

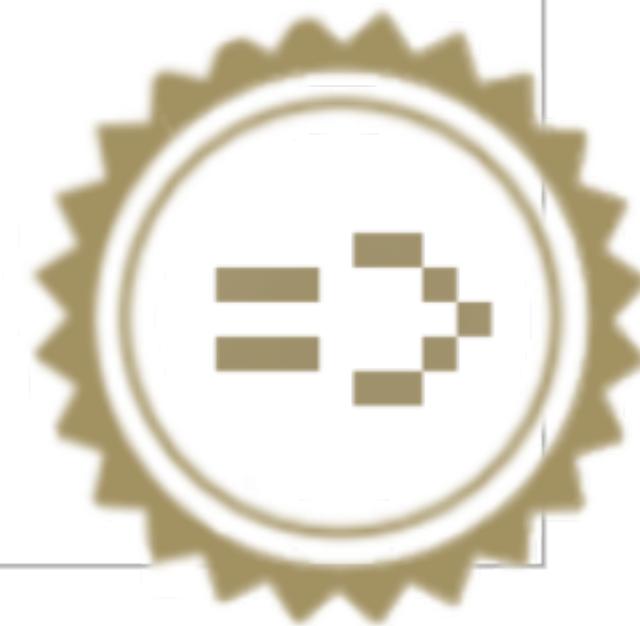


INSTRUCTION BOOKLET

This manual uses a game boy console as an illustration.



This seal is just decorative and not official, it's just here cool image.
Please do your research to ensure the quality of any product.



Summary

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.
Then save this booklet for future reference.

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PRECAUTIONS

-This game has precise requirements. It should not be exposed in very hot or cold places, such as your stove or refrigerator. You should never take your anger out on him. It is not edible. Do not clean yourself with benzene, alcohol or other occult or mystical substances.

This game can be played on Game Boy©, Game Boy Color©, Game Boy Advance©, Super Game Boy©
Please note that the 'Game Boy©' name is mentioned to demonstrate console compatibility. All trademarks are the property of their respective owners. **This game is not licensed by Nintendo©.**

Story

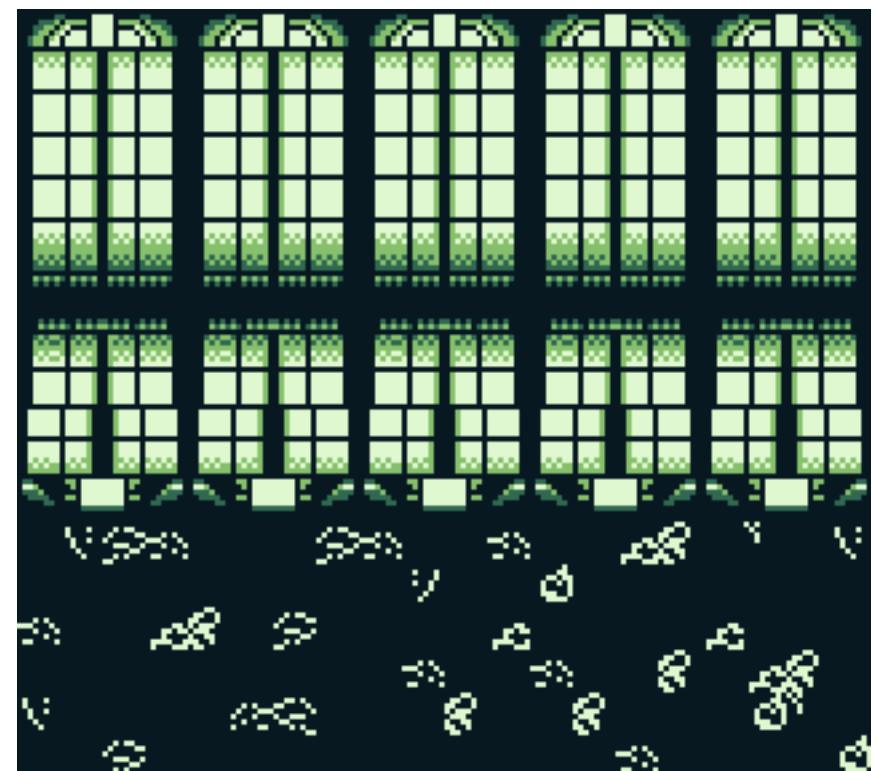
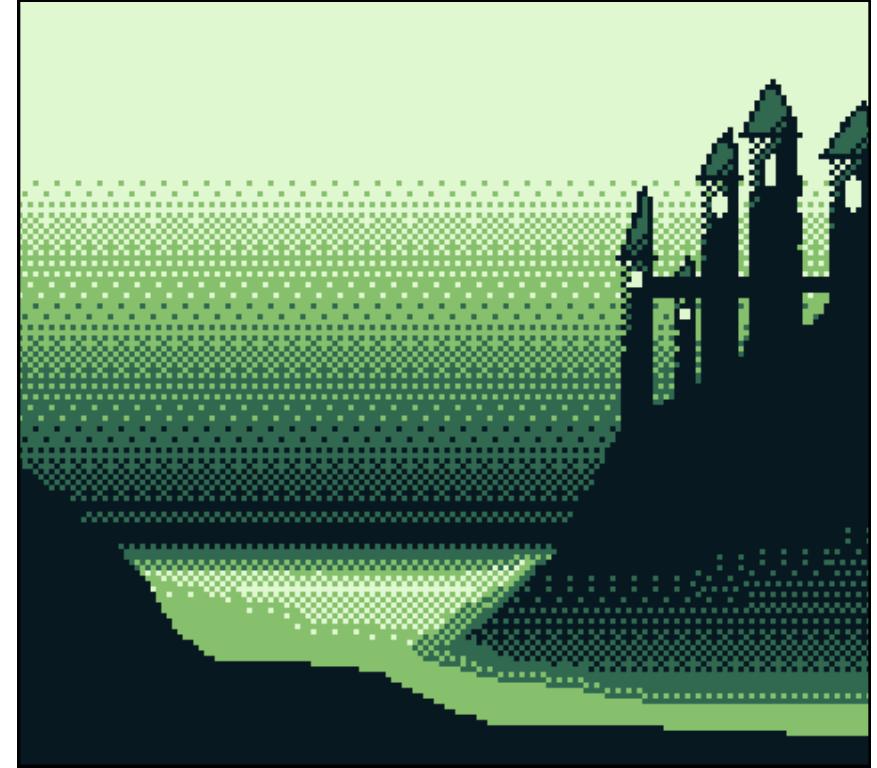
The Tower of Tartarus

