



STAR
WITCH

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Long ago there was a great war between **all living in the universe that exists** and a form of pure evil. In the final showdown, **Serath** was her company's sole survivor after a battle with **Sevarog**, a powerful dark entity. **Serath** was victorious, but the destruction of the enemy split **Serath's** soul into two. One of great good and one of great evil. Each became a Goddess.

The **Star Witch** is the servant of The **Evil Goddess**. The **Star Witch**, plans to merge with the **Evil Goddess** by becoming her vessel back to the world of the living. If they are allowed to combine, The **Star Witch** will be reborn as the new **Evil Goddess**, and they will have the power to enslave the universe.

The **Good Goddess** summoned YOU because she knows, you are the only person in the universe that can stop the **Star Witch**.

Player enables the **laser** by pressing **Y** or **B** then makes selections with the **trigger**



Normal : The intended game experience

Plus : Harder than Normal. Enemies cannot damage each other

Hardcore : Plus mode but ANY damage will kill the player

Players cannot select Plus or Hardcore mode until Normal mode has been defeated. They will earn a badge based on what level they beat

Tutorial : Begins the story and teaches the player how to play the game

Continue : Resumes the current saved game

New game : Clears the current saved game

Castle Defender : Begins a castle defense game using bombs

Survivor mode : Coming soon...see how long you can survive

Quit Game : Exits the application

Clear Save data : This will delete **ALL SAVE DATA** and will start over

Engine Scale : Performance options presets. Affects how the game looks

Disable Blood : Check the box to remove all blood from the game.

Defender : Displays the current High Score for **Castle Defender**

The current game version is displayed in the bottom right of the menu

Players will always start from the house. Equipment found will stay equipped.



Gems will be saved and will NOT be needed to be picked up again.



AMMO and **FOOD** do NOT respawn until the level restarts or the player dies.



Any collected **ORBS** do NOT need to be collected again.

Weapons collected will be inside the house.

When the player's health reaches **0** the player "dies" and goes to purgatory.

When the player leaves purgatory they are returned "back in time" to the beginning of the level.

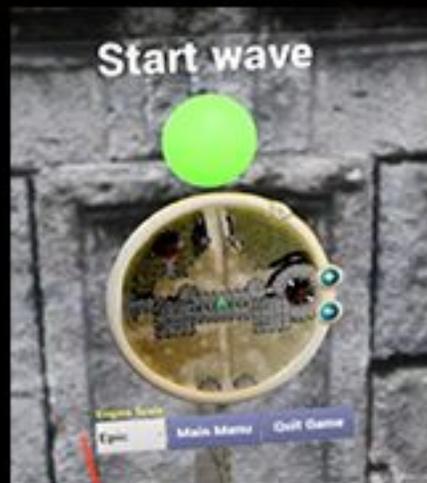
Movements like jumping, or climbing uphill **BURNS MORE CALORIES**

Running downhill burns less calories but makes the player faster.

When the player runs out of calories the player will starve and lose 1HP per second until they eat or die.

Quests can be done in any order with the exception for the primary quest.

If the player gets lost they can follow Gideon whose location is always shown on the radar.



Players start at the castle with a radar and several



bombs. Once a player picks up a bomb, it can be lit by pressing the TRIGGER button. The bomb will explode 5 seconds after being lit. After a bomb is lit, another bomb will spawn in its place. The player can start a wave by pressing the Start wave button when the button is green. Once the round begins the button

will turn red and cannot start a new wave until the current wave is complete. Once the wave is complete, the button will return to green and the next round can be started. The current wave and the number of enemies in play



will be displayed on the two front towers where the enemies approach on a path to the castle gates. The

player must use bombs to stop the enemies from breaking down the gate and then reaching the inside. If any enemies

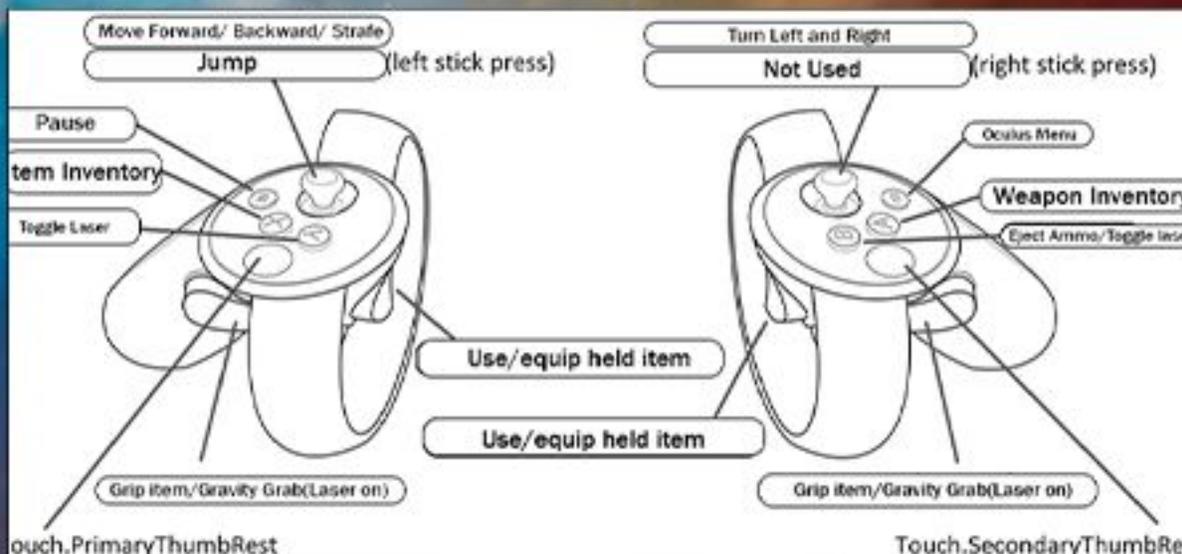


reaches the inside then the game is over. Each wave the number of enemies will increase and the rate at which they spawn will also increase to a max wave level of 99. The current score plus the previous high score and wave will be displayed on the far left tower. It will also be displayed on the main menu





