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Introduction

"Mandrake" "shadow of the Vehme" is an isometric perspective arcade adventure.
During World War II, German S.S inspired themselves to the teachings which had animed
The Vehme, a popular court of the Middle-Age Germany.
Even military German Police were involved on the research of esotheric treasures, which
could help the raise of the Reich.
On May 1940 prof Friedrick Haushofer,announces an amazing discovery: the findng of some
sort of medieval evidences ,which could carry him to the legendary treasure of the Teutonic
knights.
The news gets the interest of the Reich spyies and the mistereous sect of Ha-Sha-Shin, to
whom legend ascribes amazing magical powers!
Mandrake has been invited to the unveil of the exhibition wich shows the evidences found by
Haushofer, a dear old date friend of him.
The murder of the archeologist in the night preceeding the unveil is the beginning of an
entangled mistery which brings our amazing magician to the core of the invaded Poland;
; in to the Marienburg Cathedral; to Castel del Monte,in Puglia (Italy), in Palermo,in
Armenia, In France, in to the old mansion of a teutonic knight.

Description

Game title:		Mandrake-shadow of the Vehme
Genre:		Adventure arcade
Platform:		Game Boy Advance
Number of players		1
Age		9+

Game Plot

Prologue
At the beginning of an important exhibition of some medioeval reperts ,Mandrake has been
invited by his great friend Prof Haushofer to take part at the event.
The archeologist has just brought to the light some evidences that confirm his theories on the
lost treasure of the teutonic knights order and he means to show his points to the unveil
ceremony.
Anyway, since a few years Haushofer has become a member of a secret sect which
inspirings itself to the medioeval german traditions makes it called New Vehme.

The sect is composed by 8 members who take main places in Nazist Germany.
Haushofer has been the last to join the group and he doesn't know all the sect secrets.
Really ,the members of the sect try through his studies to take magical objects of great powers.
The sect has financed and protected the archaeologist but when he decides to unveil his discoveries to the world ,the other members decide to kill him.
The murder happens the evening before the unveil. Haushofer has been found binded to a cart wheel . Next to him a message says:" traitor of Vehme".
Mandrake attends to solve the murder mistery of his dear friend.

The Game
After prof Haushofer murder, the hotel porter will give Mandrake a mail signed by prof Haushofer himself.It contains the exhibition catalogue and a short message saying:
"should something happen to me..."
The catalogue shows the astrolabe and some object related infos: so Mandrake learns that the object has been found in a Armenian fortress, at Abajazel by professor Loyd Blankenship of Cambridge University. Talking of this to lady dr.Shaffer, Mandrake knows of a reecent work relation between prof Haushofer and prof Lloyd Bakenship
The first part of the game takes place in to the hotel where Prof Haushofer has his accomodation.The hotel is fullfilled with policemen and mandrake will have to avoid them to reach Haushofer room.
In Haushofer room,Mandrake will find the game map which will update during the game , a cloth stripe (see path 2) and a Psichometry talisman.
From then on it is possibile to follow three parallel paths which rejoin at the end of the game,once Mandrake has discovered all the three elements he needs to find the treasure location..
The player has to follow such paths in a given order.

Path 1.
The first key is an Astrolabe of the teutonic order knights.It was built to work as a perpetual calendar: The object, which has been discovered in Armenia by Prof. Loyd Blankenship, is shown at the museum and it had to be the main attraction of the exhibition.
The object is shown on the exhibition catalogne.
Mandrake needs the astrolabe but the object is well guarded in the museum .The only way the mage has to recover the object is to steal it as a common thief.
But he will find the Ha-sha-shin zealots trying to steal the object too.Moreover the museum is guarded by patrols of armed keepers and policemen.

Path 2.
The murderers have left some indications which can be useful to the magician. unfortunately, the zone is patrolled by the police and by some emissaries of the Ha-sha-shin sect....the trunk of professor Haushofer has been forced and empty ,but examinig it the main character will be able to find a piece of cloth (a stripe) with a sequence of letters written on it.(it's a key to decode one enigma: the stripe has to be rolled up to a standard pole in order to read the text,written in latin, which is the last will of a teutonic knight whose mortal spoils lay in a catacomb in Sicily).
The cloth stripe is a piece of the standard itself.It was the standard kept into battle by a teutonic knight, who, having been seriously wounded, wrote his last will on a stripe of his own

battle standard to left to his brother knights of the teutonic order a way to find the treasure whose secret he knew.