Located where the cordial cannot reach, sender to those who come to merit. The dungeon that watches over the worst acts of its peers, burdened by the guilt that suffocates their minds.

Consumed by their own nature, wishing peace for others and their own body. There is no soul that rests in the warmth of its walls, in front of the evidence begging for favor, in pursuit of the forgotten sun.

There is no more light in your soul. For they have already taken the sip of their guilt.

– Vows by GIAΖeΦ



eR

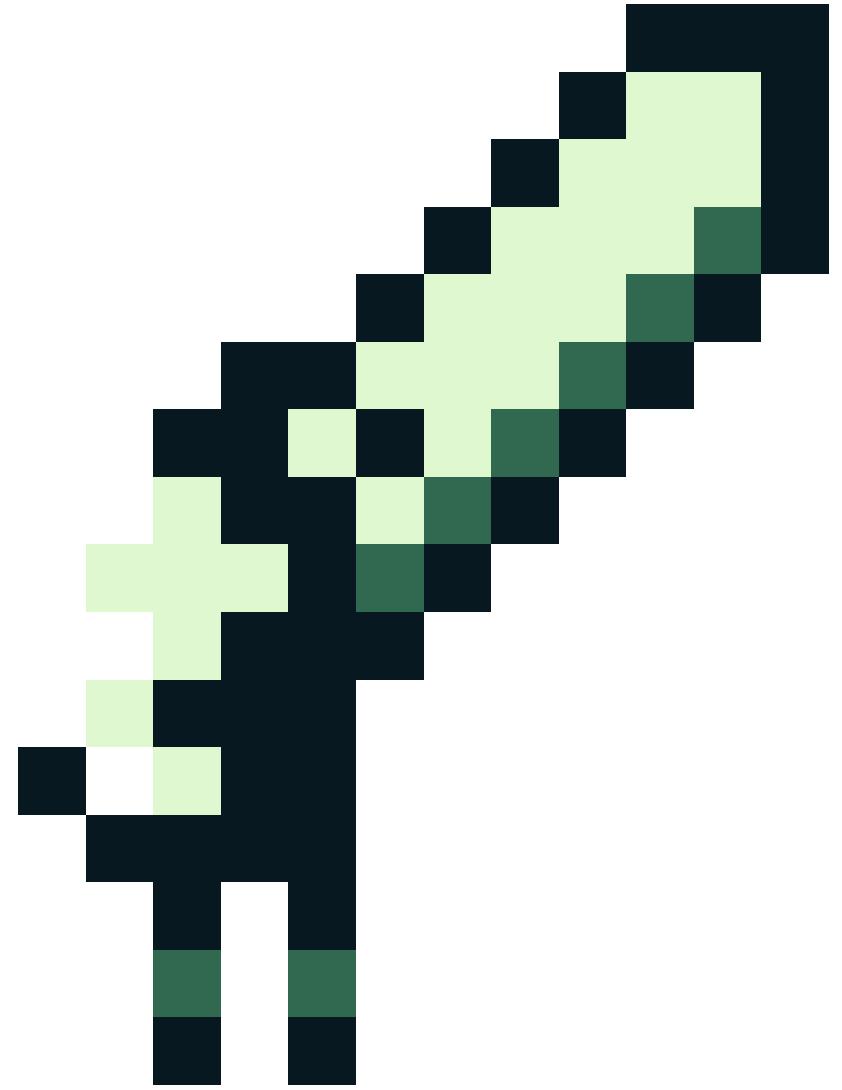
(Energy Recoil)

His body is in constant instability, he presents no danger, however he was sent to the cruellest prison as a way of punishing his actions.

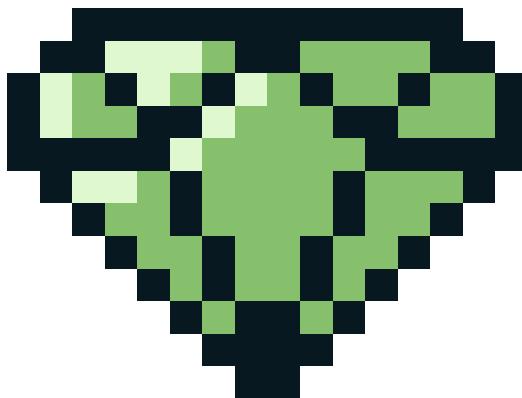
Those acts, which saw the bodies of their fellow men being silenced, contrary to the model of their justice, gradually moderating their ideals. Only for the possession of six Jewels that contained the power beyond life, But now everything has been broken, and is destined to suffer the silence of mortals.

