



Bloodstone

GAME MANUAL



ZX Spectrum 128K



Bloodstone

Prologue

Bloodstone Castle is the citadel of the Rift Wardens, standing on the border of worlds like a guardian protecting the peace of reality. Its gloomy towers pierce the sky, and ancient walls hold countless secrets. This is not just a fortress — it is a home for chosen mages, defenders of the barrier between worlds, surrounded by three mystical locations, each holding its own secrets.

The Dark Forest surrounds the fortress on all sides. The ancient thicket here seems like living guardians, their branches forming impenetrable thickets.

The Castle Dungeon harbors many mysteries within the cold womb of the earth.

The Inner Chambers of the Castle are the heart of the citadel — the walls remember the blood of those who underestimated their power. The cold here is more than just a physical phenomenon — it penetrates the soul, and the darkness can drive even the most resilient mad. The high vaults disappear into the darkness, with only rare torches casting trembling shadows on ancient frescoes.

Anyone who dares to explore the inner chambers of Bloodstone Castle must be prepared for unexpected trials and remember that the price of a mistake here can be very high. Only experienced mages possessing deep knowledge and power are able to safely navigate these gloomy corridors.

Rift Warden

Guardians

Grand Master Istvan Bassar — the head of the order, whose will maintains the barrier between worlds. His wisdom and power guide all the guardians.

Magus Karvah — a mysterious warrior of light, mastering the knowledge of dark arts. His presence in the castle is shrouded in legends.

Magus Warlock — a keeper of light, imparting knowledge to young apprentices. His wisdom helps maintain the balance of powers.

Elder Matsefius — an ancient mage, whose eyes have witnessed the birth and death of many generations of guardians. His experience is invaluable to the order.