So he thought to roll up the standard stripe to the pole and to write on the rolled up tissue so that the writings on it couldn't be understood by keeping the stripe outstretched.

In order to read the knight's last will, mandrake has to find the standard and to roll up the stripe to its pole.After his last battle the knight was buried in a secret place whose name was concealed in the walls of Castel del Monte in Italy.

An image showing the italian castle was sewed on the knight's standard which was taken to the teutonic castle of Ryn in Poland.

Once at Castel del Monte, Mandrake has to understand that the castle itself is the key to discover the knight's tomb site.The only way to solve this enigma is to cross the castle chambers in the proper order to find the letters of a word which is the name of the city where the knight was finally buried.

The knight's tomb contains other pieces of the puzzle which has to be solved in order to find the teutonic treasure. There are two object sculpted on the stone tomb of the knight: a book and a skull.By means of a psychometry spell on the stone book Mandrake will learn where the book itself is, while looking into the skull eyes he will find the numbers identifying the chapter, page and row he has to read in order to know the name of the planet he needs to set up the proper combination of items to find the teutonic knights treasure location.

Such name is the clue item.

The book is kept in a Country-house next to Rome. It is a scholar mansion. The scholar has gathered a great number of esoteric tomes for his private library.

After the book discovery Mandrake will come back to Frankfort to talk again to miss,Shaffer. The girl will warn him about another strange event: prof Lloyd Blankenship, who was leading an archeological expedition in Armenia, suddenly disappeared.This mistery make Mandrake curious....

Path 3
.So, mandrake has to follow the Armenia path which will drive him to the third key (the amber).

Prof. Lloyd Blakenship was working in Armenia, in a site 50 km far frome Abajazel and 2 Km far from a small village on the Senan Lake banks.

When he reaches Lloyd blakenship camp he finds that the expedition has been dismantled in a hurry.

So he has to explore the dig of the ruined teutonic fortress.

The Ha-sha-shin have reached the site too and they once more try to stop Mandrake.

At the end of the exploration Mandrake has to face a Ha-sha-shin summoner.

Then he has to solve a puzzle in order to access a secret area.The last chamber of the site is, in fact, a large room with a huge mirror on a wall and a stone pedestal with a crystal in its center.

Looking at the mirror mandrake can see that it doesn't show his mirror image.

On the mirror itself there is a writing saying :Only the fierce heat of true spirit will change what's exactly alike itself" If Mandrakes discharges a Spirit bolt into the mirror the mirrored crystal in the image will shatter and the image in the mirror will be turned in a real room!!Crossing this room Mandrake can access a chamber with two pedestals and a bassrelief on a wall.

On the first pedestal there is an empty casket.A writing on the pedestal says:At sunset through my eyes, you will see the Lion's lair. A Psychometry spell on the casket will show to Mandrake what its content was and some infos about the object itself.
On the second pedestal there is a helm sallet.A writing says:Oh, brother who come to the banquet, don't fear to show thy face to your equals.
The sallet is the key to access a secret passage in Marienburg fortress (see below)
The bassrelif shows Marienburg teutonic fortress and a circle of knights gathered below it.
Some of the village inhabitants have taken part to prof Blakenship expedition.One of them is the potter's son. The young guy has got the gem which should be in the cascket on the pedestal. The gem is an amber. Inside it ,there are some impurities which, should the gem be used in the proper way (with the astrolabe and having aquired the knowledge of the name of a planet) , display a secret map.
So the gem itself is the third key
When Mandrake do arrive in Armenia, prof.Blankenship, frightened by the Ha-Sha-shins has fled, giving the gem to the young potter's son.
The young guy has hidden yhe gem in a pot, which he has taken to the village church hiding it among the votive offers.
Unfortunately the Ha-sha-shin killers have kidnapped the young guy to force him to unveil the gem location.
So Mandrake will have to free the young guy.Once free, he will give Mandrake the gem.