In the face of the dungeon, going deeper into his ruin sounds stupid, but only then will the situation come to his will. For by breaking these Jewels he will be able to bring an end to the reign of his misery, putting everything in the fall.

He carries in his hand a sword founded by his fallen comrade, the only jewel he never let go of his hand. Because only one jewel is capable of hurting another.



Jewels



They guard the power of the universe, the monsters kept it for themselves as a way of prevailing in this world, and are placed as superior to everything.

Guardians emerge from them as a way of protecting their species. Only its Energy is Second Tier, capable of breaking through everything and itself.

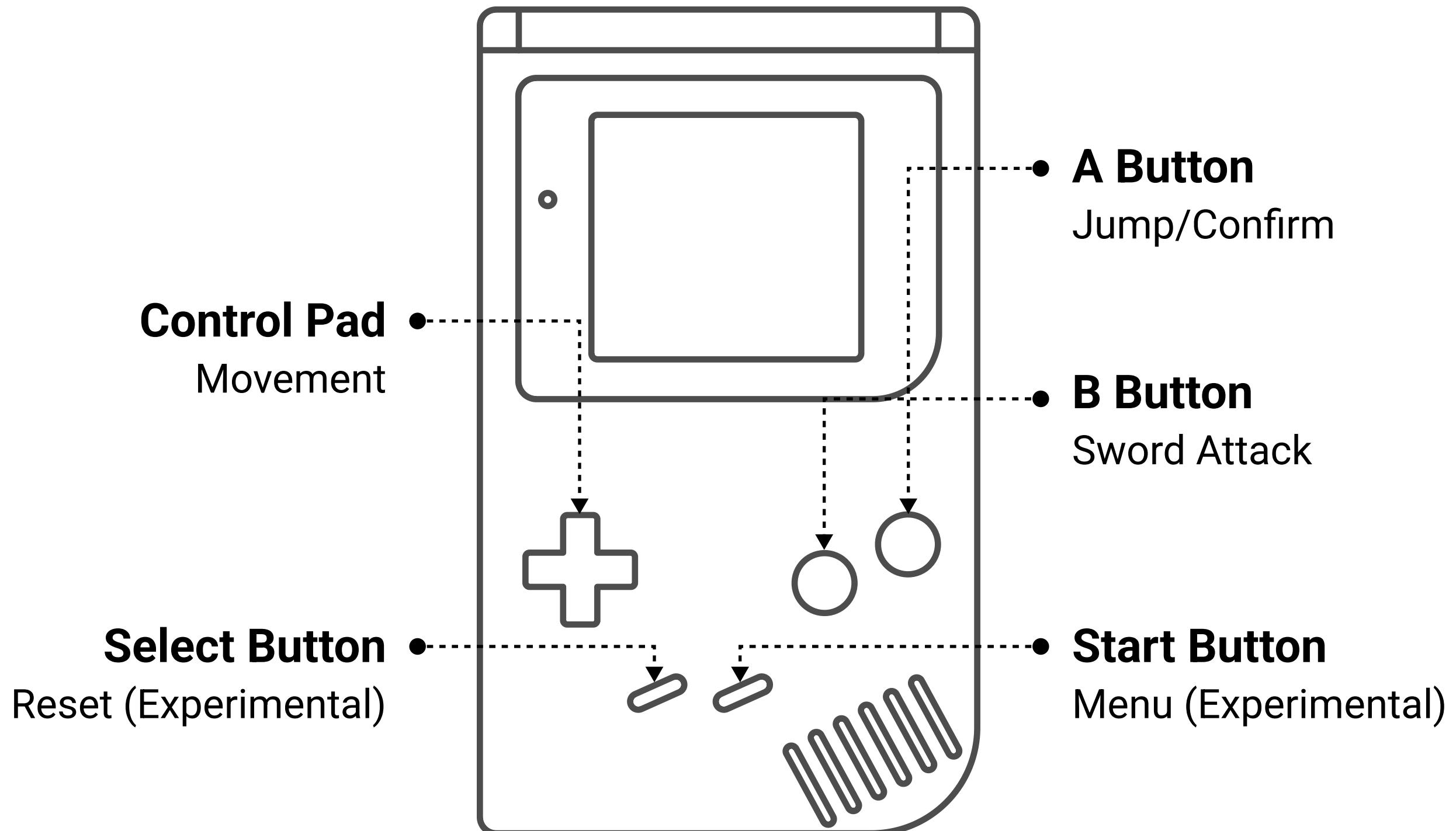
Little by little the guardians disappeared, resulting in the current situation, what happened to them is something that only those who obtained their Jewels know.

Which will culminate in nothingness.

Whenever nothing else hovers, something will be created. A new ceremonial ritual will be carried out, the creation of the next guardian is close...

Will this be before or after the fall?

Controls

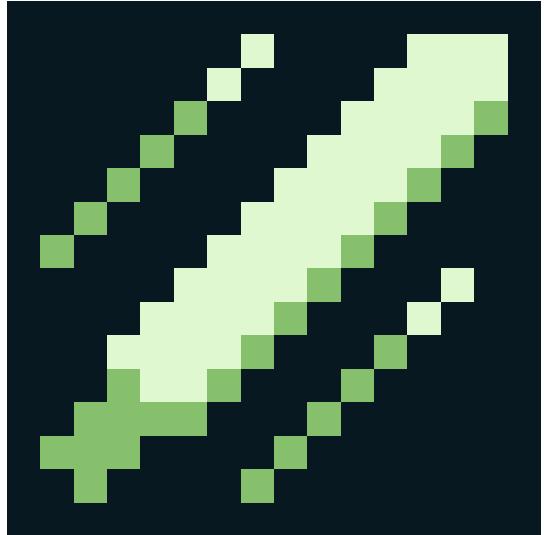


Upgrades



When you reach more than 10 dead enemies, you will choose between two random options a cumulative Upgrade, which will be available until you finish a game.