Istvan



Matsefius



Warlock



Karvah

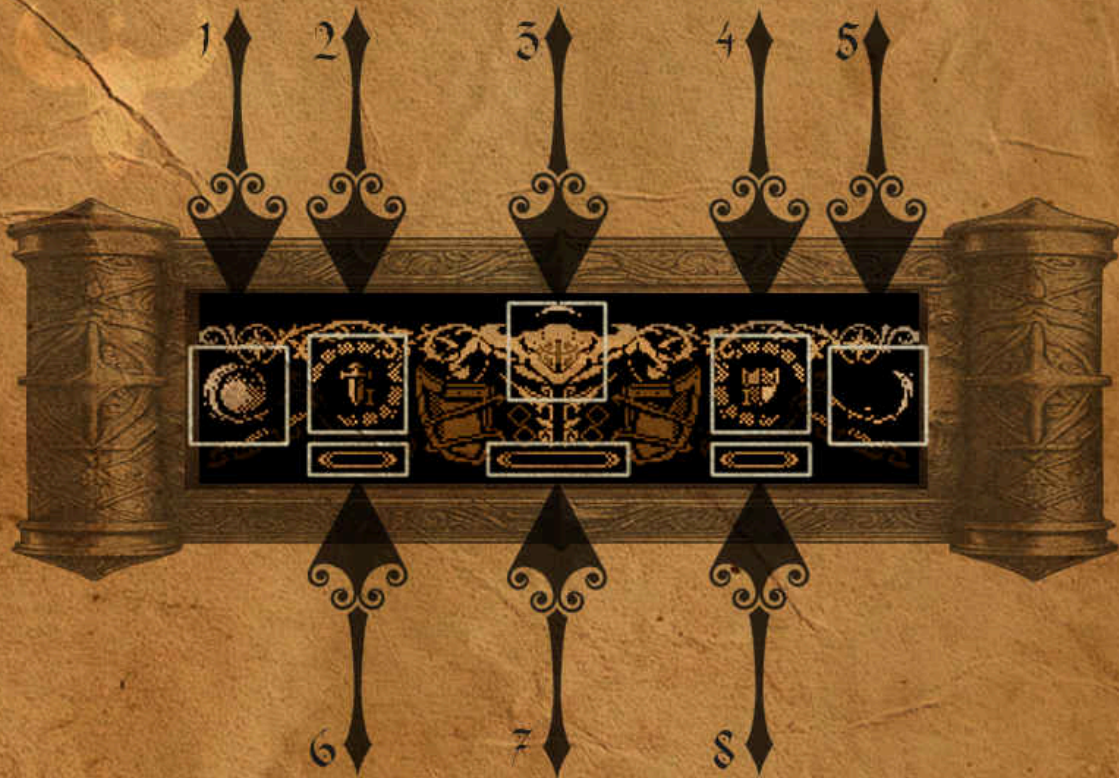


The Cross of Valchobos is a sacred artifact created by the first Keepers of Light to oppose darkness. This holy relic possesses astonishing power; in the hands of the righteous, the cross shines like the sun, its rays capable of dispelling darkness and protecting the innocent from dark forces.

That night, the sky turned black, as if eternity itself had expelled darkness from within. No one knows the true reason for what happened — only fragments of legends and whispers of survivors preserve the memory of that tragedy. Some say that the mages encountered ancient evil, others claim they fell in battle against the forces of chaos. Still others whisper of betrayal, of how one of their own betrayed the defenders.

Dashboard

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Attack indicator	2
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Attack Development Scale	6
Enemy Energy Scale	7
Stamina Growth Scale	8

Player Actions

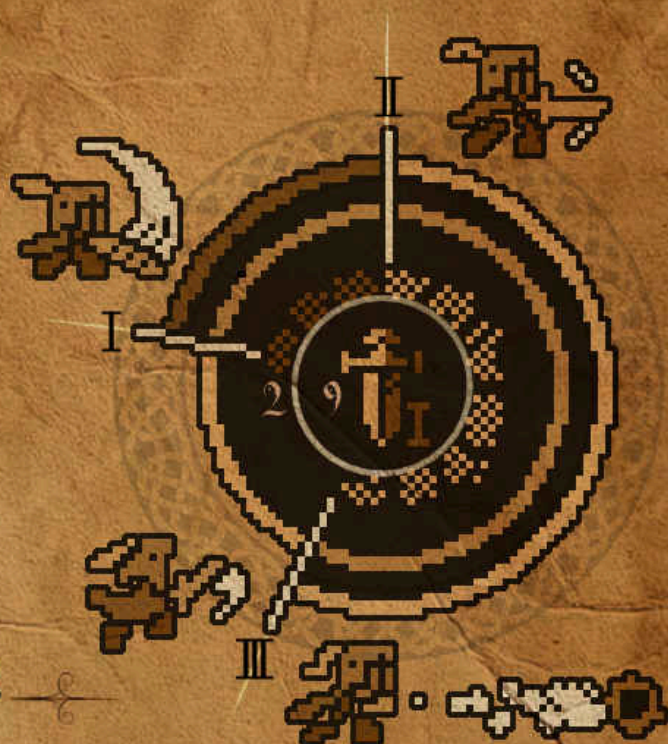
Controls

Fire Key Sword Attack

- I Minimum damage
- II Average damage
- III Maximum damage

Combo U+Fire Key Fire Spell Attack

- III Magic Attack



Attack Level (9) is a characteristic that determines the effectiveness and probability of successfully dealing maximum damage by the character. When upgrading the attack, the cooldown time to reach the maximum value is reduced.

The Attack Indicator (2) starts filling up automatically when the attack stops, showing the accumulation of the character's strike power in the absence of active actions, progressing from the minimum to the maximum value.

Player Actions

Controls



Combo D+Fire Key

Shield Defense

- I Disable
- II Enable

Jump Key

Player Jump

- I Light Jump
- II Basic Jump

Stamina Level (10) is a characteristic that determines the effectiveness of character's jumps and the ability to use a shield for protection. When stamina is upgraded, the recovery time to maximum value is reduced.

The stamina (4) indicator shows stamina accumulation and starts filling automatically provided that jumping stops.

Dashboard



Fire Spell 11

Fire Spell Indicator — displays the capability of casting a fire spell (enabled/no icon - disabled)



Bassar Spell 12

Bassar's Spells - a spell level indicator of Bassar's magic protecting the hero from the influence of Darkness.

Magic elements 15

Magic elements are required to perform a magical attack using a fire spell. The hero's inventory capacity is limited to 4 elements.



