VIA TRIUMPHALIS

This note has been taken during the development of the game

Mavas is a romans charioteer. Receiving orders from emperor Julius Caesar, he is the first secret agent in history. The adventure starts in the ancient Rome and ends in the Ancient Egypt.

Every stage is a track on a map. Every track has a starting point and a finish line. Crossing the finish line completes the stage if the current mission has been accomplished.
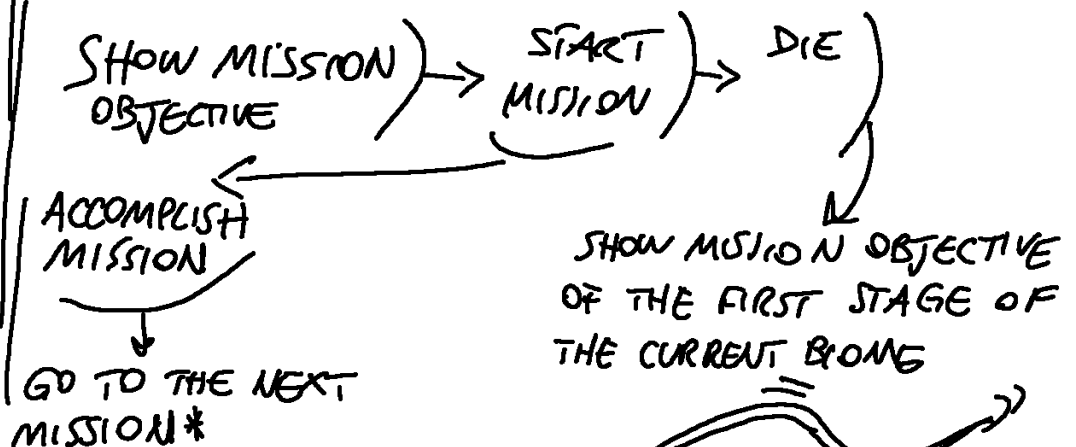
Every biome has 4 missions in different maps/tracks.

BIOMES:

- ANCIENT ROME
- ALPS
- ADRIATIC BEACH
- ANCIENT GREECE
- DESERT
- ANCIENT EGYPT

SHOW MISSION OBJECTIVE → START MISSION → DIE

ACCOMPLISH MISSION

GO TO THE NEXT MISSION *

SHOW MISSION OBJECTIVE OF THE FIRST STAGE OF THE CURRENT BIOME

* MAYBE ON THE NEXT BIOME

GAMEPLAY

Acceleration is performed emulating a whip movement by the pressure of an action button. STAMINA indicates the current velocity and by hitting the whip button it increases a bit. Stamina bar is visible in the hud as an horizontal bar; it decreases as time passes by, automatically. EUPHORIA is a certain interval inside the stamina indicater where the speed of the horse is at its maximum. To perform a turn directional buttons must be pressed emulating the pull of the reins. RIGHT means pulling the right rein so the horse is going to move clockwise. LEFT means pulling the left rein so the horse is going to move counterclockwise. There is no break!

WEAPONS are of two types: attack and defense. Attack weapons are used or activated by pressing the ATTACK BUTTON. Defense weapons are automatically activated and consumed accordingly to the hit being received.

GOLDEN ITEMS give permanent upgrades in the driving experience

ATTACK:

GLADIO

LANCE

FIRE FLAME

DEFENSE:

SHIELD

ELM
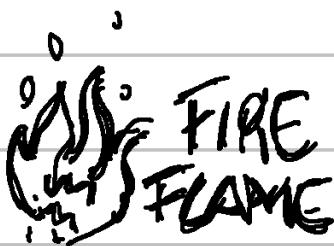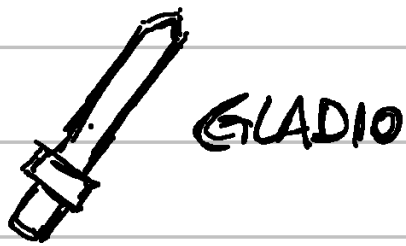
CAPE

GOLDEN ITEMS:

GOLDEN WHEELS — can go fast even if out of the road

GOLDEN REINS — faster turning operations
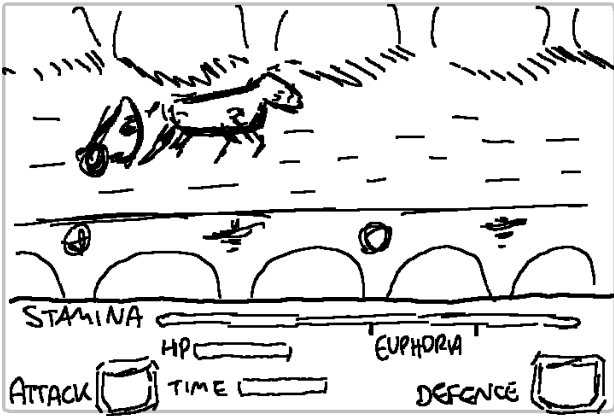
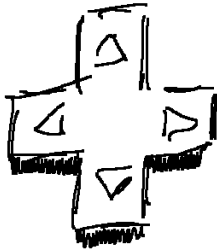GOLDEN ELMET — No HIT from some attacks

GOLDEN WHIP — increases the stamina acceleration

ON THE GAME BOY

SCREEN

Hug on the low
stage on the high

DIRECTIONAL

Left and Right to turn
Double up/down to force a
vertical movement.