Upgrades



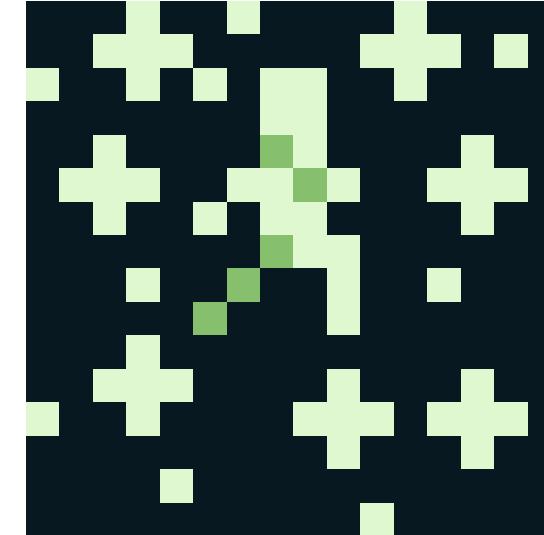
Long Sword

His sword becomes broad, increasing the range of his attacks.

Its weight makes movement difficult,, making it slower.

It makes better use of its energy, which can be seen in its most radiant attacks.

Stomp will become heavier.



Counter

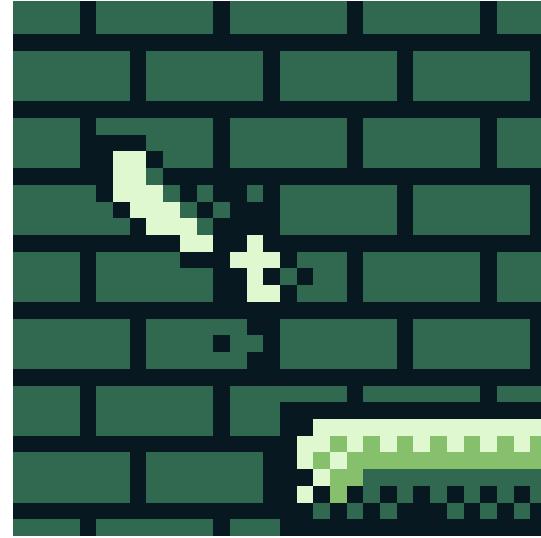
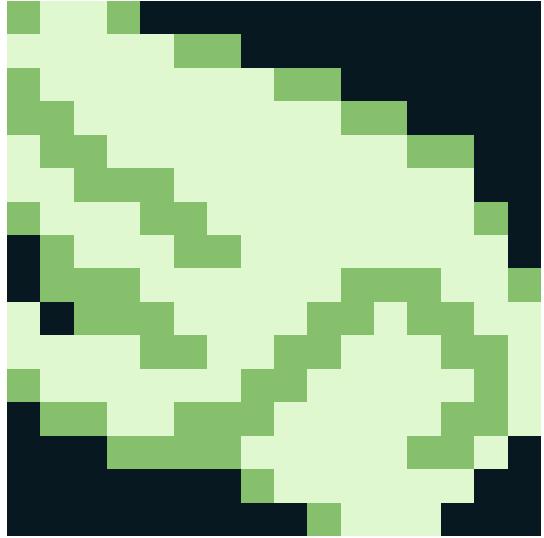
Press the up button to execute.

Becomes invulnerable to attacks for a short period of time.

During the beginning of the action a nearby vulnerable enemy is hit.

After the action ends, a period of frames will not allow the use of any attacks.

Upgrades

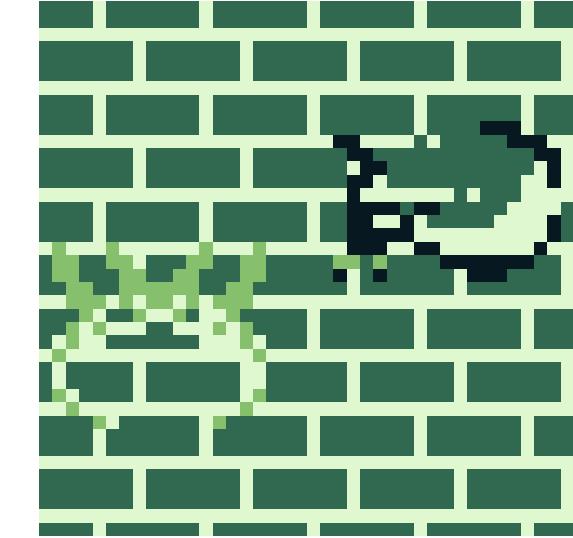
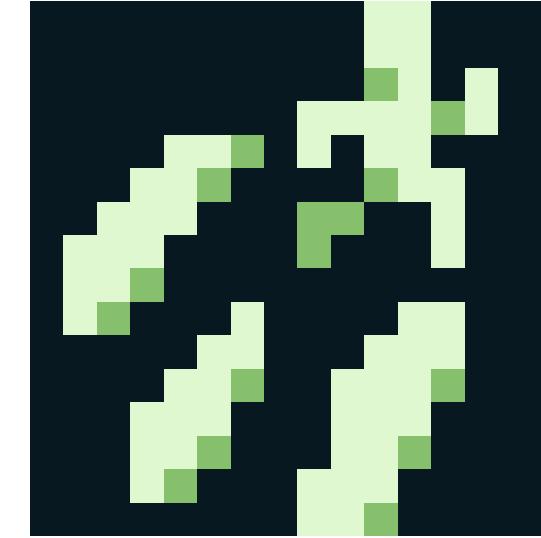


Glide

Press the jump button to execute.