Player Actions



Controls

Left Key

Left Player Movement

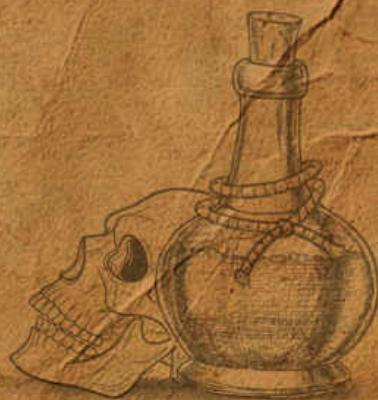
Right Key

Right Player Movement

View Key

View Inventory

Inventory displays stored items. The character automatically uses the most suitable item.



Combo D Key

NPC Interaction

Interacting with characters brings various advantages: **Rewards for completed tasks** — characters can provide valuable rewards for successfully completed missions and assignments.

Plot development hints — NPCs offer important clues and hints about the further development of the storyline.

Assistance in making crucial decisions — characters can give advice and recommendations that help in choosing the right path in the game.

Game Objects

Inventory



Earth Rune
Sacred Magic Item



Fire Rune
Sacred Magic Item



Air Rune
Sacred Magic Item



Water Rune
Sacred Magic Item



Prince Ring
Exchange Object



Wizard's Hat
Exchange Object



Wolf Fang
Exchange Object



Duke's Coin
Exchange Object



Ruby
Exchange Object



Jaw
Exchange Object



Wolf Claw
Exchange Object



Stone Heart
Exchange Object



Gates Key
The color shows which door to open

Game Objects

Features



Sword

Attack level increases every 6 units



Shield

Stamina level increases every 6 units



Spell Energy

Full Bassar Spell Energy Indicator



Fire Spell

Magic attack is available



Magic elements

Elements for Magic Attack



Valhobos' Cross

Sacred Magic Item

Item Scanner (3) - the main character's intuitive perception allows detecting hidden objects on the current screen, concealed within enemies or game world objects.

Please note: only one item is allowed on the screen

Game Cast

Non-Playable Character



Fadday

Duke Fadday is the Master of Bloodstone Castle, a man who has preserved his stateliness and noble manners. However, his gaze reveals a person who knows the true value of gold. Despite his love for wealth, the duke highly values honor and dignity. He knows the worth of his word and always keeps his promises.



Seville

Princess Seville is the only heir to the duke. Her golden hair seems to glow in the dim light of the halls, and her eyes, deep as the night sky, hold secrets known only to her. Since childhood, the princess has felt lonely within these stone walls. The cold corridors of the castle seemed to whisper stories to her about the former glory of her family, but only one person understood her soul — the old wizard Warlock.



Hartvig

Butler Hartvig, the custodian of the main gate key, is a man of few words. His communication is limited to essential matters only, delivered in brief, curt sentences.

The weighty key entrusted to him by his predecessor remains in his possession at all times, securely stored in a designated pocket within his waistcoat.

Game Cast

Non-Playable Character



Warlock

Warlock is an outstanding mage and one of the most respected members of the Rift Wardens order.

As a pupil of the great master Istvan Bassar, Warlock inherited not only extensive knowledge in the field of magic but also a deep understanding of the nature of the forces dwelling on both sides of the Rift.



Matsefius

Matsefius is an ancient mage and one of the oldest members of the Rift Wardens order. He possesses profound knowledge in the field of fire magic, making him a formidable practitioner of this arcane art. His experience and mastery of elemental forces are unparalleled among his peers, allowing him to command the fiery elements with unmatched precision and control.




Yormus

Yormus is a young prince from a neighboring kingdom, whose destiny is closely intertwined with the legendary ruby mines located on the border of two lands. Noble blood flows in his veins, and an unquenchable fire of courage and justice burns in his heart.



Bloodstone



Epilogue

The ancient barrier has crumbled under the onslaught of dark forces. What once protected the world for centuries has now become a source of danger.

Bloodstone Castle is shrouded in impenetrable darkness, its walls trembling with dark energy. Now only brave heroes can attempt to restore the balance and stop the spread of darkness before it's too late.

However, every step towards Bloodstone Castle might be the last — darkness shows no mercy for mistakes, and its servants know no pity.