The player stats are on top of the left hand.
 Health Meter
 Hunger Meter
 Mana Meter *
 *you need the necklace for Mana

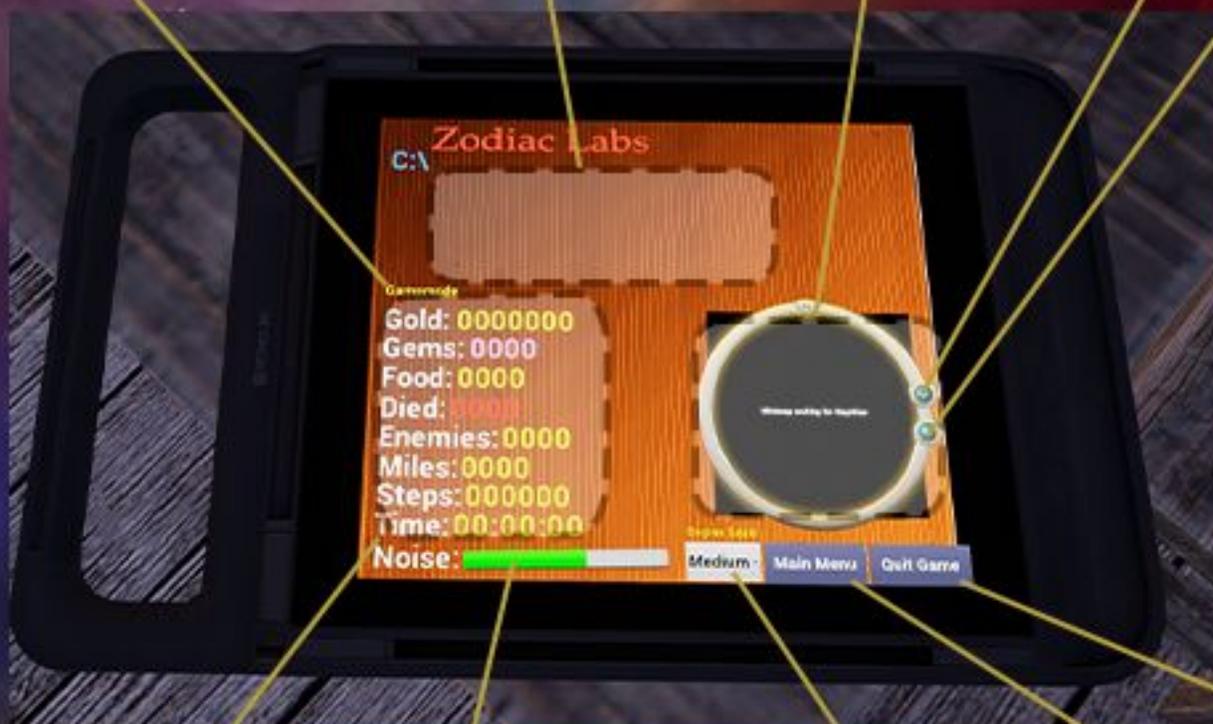


Gamemode

Quest Panel

MiniMap

Zoom in/out



Player Game Stats

Noise meter

Change graphics

Main menu

Quit Game

Food Restores health and calories



Apple
+10 HP
+95 calories



Banana
+10 HP
+100 calories



Tomato
+10 HP
+100 calories



Pizza Slice
+25 HP
+300 Calories



Raw Meat
+50 HP
+500 calories



Cooked Meat
+100 hp
+700 calories

Key Items



External HDD



Pills



Screwdriver



Wrench



Keycards



Orbs of Power



Gems
+1 Max Mana

Equipables



Gold Bangle
+100 HP Max



Silver Bangle
+100 HP Max



Magic necklace
Unlocks magic
+100 Mana max



Ring of Magic Blast
Fires magic bolts from melee weapon



Ring of Regeneration
+1 HP /second

One Handed Weapons

1 hand to stab



Dagger



Short Sword



Mace



Pistol= Glock



Two Handed Weapons

2 Hands to stab



Long Sword



Spear

Blade weapons do damage by stabbing. Some weapons require both hands in order to penetrate. The mace can do damage by hitting. The harder you swing the mace, the more damage it will do. Players need to aim for the chest or the head for max damage.

Shield





Zodiac Security Guard



Zodiac Lab Assistant



Princess Aurora



Gideon



Prisoners / townspeople



The GOOD Goddess Serath

The Evil Servants of the Witch



Trooper= Hunter



Trooper= Guard



Trooper= Sword Guard



Trooper = Prison Guard

Undead/Spirit=Ghost Pirate



Undead=Zombie



Boss



Boss

Rampage



Boss

The Prison Warden



Boss

The Ice Witch