During the action, a longer duration of time in the air is achieved.

Aerodynamic movement becomes slower.



Bounce

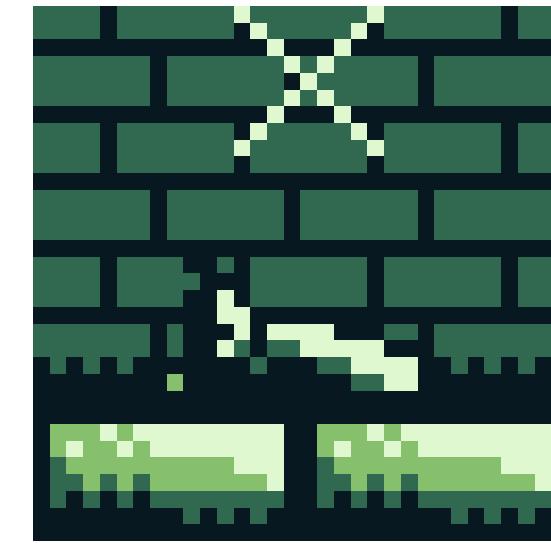
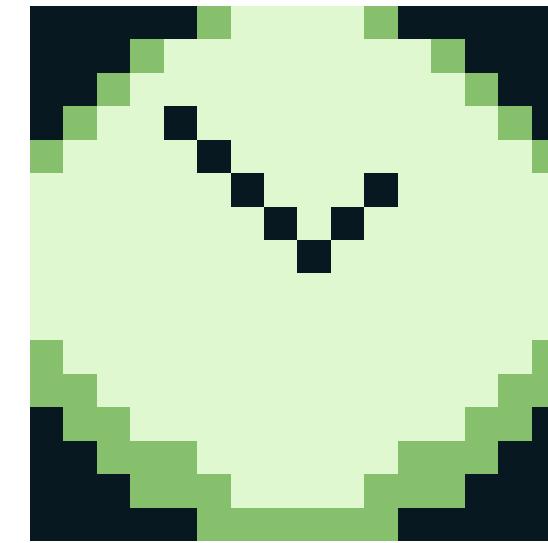
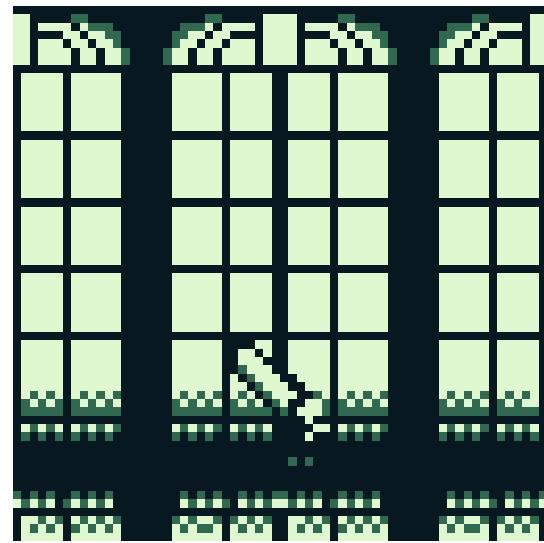
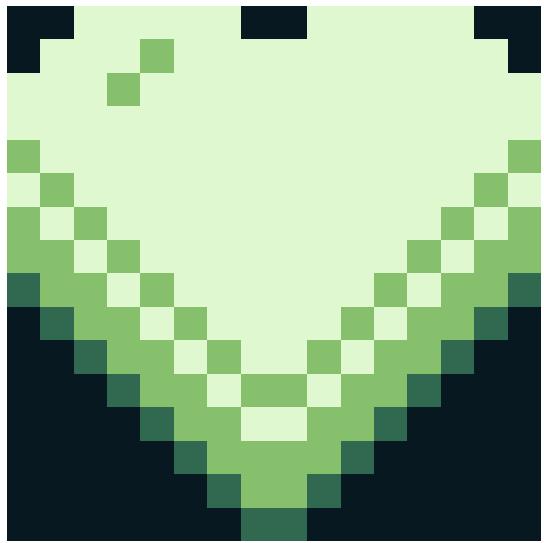
When you hit any tangible entity, you bounce on it.

As you improve your jump height, the bounce will become higher.

Your weight will decrease, making it take longer to fall.

Stomp will become lighter.

Upgrades



Extra life

Your cumulative health points will be four.

The scenery around you will become brighter when you reach maximum health.

You will gain one life point when you defeat a boss.

