

# *CASTLEZOMBIES*



## Welcome to the realm of Monsters.

One day Leo was walking with his girlfriend Annette near a small lake in Transylvania. Suddenly the face of Count Dracula appeared on the water's surface and beautiful butterflies turned into bats.

Leo looked back and Annette was not there anymore...

...

That night Leo had a dream and saw Annette's face talking to him from the darkness.

He heard her voice:

*"Dracula keeps me in his Castle  
To save me you must  
find the castle in 4 days.*

*Please help me!"*

## The adventure begins

You are Leo and must find Dracula's Castle and put an end to his realm of darkness as well as finding Annette.

You will be travelling through 4 levels. To complete a level you need to get rid of all monsters roaming in it. At last, you will meet Dracula himself.

## Weapons

You are equipped with the sacred Belmont Whip. Use the magic power of this whip to defeat the evil monsters. The whip is not your only weapon. You will also be equipped with a special Axe. However you have a limited amount of axes, so use them with smartness.

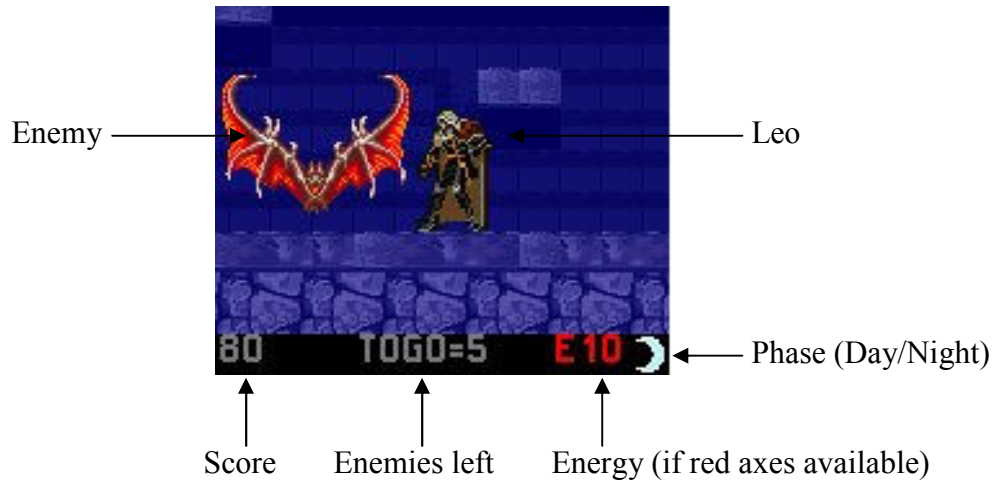
## Controls

- |                     |  |
|---------------------|--|
| <i>Left/Right:</i>  | Leo moves towards the selected direction.  |
| <i>Up:</i>          | Leo performs a jump.   |
| <i>Down:</i>        | Leo performs a jump in the direction he is facing. Use this to jump over pitfalls. |
| <i>Fire:</i>        | Leo activates the whip.  |
| <i>Axe command:</i> | Leo throws an axe (if available).  |

## Game's screen

On the screen there will be some indicators that show your score, how many enemies you still need to defeat, and your amount of energy. Once your energy reaches 0, you have lost.

NOTE: if the energy indicator appears red, you can throw axes by using the "AXE" command. Normally you will receive 4 axes every time you start a new level.



## About

MFGS website: <http://mfgs.altervista.org>

email: mfgs\_mail@yahoo.com

## Copyright note

Castlezombies is a Castlevania-based homebrew game. It uses graphics from Symphony of the Night (by Konami).

This game is freeware and was programmed for fun.