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Escape From Nodnol
A Roguelike Adventure

Texos Cinemáticas

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Pantalla historia 1

Inicio partida

This story begins a long time ago, in a land far away. You are **Leunam**, a wandering Knight who travels the realm doing good deeds, imparting wisdom and justice.

During one of your journeys, you find yourself in the mysterious land of **Nodnol**, where you are immediately welcomed and admired by its people, given your actions. Unfortunately, news of your visit soon reaches the evil **Nilbud**, the Dark Lord, who rules this god forsaken land with an iron fist. Green with envy, and from the isolation of his Keep, he orders your capture. The search party quickly finds you and **Nilbud** throws you in a cell, in the dungeon below his castle, deprived of all comfort.

Infinite moons go by, and your faith begins to dwindle. The Dark Lord seems to have all but forgotten about you, rotting away in one of his cells. It is during one of these lengthy days that you meet **Ordnael**, another of **Nilbud's** prisoners. You soon learn his story: a benevolent Wizard that has been, just as you have, unrighteously imprisoned and robbed of his magic.

For **Ordnael**, however, not all hope is lost: he cannot make magic, but unbeknownst to his captors, he can teach others. And so, he gets to the task at hand... as the months go by, without the guards noticing, he teaches you a simple spell to defend yourself, and designs a plan for your escape.

Touched by the sacrifice of the good people of this kingdom, you assume the challenge of escaping the dungeon, defeating **Nilbud** and freeing **Ordnael**, in order to restore order and prosperity to the land of **Nodnol**.

Pantalla historia 2

Acceso al palacio

After intense and gallant fighting, against all odds, you have managed to defeat the Dungeon Master. You open the gate leading to the upper levels of **Nilbud's** fortress, and soon enter the Dark Lord's castle.

You look through a window and see the land of **Nodnol**: seeing the sunlight bathed prairies after months in the dungeon moves you. Regaining composure, you begin the final charge towards the Keep, where **Nilbud**, already aware of your escape, is waiting for you. The path will not be easy though... many challenges await along the way...

Pantalla historia 3

Fin

As the epic battle for the future of **Nodnol** draws to a close, you fathom the importance of your victory. The once mighty Dark Lord, lies dead in the Keep's throne room, his tyranny forever vanished.

Exhausted from combat, you take a moment to grasp some air. You then proceed to return to the dungeon and free **Ordnael**, and both return to his home village to a hero's welcome.

A feast to be remembered for the ages is soon organized, to celebrate your prowess and more importantly, the return of peace and prosperity to the land of **Nodnol**.

Nivel < 10

Congratulations! You have successfully escaped from **Nodnol**! For a greater challenge, please play again, with increased difficulty.

your score: XXX points

Nivel = 10

Congratulations! You have successfully escaped from **Nodnol**! You have beat the game at its most challenging difficulty setting. Please review your score, and if you'd like to improve it, you are welcome to try again!

your score: XXX points

Pantalla *GAME OVER*

You have been defeated! No worries, you can always try again. Please select if you wish to remain at the current difficulty level or maybe hone your skills by lowering it.

your score: XXX points

Botón para mantener el nivel, y botón para bajarlo