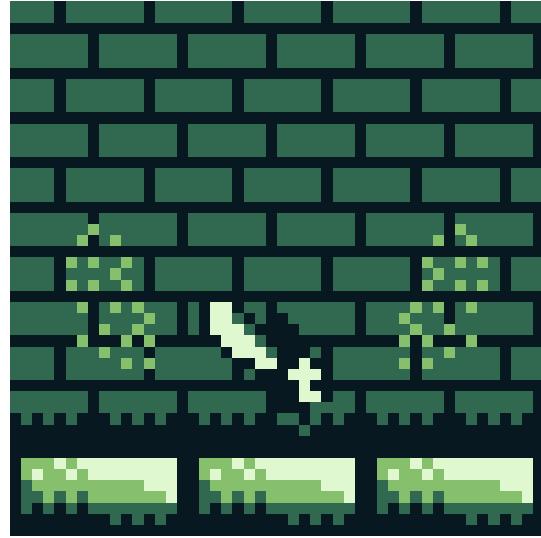
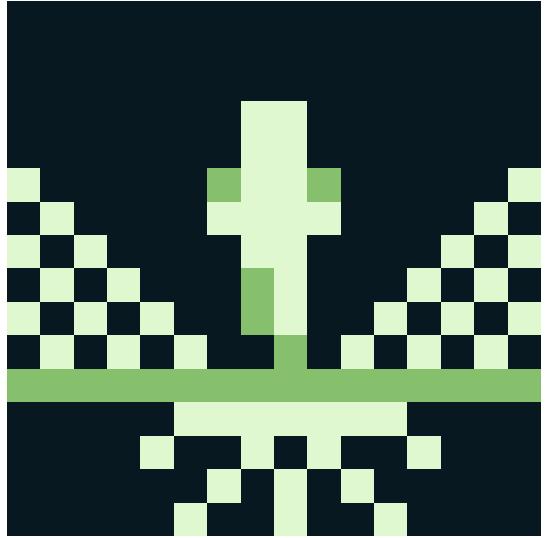
Dexterity

Less delay in executing any type of attack.

This affects:

Sword Attack, Counter and Stomp

Upgrades

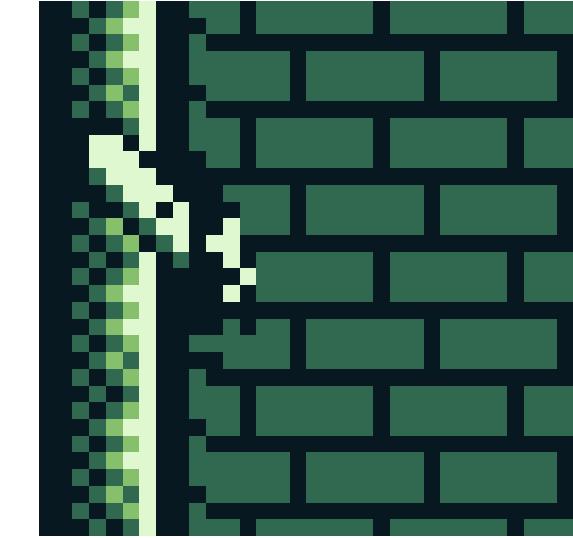
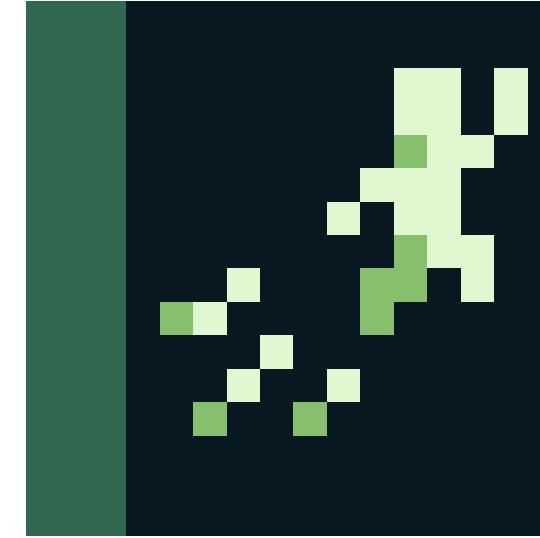


Stomp

Press the down button in the air to execute.

It will concentrate its weight on its feet, which, when it hits the ground, will make a small trail of energy hitting enemies around it.

The lightness and weight it carries will affect performance.



Wall Jump

Jump off the wall by pressing the jump button.

Slide on the wall by pressing the button directed to it.

Status Improvement



During your game you will come across the Skoul, when you hit these enemies, you will have the choice to improve your status.

Being defeated will reset all of your stats.

Types:

High Jump – Increase jump height.

Speed – Increases movement speed.

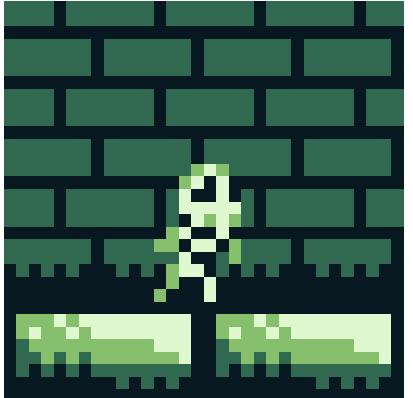
Extra Jump – Extra jump that can be accumulated.

Miss – Increases the number of frames needed to record damage.

Recover life – Adds one life point to the accumulated. (Only if it is not at maximum)

Coming soon

Monsters



Slender Skeleton

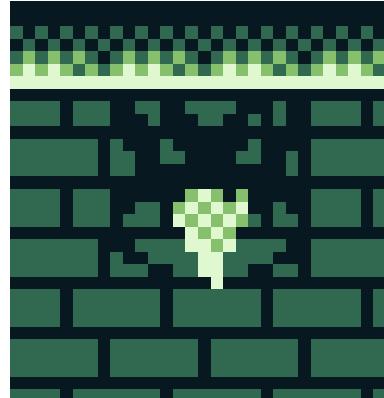
(Common)

When it comes within its range of vision, it will throw its magic bones towards you.