A   whip button
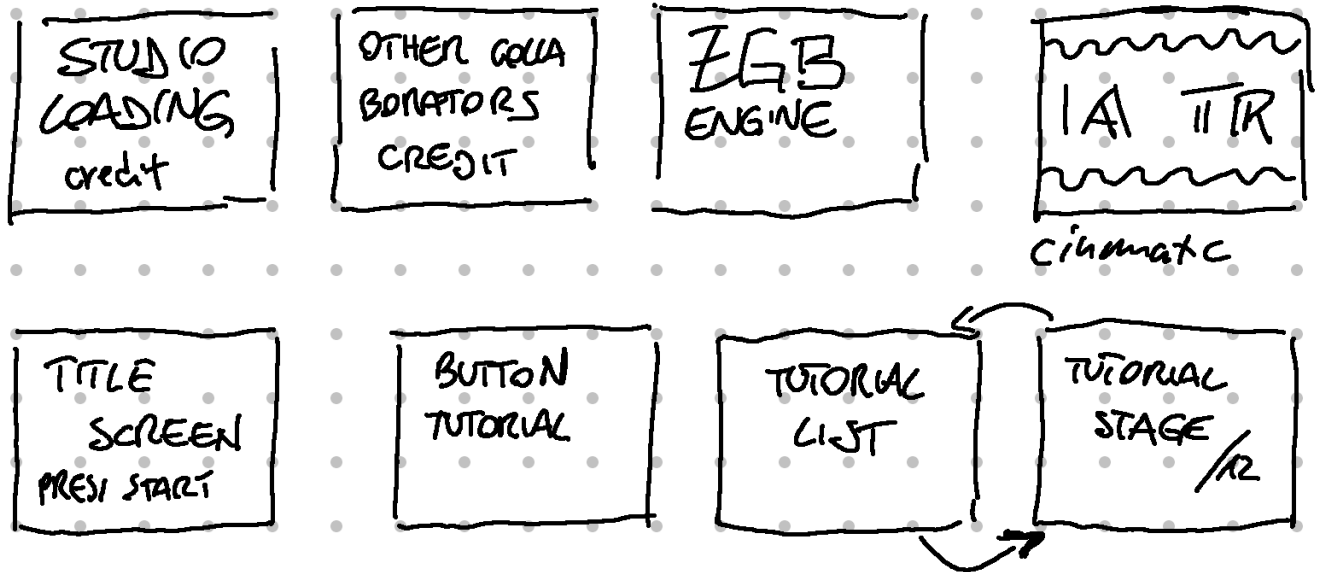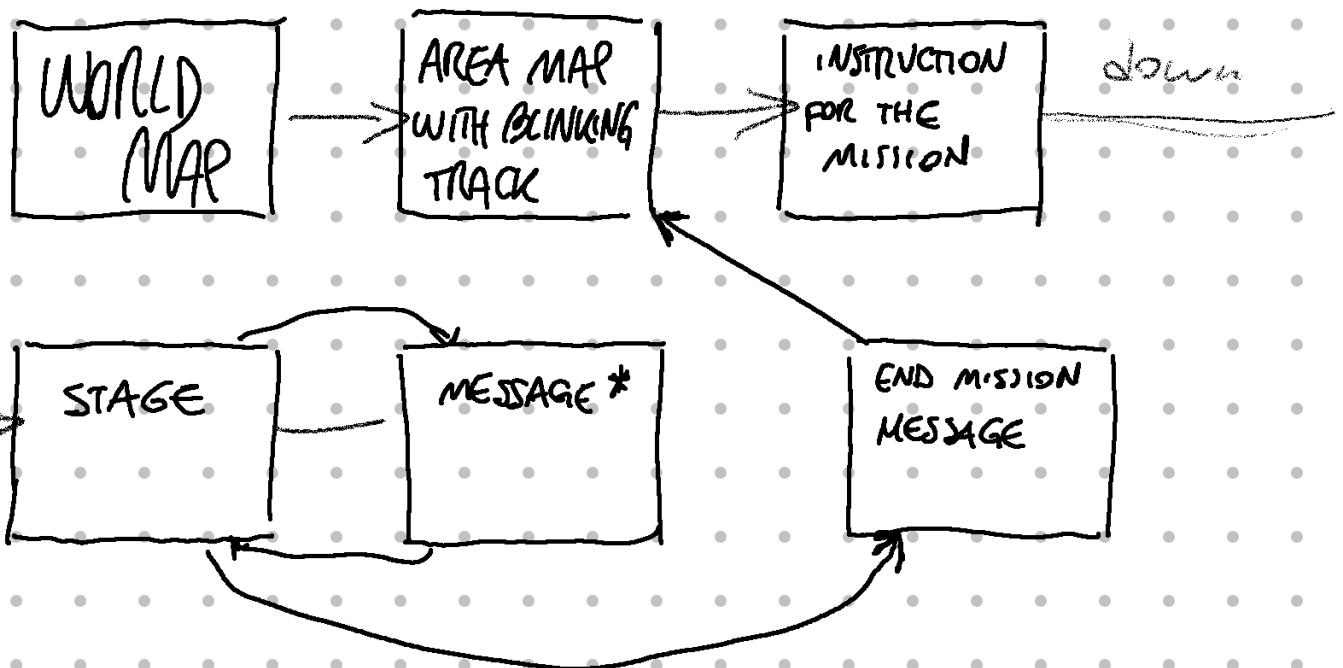
B   attack button

SELECT no function

START proceed for certain screen

GAME STATES

Game Boy turns on!

