

GAME BOY COLORTM



[prototype]

***MINI
INSTRUCTION BOOKLET***

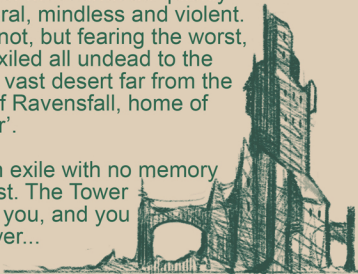
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Story

A Bone-Chilling Tale!

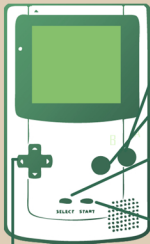
After a great cataclysm generations ago, a mysterious tower appeared out of nowhere. From then on, the dead began rising from their graves. Most undead quickly became feral, mindless and violent. Some did not, but fearing the worst, the King exiled all undead to the wastes - a vast desert far from the kingdom of Ravensfall, home of 'The Tower'.

You are an exile with no memory of your past. The Tower calls upon you, and you must answer...



Controls

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A Button

Attack with weapon/ confirm

B Button

Jump/Back

Select

Switch Weapon
Go to Map(in menu)

Start

Go to menu/exit menu

Control Pad

Move character/Navigate menu

Press 'Up' to interact with objects

Press 'Down' while moving to descend platforms

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Menus



Inventory

Attack and Defense
Items/Item Slots
Equipment/Gear
Coin Bag
Item Actions (*Move* and *Discard* unavailable in this prototype)

Map

Once you find the map for a level, you can press 'select' while in the inventory screen to view it. Upon finding the Compass, hidden secrets can be viewed as well as tracking your progress.



Gear

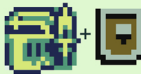
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Armor and weapons are included in a set. Each gear set includes a main and secondary weapon that can be switched with the 'select' button. Tools, such as the Magic Torch, can be switched for your weapon in the same manner.



Scout's Gear

Scouts move faster, jump higher and use a crossbow. However their defense is lower than the soldier's.



Soldier's Gear

Soldiers are slower, but have increased defense and attack. They also have a shield to block damage.



Magic Torch

Use this to see in dark areas and light burnt out wall torches. Press 'select' to switch back to your weapon.

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Items

There are many items in *The Fallen Crown* that the player can collect and use. Some will show up in your inventory, some will be used automatically when needed. Some are located in unusual places...



Health Potion

Restores 3 health.
It does NOT taste good.



Small Key

Unlocks one basic chest or door.
Single use.



Energy Shard

Restores 3 energy.
Emits a warm glow. Very fragile.



Metal Gear

Used to fixed certain machines.
A little rusty.



Bottle of Milk

Increases max health by 1. Does a body good.



?????

This looks questionable. Found in some walls.

Combat

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Jumping

Jumping and bouncing is an integral part of combat. With some enemies, it's your best tactic. It can also stun some enemies. But beware, it can backfire with certain other enemies.



Combat Modes

Pressing 'Select' will toggle different combat modes. This will depend on your equipped gear. For example, the Scout will switch between dagger strikes and wielding a crossbow. One of these modes will consume Energy to use, so use it wisely!



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Objects

There are many objects that help the player navigate the environment. From opening doors to creating shortcuts, interacting with objects in the correct way will be key to reaching the end in one piece.



Lever

Hit with equipped weapon to flip.



Button

Step or jump on these to activate.



Small Crank

Always in need of a fix. If it's stuck, try jumping on it.



Diary Entry

Press 'Up' in front of the desk to read. It's fundamental.



Cut Rope

If you find some spare rope, maybe you can fix it.



Grave Stone

Use to save your progress and rest. No grace needed.

Dangers

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Dangers lurk around every corner in *The Fallen Crown*. From spiders that will grab you if you're too slow, to spike traps and breaking platforms, each danger has its own strategy to conquer. Are you up for the challenge?



Slime

Slow moving, but dangerous. Very squishy.



Bat

Will fly directly at the player. Can be jumped on.



Spider

Hides in dark corners. Don't let it grab you!



Bone Totem

Fires projectiles from its eye holes.



Saw Blade

A well-timed attack might just slow this thing down.



Spikes

Only those with patience can hope to avoid these.

9 General Tips

It's a Prototype!



If you happen to run into a bug, here's a few things that you can try:

- Press 'Start' twice to refresh the screen
- Reduce your health to 0(no death penalty, can keep progress) or reset game
- Report bugs to larsen@atavistgames.com

Always Remember:

- Be sure to press 'Up' on the Control Pad to interact with many objects.
- The caverns you explore will contain many secrets. Light dark areas with your torch, read all of the diary entries and notes that you can find.
- Use the right gear for the right situation.
- Most importantly, have fun!



Notes

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