Last act.
Mandrake has now gathered all the elements he needs to find the lost treasure of the teutonic order but he still doesn't knows how to use them properly.
After having recovered the gem, a new location will be displayed on the map. It is Marienburg fortress (Mandrake has already seen this place in the bassrelief in the armenian ruins.
Once at marienburg Mandrake will discover that the fortress has been taken by the reich army and it is used as a school for the reich esper soldiers.The perimeter is tightly guarded by patrols of esper and SS soldiers.
So Mandrake's only chance to enter the fortress is to avoid the patrols by finding a passage in the sewer System.
The passage drives to a chapel inside the fortress.Once inside, Mandrake has to reach the chatedral and to enter the crypt where there is a room with some ancient armors in it. One of such armors conceals a gear which opens a secret door. Mandrake has to put the sallet he found in Armenia on the armor helm and to use it as a lever.
In the crypt Mandrake will watch a secret meeting of the members of the New Veheme
Who talk about the mansion of a French knight belonging to the teutonic order.
So Mandrake will know that he has to find this mansion and to use the astrolabe and the gem in a mansion room.In such rooms, a painting on a wall displays the sky vault
as it could be seen from Jerusalem at crusades time.
The stars and planet on it are in fact holes. The Gem has to be put in the proper hole
and in a certain hour of the day . The astrolabe is the key to know the hour.
Using the astrolabe and the gem in the proper way a map will be displayed on the wall.
Ths map shows the location where the teutonic order treasure has been hidden: Castello del Leone at Castiglion del lago (Italy).

Main Character

The main character is Mandrake the mage.

Game controls

Movement	....	D-pad
A button	....	Cast spell
B button	....	Use
R Shoulder	....	Invisibility
L Shoulder	....	Spell cycle
Select	....	Menu/options
Start	....	Pause

CONTROLs	SHARED	PHANTOM
D-pad	**Movement**	
A button		**Cast spell /charge bolt**
B button	**Use object**	
R Shoulder	Duck	**Fast cast invisibility**
L Shoulder		**Spell Cycle**
Select	**Menù options**	
Start	**Pause**	

Movement (D-pad)
Character's movement is possibile on the main four directions and on the 27° diagonals
So that you can move along the map walls . The character can then move on eight directions.

Cast Spell **(A button)**
Mandrake can cast spells by pushing the cast spell button(A button) when in spell mode.
The character will cast the selected spell.

The spell automatically targets the closest enemy in Mandrake sight range.

Use Objects **(B button)**

During the game, it is possibile to find and collect objects .These objects are stored in the character menu inventory.The player can use such objects by pushing the select button to open the menu inventory interface on screen (on the left edge), and then choosing the proper item by cycling the item list with the D pad.Once selected, the item can be used by pushing the B (Use) button.

Different ways of using objects

1) Object used on the main character:
Enter the menu inventory interface; choose the desired object and press B button
(i.e: Use a Medikit,eat food)

2) Use an object on map areas (includes still characters)
Place the main character into the proper ground tile; open the menu inventory interface; choose the desired object and press B button.(i.e:give something to someone or use a previously collected item (at point A) in a different place (point B)

3) Interact with onscreen objects
Move the character on the proper tile and press B (use) button (i.e: open a closet door or take an object from the ground).

Duck **(R Shoulder)**

During a combat it is possible to avoid enemies' attacks by pushing the R shoulder (duck) button.So you can breake enemies attacks and make your own attack.You can enter the duck mode just during a combat sequence.
If you're not ingaged in combat, the R shoulder button is used to enter invisibility mode.

Invisibility mode (R Shoulder)

Moving invisible the character can go close to an enemy in order to surprise him or moving without beeing heard.
The character will be displayed and will produce no noise.

spell Cycle (Mandrake) (L Shoulder)

By pushing the Left shoulder button you will access the spell selection menu.
On the right screen edge there is fast spell selection interface. It shows the in use spell.
By keeping the left shoulder button and using the d pad you will cycle the spells.
When the proper spell is displayed on the screen, release the L shoulder button and the spell will be selected and in use after a few instants.

Menu Options

To access the menu inventory interface press the select button.
The proper interface will be displayed on the left edge of the screen.

The interface shows the current, next and previous object.To make the character use the current object press the B button.
(also see Use objects paragraph)

Pause
Push the start button to pause the game

Character injuries and death
Mandrake can be harmed both by enemies attacks and by traps or by falling from high places.
The character's Stamina level is measured by a Stamina bar.Each wounds makes the Stamina level drop by a given amount of points.
 When the level reaches the zero the character is slain.

Save Game
 The save game can be performed in some save points, spread all over the game area.
To save a game, the player must collect some mana amulets.Each amulet grants a save game.

Character spells
Mandrake is a magician and he often ha sto use his amazing spells in order to defeat enemies or to solve puzzles.

Invisibility
Invisibility is one of the most useful mandrake spells.While invisible, mandrake can't be seen by enemies.But such a powerful spell has its own limits.If mandrake makes an attack against someone ,or casts any other spell he will turn immediately visible.Moreover there are some enemies who can see invisible (like Ghosts),or who may force Mandrake to turn visible by nullifying his magic.

