin and his army of monsters. Your mission is to traverse the different levels of the game, lighting the candles in each screen to sanctify it. You must descend room by room until you have cleansed all the cursed instances.

To do this, you must light all the candles before time runs out. You will be able to move the two heroes around the stage, making them jump and attack monsters with their swords to extract the sacred fire from their souls. You must collect these fire orbs and use them later to light the candles in each room before they revive.

Magic is powerful in this cursed place, so you will find that the effects of conventional physics are not as usual. When characters step out of certain borders of the screen, they will appear on the opposite side. This will be crucial to solving certain levels, so it's important that you learn to take advantage of it as soon as possible.

You can also play in co-operative mode with a friend to face the challenges together, or in single-player mode if you prefer to face the curse alone.

# CONTROLS

You can move the hero left and right through the different platforms, if the hero is off the ground he will fall.

**JUMP:** Use the jump to reach other platforms and avoid enemies.

**ATTACK:** Use the sword to defeat some of the enemies and get the fire from their souls.

ACTION	JOYSTICK PLAYER 1+2	KEYBOARD PLAYER 1	KEYBOARD PLAYER 2
Move left	left	[O]	[←] (Cursor left)
Move right	right	[P]	[→] (Cursor right)
Jump	up	[Q]	[↑] (up)
Use Sword	Fire	[SPACE]	[ENTER] or [COPY]

# INTERFACE ELEMENTS

**TIMER:** This is the amount of time you have before Mutamin becomes aware of your presence and comes after you.

**LIVES:** You start the game with 3 lives, each time an enemy touches you or you fall into a trap, you lose one life. When you lose all your lives, the game ends.

**FIRE COUNTER:** Fire is needed to light the candles in each room. You get fire by killing enemies and getting their soul orbs.

**SCORE COUNTER:** How many points can you score?

# GAME ELEMENTS

**PLATFORMS:** Each screen is made up of different platforms that our hero and some of the enemies can walk on.

There are platforms that can be crossed from below, like in the graveyard, and others that are 100 percent solid and cannot be crossed, like in the Hidden Temple.

**CANDLES:** You will need to light these to sanctify each location and move on to the next stage. To light the candles, you must walk over them with at least one unit in your fire gauge.

**ORBS:** The fire in these orbs is needed to light the candles, this fire is taken from the evil creatures when we pass over them with our sword. We will need to walk over these orbs to collect the fire that will be added to our marker. Remember that if you take too long to collect the orbs, they will disappear and the monster that created them will be resurrected.

**FIRE ORBS:** Causes the death of our heroes if they are unfortunate enough to fall on it.

**EXTRA LIVES:** If we collect these lives and have less than 4, our health bar will fill up.

**TREASURE CHESTS:** Get extra points by reaching the secret treasure chests. This item will make a big difference to your score, so make sure you collect it before your partner if you are playing in co-op and want to be the player with more points.

**ENEMIES:** The monsters and creatures that populate the scenarios that our hero must traverse are the real threats to our mission. Remember that if you kill them, they will give you the fire of their souls that you will use to light the candles, but be careful! if they catch you, you will lose one of your lives and you will have to start the level again.

## ENEMIES

**ZOMBIES:** These stupid creatures move around incessantly, they are slow and clumsy and can be killed with the sword. If they touch you, they will kill you instantly.

**BATS/VAMPIRES:** They are fast and cannot be killed with the sword, so be careful! You can only avoid them and they are very treacherous.

**SKELETONS:** These evil souls will use their old bones to throw them and reach you, you can destroy them with your holy sword, although you will not always be able to reach their position.

**GHOSTS:** Many legends speak of these souls, they will cross the screen trying to reach you, avoid them and do not waste energy trying to kill them ... your sword will not be able to destroy them ... Or maybe it will?

**MUTAMIN:** This is a terrifying flying skeleton that appears when the timer reaches zero and he will pursue you. After facing it throughout the first 12 levels and clearing all the rooms, players will have to face this relentless being in an epic final battle. With its red cape and flight abilities, this boss is a formidable opponent that will challenge even the most skilled players. Break the curse forever and become the hero of REVENGE OF TRASMOZ!

## GAME AREAS

**ABANDONED CEMETERY:** Only the bravest dare pass through this place on the darkest of nights. There are stories of the dead rising from their graves on full moon nights, and of vampires (bats) so thirsty for blood that they will suck yours if you let your guard down.

**SECRET CATACOMBS:** These dark caves are hidden underground, and legend has it that they are the only way to reach the entrance to the Hidden Temple.

Beware of skeletons and witches! They are not used to humans disturbing their rest and will do everything in their power to destroy you.

**HIDDEN TEMPLE:** This is the heart of Trasmoz's evil. A series of labyrinthine chambers, not for the claustrophobic hero. You must be careful not to get trapped and lost forever.

Use everything you learned in the previous two areas and be careful where you step! Things are often not what they seem ... In the final stage of this area, in the darkest depths, you will be able to fight Mutamin when all areas have been blessed.

Good luck warrior ... all our hopes are now pinned on you.

Will you be able to overcome the difficulties and break the curse?

## CREDITS

**ORIGINAL CONCEPT, ART**

**and GAME DESIGN:** Borja De Tena (@volcanobytes)

**CODE:** Antonio Perez (@PatMorita)

**MUSIC:** Carlos Perezgrin, (@cperezgrin)

**QA:** Sergio Ferredelo Caballero (Pomez666)

**PACKAGING and MANUAL DESIGN:**

Borja De Tena and Sebastian Bach (poly.play)

**ADDITIONAL ILLUSTRATIONS:** Dani Diez (@mrdanidiez)

**GAME TESTING:** Alejandro Valdezate, Rubén Gutiérrez »Señor Rosa REAM«, Atila Merino »Blackmores«, Mr. Dani Diez

**THANKS TO:** Octopusgig/Cheman »CePeCeros podcast« for his kind help always, Juanje for its diffusion in all his channels and support, Xyphoe, IndieRetrolnews, RetroParla.

Special thanks to Francisco Gallego (Professor Retroman) for his wonderful CPCTelera, which we used to create this video game.

This game was created with CPCTelera by Francisco Gallego.

A BIG THANK YOU to all our supporters for their endless patience and help, and to you who have this game in your hands.





**poly.play**

WWW.POLYPLAY.XYZ