If you touch it, you will take damage.

He has a percentage chance to dodge your attacks.

If the skeleton is moving and touches it, you will have a chance to dodge the damage.

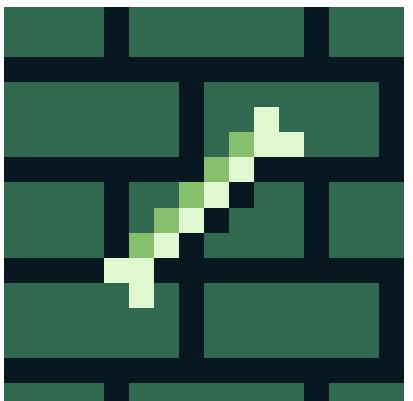


Treacherous Thorn

(Common)

It will come from the top of a room and fall hard, when it hits the ground it will have the tip of its thorn stuck in it, which when removed will return to the top.

Touching the spikes will deal damage.



Waste Claw

(Uncommon)

It stores a lot of energy in its hull, which is why it is unable to be hit.

If you are above the monster, it will launch its energy shots.

During the energy shots, its hull glows, at that moment it becomes vulnerable.



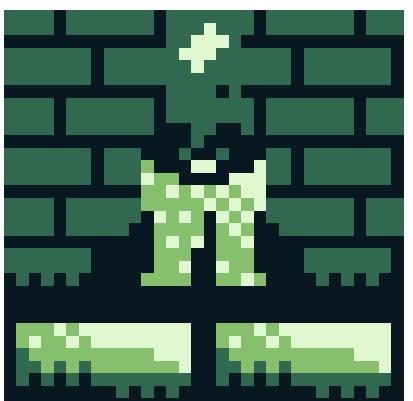
Eyed

(Rare)

It's very heavy, which is why it doesn't move on its own.

He will try to hit his energy balls towards you.

Its energy balls are weak, if you hit it you can reflect it in one direction.



Skelelord

(Lord Of The Bones)

The dumbest of the five lords of the Tower of Tartarus.

One of the jewels was given to him, as a way of keeping her away from eR. The least competent swallowed it, believing that this way he would keep this jewel with his own life.

His stupidity does not correspond to his strength, which can cause damage with his punches and slaps, in addition to being capable of throwing energy balls. .

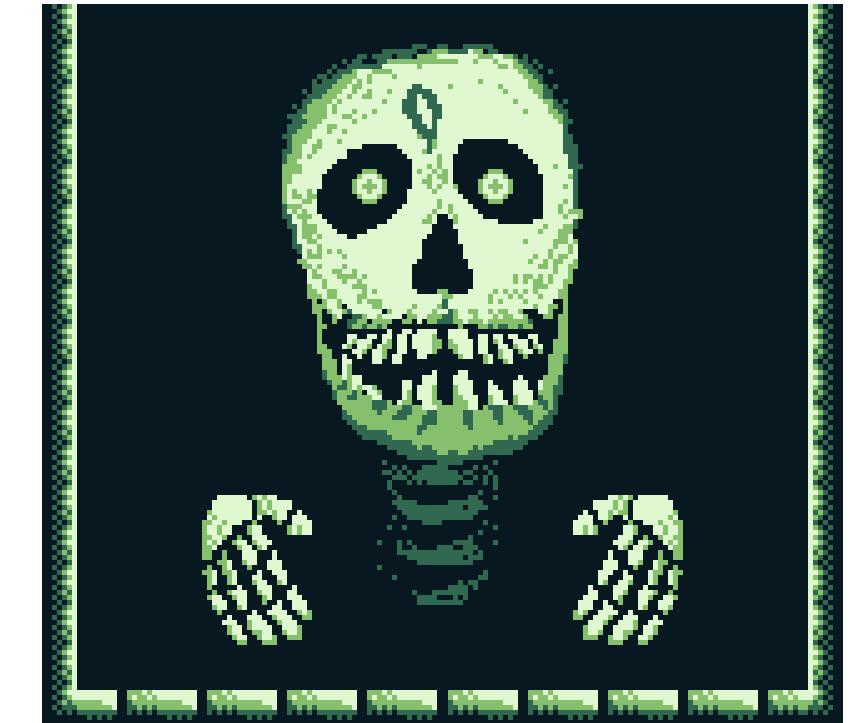
Even so, the power of eR's sword is capable of hurting him, requiring only 3 blows to his fragile area on the forehead.

Your fight is divided into three phases, which progress over the boss's life.

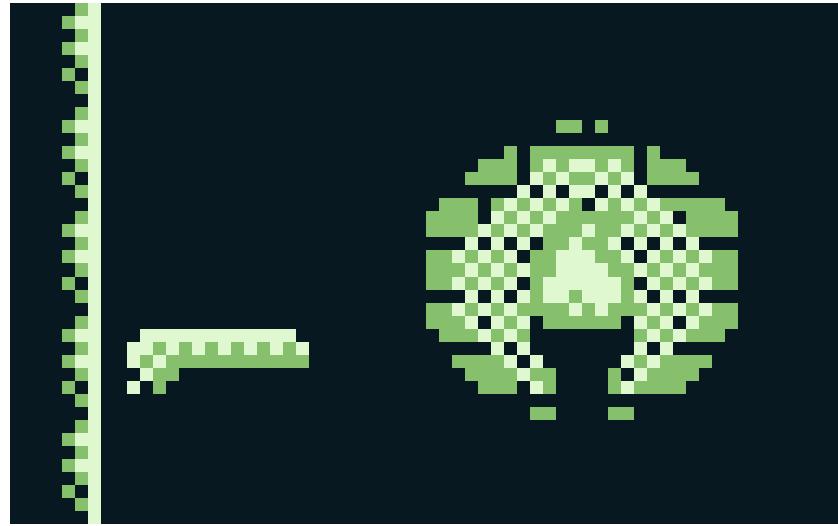
Phase 1 – A flurry of punches and slaps focusing on the left of the arena, followed by bones being evoked on the right marking the moment of vulnerability, rising on the left hand will have the chance to hit his forehead.