Show invisibile
By means of this spell mandrake can see both invisible creatures and things

Hipnosis
By means of this spell mandrake can force a surrendered enemy to unveil what he knows.

Powerbolt
This is Mandrake standard attack.
The power bolt can be increased in power to produce a greater amount of damage.
To charge the powerbolt the player has to keep the A button pushed.The more he charges the spell, the more he causes damage.
The charged spell needs a greater amount of mana to be cast.
The charge has a limit . After reaching such limit the bolt will be automatically released.

Sleep spell
By means of this spell Mandrake can make the enemies struck by the spell
fall asleep.

The spell works exactly as a granade and it will be displayed as a bolt with a larger area of effect.
Sleeping characters will fall on the ground and will not awake till mandrake leaves the area map.The spell works just like a granade (it has an effect range)
The spell range can be increased by charging the spell,keeping the A button pushed for while.
Upon reaching the maximum spell effect range the spell will be automatically released.
The charged spell needs a greater amount of mana to be cast.

Psichometry (amuleto)
The psychometry power is granted to Mandrake by an Amulet.
Using the amulet with an object mandrake will have a vision of places, events or people deeling with the object itself.

Spiritbolt
The magic powers do iteract both with the material world and in the ethereal one.
But this dimension is crowded with dangerous creatures,which can't be harmed other than by means of Spiritual attacks.

Astral body
By means of this spell Mandrake can project his astral body to explore locations without beeing seen or harmed.
Doing so he will leave his material body and move in the Ethereal plane.
The material body can still be harmed.On the other hand the Astral body can't interact with the material world.

Magic shield
This spell grants mandrake with some protection against enemies' attacks.The magic shield Soaks some damage. It also has

Heal Wounds
By means of this spell Mandrake can heal himself. The heal wounds spell doesn't stops poison effects.
The spell restores 15 Stamina points per use.

Mana
Each spellcasting drains some mana from the character's mana pool.
The mana level automatically raises again, but this "natural recover" is slow.
The mana also can be recovered by using mana crystals or amulets

Game Interfaces

1) Language selection interface
2) Game optinons interface
3) save slot interface
4) menu Interface

5) Fast on screen selection interface
6) Map interface.

Language selection interface:
It is the first interface you meet, after having turned your agb on.By means of this interface you can select the proper language among (English, French and Spanish).

Game Options Interface:
By means of this interface you can choose between "New Game" and "Load game" option. If you choose the "new game" option and there are still empty save slot, the game will immediately start. If all the save slot have already been used,it will be displayed a message which will warn the player and let him choose either to continue to play the game (in such a case he 'll have to overwrite a saved game,in order to save the current game), or to exit the game to go back to the main menu screen.

If you choose the "load game" option you'll enter the saveslot interface screen and choose a saved game.
There are (4) save slot available.

Save slot interface
By means of this interface you can select to load a saved game or to save the current game. There are (4) save slot available. If there are no empty slot, you will have to overwrite a full slot.
In such a case it will be displayed a warning message and you will have to confirm the "Overwrite? Yes/No" option.
A resume option will let you go back to the game without saving the game.
After a save game, the game will be automatically resumed.

Menù interface
By means of the menu interface you can manage the objects taken during the game, and held on by Mandrake.
The interface can be opened by pushing the SELECT button.It is displayed on the left edge of the screen and it is 2 tiles wide.
The interfaces shows the object in use (current object) and the previous and next object.
Use the D pad ,to scroll the object list.You have to push the B button to use the current (selected) object.
When the menu interface is opened onscreen the game freezes.
The menu inventory can store an ulimited number of objects.The inventory store room is measured by means of boxes. Each objects takes one slot regardless to its weight or volume.

Fast selection interface
This interface opens on the right side of the screen.It lets a fast spell selection.
You can choose the current spell by pushing the spell cycle button (L shoulder) and cycling the spells by the D pad.

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When you release the L shoulder button the spell currently displayed onscreen becomes available in a few time.

The Map

During the game the player will find a map. From then on he will be able to look at it in order to go from a location to another.

The map will update automatically during the game.

When the map is found a message will be displayed on the dialogue bar.

To access the map push the two shoulder buttons simultaneously.

The map will display all the avilable locations. To travel from a locationn to another the player will have to choose the proper location on the map.

