Castillo de Luna

In a medieval kingdom, a powerful and evil ogre, Orion has kidnapped the beautiful princess Luna and locked her away in his towering castle library, deep in the dark and treacherous forest. The king and his army are unable to defeat the ogre to rescue the princess, leaving the kingdom in despair. One brave knight Evander, who is known for his honourable and just nature, decides to embark on a quest to save Princess Luna and defeat Orion the ogre. The knight sets out on his journey, facing many challenges and dangers along the way. Such as locked doors, hidden pathways, and whether to pick up a sword or not pick up a sword. As the knight gets closer to the ogre's dungeon, he must use all of his strength, skill and wits to outsmart the ogre and rescue the princess. He finally reaches the library and battles the ogre in an epic showdown. After a long and gruelling fight, the knight emerges victorious, rescuing the princess and restoring peace to the kingdom.

Goals:

- Evander must rescue the princess at the end of the game map while picking up items along the way, fighting off a deadly evil ogre named Orion. Along the locked doors, Evander must find the secret key and the title of a hidden book used to unlock the cellar door holding Princess Luna.
- Evander must stay alive along his journey, replenishing health if necessary, using health elixirs.

Dungeon

Cellar

Grand Hall

Library

Secret Bookshelf

Chapel

Key to dungeon

Clue

Courtyard

Dining Room

Armoury

Foyer

Kitchen

Elixir

Sword