Phase 2 – His hands were at the edges of the arena shooting energy balls. If the right hand manages to counter the energy balls it will move to the center of the arena, when it reaches the center it will slap the other hand and become vulnerable, after execution, the phase will restart.

Phase 3 – Three types of burst attacks with energy balls and bones will occur. The first will be with a greater focus of attack on the left area. The second will have attacks coming from above and below, while in the middle there will be energy ball shots. The third the bones circled the arena, while energy balls will be shot from the mark on his forehead. After this the Boss will feel weak becoming vulnerable, if it takes too long a surprise attack will be affected and the loop will restart.

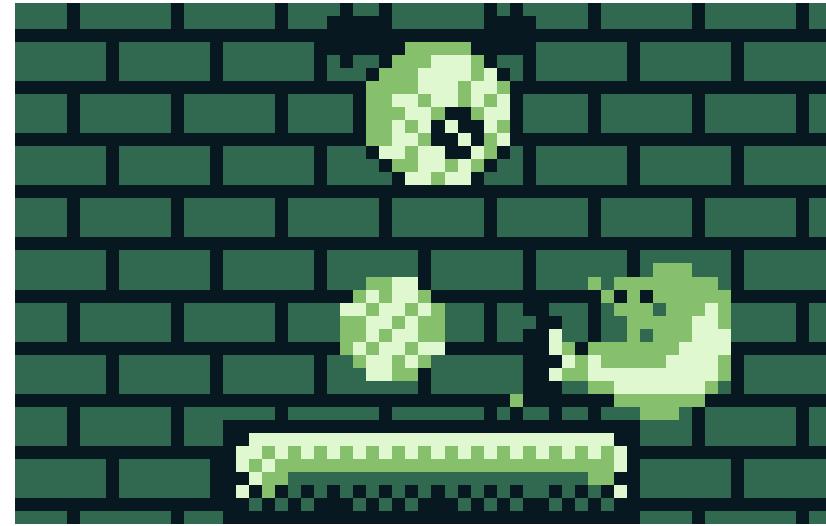


Tips



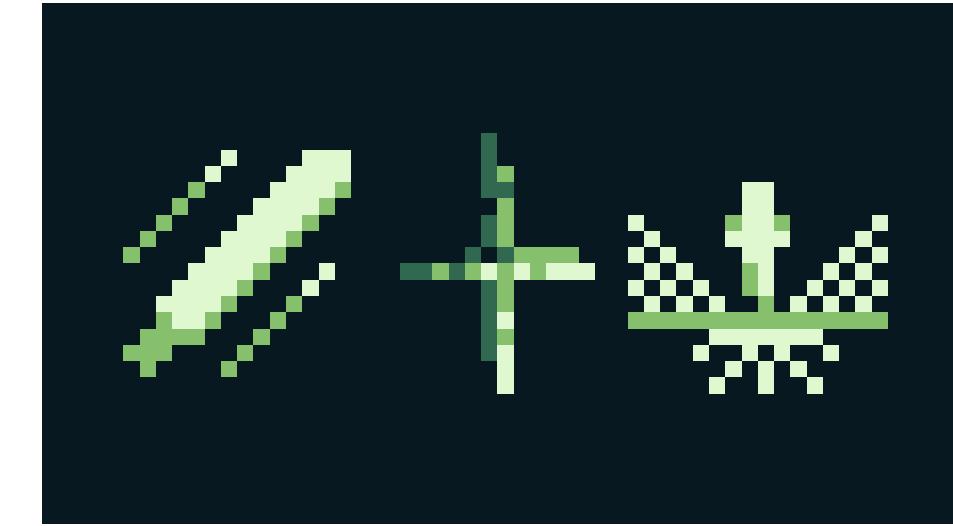
Miss

An occasional resource with precise requirements. A 'miss' time will occur whenever the player is hit, if the player manages to hit an enemy during this time the damage will not be recorded. This will be demonstrated by the state of the screen.



Sword and Shield

The light-colored energy balls will be destroyed upon contact with your sword. Smaller energy balls can be reflected.



Combined powers

Some upgrades and status improvements complement each other and affect each other's performance.

Examples:

Long Sword + Stomp
Dexterity + All Attacks
Jump height + Bounce

Credits

Game Design

Rya

Scripts

Rya

Art

Rya

Music

Rya

Special Thanks

Game Engine

GB Studio by Chris Maltby

Plugin

GB Plugin Pak Collection by YOUR U5ERNAME

Plugin

Platformer Plus by hauntology

Plugin

GB Studio 3.1 - Plugin Pak by pautomas

Manual Base by Ben McKeown

Link: <https://soullly.itch.io/game-boy-instruction-manual-figma-template>

Developed using
 **GBStudio**