The map can be displayed at any time,but the location selection is allowed just after some special game events (after having reached the goal of that area).

Npc characters

Npcs are all those characters who take a relevant role in the game plot.Common enemies are treated in the villains and dangers section.

Professor Friedrick Haushofer

He is a world reknown archeologyst, with an expertise in middle age history.

He is 65 and he has spent more than 30 years in search of the legendary treasure of the Teutonic knight order.

His recent researches have leaded him to extraordinaries discoveries, which he is going to reveal during the show inauguration at Frankfort museum.

Dr. Elsa Shäffer

She is a fascinating archeologyst, with an expertise in medioeval age history

She is about 34 and she works with Prof. Haushofer since she ended her university studies.

She knows some useful things about Prof Haushofer recent discoveries about the lost treasure of the mighty Teutonic knights order.

Joseph Von Fraizer

He is the Fraunkfort museum director.

Beeing an esteemed researcher and scholar,at first, he seems to be a trusty ally, but he is a member of the rebirth Vheme trial, and a loyal soldier of the Reich.

He will challenge Mandrake at the end of the game.

The Ha-sha –shin one eyed killer

He is a killer of the dangerous Ha-sha-shin sect.

He follows Mandrake to spy his actions and to learn more about his goals, in order to take advantage from the magician's discoveries.So that's why he seldom interferes with Mandrake actions.
He will challenge Mandrake at Castel del Monte.
He will try to strike Mandrake with his gaze attack (a ruby ray fired from his missing eye).

Captain Karl Weisthor
He is the Marienburg fortress keeper.Captain Weisthor commands the fortress troop and directs the school for young reich esper troopers.
He is about 40 and he is a dangerous enemy
Mandrake has to defeat him to enter Marienburg chatedral.
Karl Weisthor is a powerful master of telekinesys and he will fighe mandrake by hurling stones by means of his mental power.

The Ha-Sha-shin Summoner
Mandrake will have to face this powerful socerer and his evocations in Armenia, in the teutonic fortress ruins.

Villains and Dangers
During the game Mandrake will have to face and defeat several enemies.

Reich troopers
Since the action takes place after the world war two start,some places have already been occupied by the reich troopers.

Reich Espers
The Reich most powerful soldiers are some elite troops, who have improved some psionic powers.They can use their mental powers to dispell Mandrake powers.

The Ha-sha shin
The Ha-sha-shins belong to a legendary sect, whose members are reknown as powerful magic users and pitiless killers.
Ha-she-shin spies are spread all over the world. The head master of the sect is the so called Old of the mountain, whose identity is one of the better guarded secrets in all over the world.

The Holy Vehme
At the origin ,a sort of tribunal, "Holy" means that it was operating during the Holy Roman Empire, while *Vehme* an old german word means: "punishment". It must judge "everything made against God ,against the man, against the commandments. It adopted fast procedures, to often pronouce capital punishments..
The secret tribunal has been reconstituted and it belongs Austrian and German hierarchs and notables. The organization works with the support of the Reich and it's looking for the treasure of the Teutonic Knights to pursuite ,through the talisman powers brought in it ,their aims.
Mandrake will have to fight the members of the Vehme in the last act of the game.

Supernatural Dangers

Many places visited by the character are protected by mystic auras and by supernatural creatures.

Shadows / Ghosts

The shadows are guardian undead who protect some places, such as tombs and crypts.

Evocations

Evocations are super natural creatures, summoned by the Ha-sha –Shin sorcerers. They are demonic beeings, who obey to their summoner.

Traps

Many of the places Mandrake will visit ,to solve the mistery of the treasure of the teutonic knights, hide mortal traps

Dart Traps

Dart traps are concealed gears which release darts or poisoned needles.

Wall traps

Some walls in the ancient ruins conceal deadly traps.Entire sections of stone bricks fall upon the incautios visitors causing a lot of damage.

Magic traps

Some traps are enchanted with spells which release magic bolts

Enemies'Behaviours

Human enemies
There are several human enemies.
They use to patrol a map area moving along a path.If the playing character enters their sight range they start attacking the character.
They will fight untill defeated or killed.

Dogs.
Trained dogs are used to watch some location.Thy will attack the intruders who enter their sensorial range (better than the humans' one).
If a dog detects someone it will make the humans who are nearby aware of the intruder's presence.
The dogs use to protect certain limited regions of the game map and thy will not leave such areas to run after a fleeng character.Such dogs will be found in enclosed areas, such as rooms or enclosures.
Some dogs do have peculiar behaviours so that they will run after the character.