STUDIO LOADING credit	OTHER COLLABORATORS CREDIT	EGB ENGINE	IA TR

cinematic

TITLE SCREEN PRESS START	BUTTON TUTORIAL	TUTORIAL LIST	TUTORIAL STAGE /12

After the 12ᵗʰ tutorial stage

WORLD MAP	AREA MAP WITH BLINKING TRACK	INSTRUCTION FOR THE MISSION

down

STAGE	MESSAGE *	END MISSION MESSAGE

＊ MESSAGE is for giving the player more informations about what's going on. Examples: encounter an npc; get a golden item.
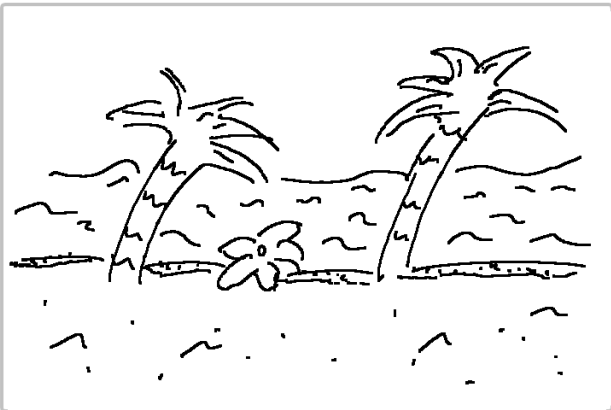
BIOMES:
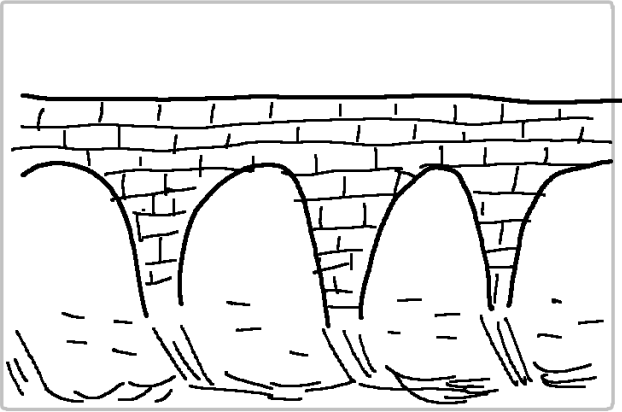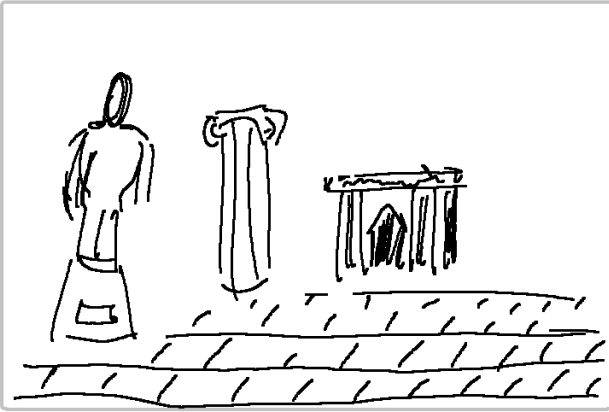
ANCIENT ROME
Red palette, Rome city

ALPS
Snowy, trees with no leaves,
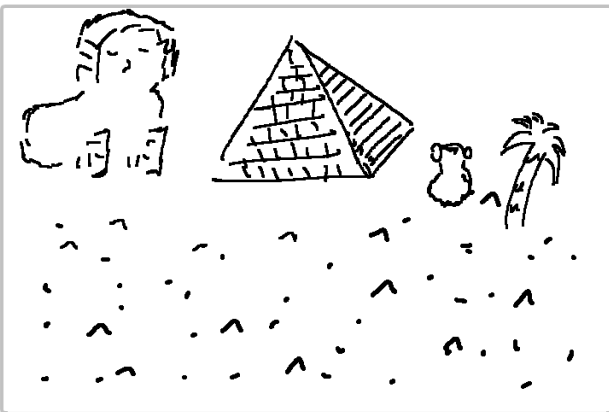broken branches

ADRIATIC SEASIDE
palms, sand and water and
some plants

BIOMES:

ANCIENT GREECE
statues, temples, columns

DESERT
sand, pyramids, Sphynx
palms, Oasis, bricks

ANCIENT EGYPT
houses, obeliscs, Towers
palms, sand