Shadows / Ghosts and Evocations
Ghosts , shadow and demonic evocations always fight untill defeated.They never surrender.

Enemies death
Killed enemies lay on the ground till the main character leaves the location map of the level.Whenever the corpse of a killed enemy contains useful infos or objects and it is possible to interact to it, the killed enemy won't be removed till the end of the game.

Enemies surrender
Human enemies who are seriously damaged will surrender.
A surrendered enemy will drop on his knees and start to crave for mercy.He won't leave this position till the character exits the location map of the level.In that case they will be removed from the game.
A surrendered enemy can be forced to unveil what he knows by means of an Hypnosys spell.

Weapons and Armors
There are several spells used by the main character and weapon used by his enemies which can cause damage to their target. Each of them has Its own damage range and characteristics.
Each character in the game (even the main character) has his own Stamina score.This score is modified by weapon damage.If the Stamina score reaches the 0, the character is slain.
Some npc characters could surrender when their Stamina score reaches a certain level.
Whenever their Stamina score is dropped beyond this level, they surrender and crave for mercy.
Both a melee attack and a throwing or fire weapon or spell attack hits the target if it enters its collision area

Weapons and Armors
Some objects can modify weapons or spell damage. Such objects are commonly defined as "armors".This term refers both to modern ,primitive or magic handcrafts (flackjackets, shields,medioeval armors) and to natural protection (animal fur, scales or skin)
Each armor subtracts a given number to a weapon damage.
Mandrake never wears armors,but he can gain some protection by means of the Magic shield spell, or by some amulet of protection.

Mandrake Weapon list

Weapon name	Type	Damage
Mandrake Magic bolt	Fire weapon	2-12
MandrakeSpirit bolt	Fire weapon	2-12
Gun Luger (SS)	Fire weapon	10-20
M.gun Mauser (SS)	Fire weapon	15-25

Rifle (SS)	Fire weapon	25-35
Precision rifle (SS)	Fire weapon	30-60
Grenade (SS)	Fire weapon	30-60
Machine guns (SS)	Fire weapon	25-35
SS Psychist bolt	Fire weapon	2-12
SS Psychist nullify field	Special	special
Knife Ha-sha-shin	Hand to hand	3-15
Knife (throwing) Ha-sha-shin	Throwing weapon	2-12
Sabre Ha-sha-shin	Hand to hand	10-20
Magic bolt Ha-sha-shin	Fire weapon	2-12
Light Crossbow Ha-sha-shin	Fire weapon	10-20
Undead grasps	Hand to hand	3-15
Ghost scream	Fire weapon	25-35
Ghost touch	Hand to hand	3-15
GasolineExplosion	Special	15-50
Mine Explosion	Special	15-50

Mandrake Armor List

Armor name	Active defence
SS. flack jacket	Dmg -15
Ha-sha shin armor	Dmg -8
Amulet of protection	Dmg -10
Magic shield spell	Dmg -15

Mandrake Object List

Object name	Description
Psykometry talisman	Grants psychometric power
Astrolabe	
Mana Crystal	Restores mana +10
Mana Amulet	Restores mana +20 allows save game
Mana receptacle	Restores mana +40
Medikit	Restores stamina +20
Food	Restores stamina +5
Special food	Restores stamina +5
Rope	Climb up-down
Banner Stripe	Knight's will
Knight Gem	Contains a concealed map
map	travel option
PoetryTome	
diary	Understand ancient writings
Key	
Prof.H. mail	

Parchment	Learn new spell
Health Flask	Restores health + 25
Talisman of restoration	Restores full health
Poison antidote (generic)	Neutalizes all poisons
Poison antidote (YELLOW)	Neutalizes yellow poison
Poison antidote (BLUE)	Neutalizes blue poison
Poison antidote (GREEN)	Neutalizes green poison

Poison damage

Some enemies use poisoned weapons.Such weapons don't cause a great amount of damage when they first strike the character, but the poison can produce different effects:

Killing poison (blue) : the stamina level lowers in a few time and the poison kills the character.

Weakening poison (green): halves character attack spell damage.

Fatiguing poison (yellow): lowers the mana level.

Poisoned weapons are, for example, the Ha-sha-shin blades.
Each time the character is poisoned a warning message will be displayed in the dialogue bar.Moreover the Stamina bar will change color according to the poison type (ie: blue, green or yellow).

Poison and antidote

During the game it is possible to collect some poison antidote.
Each use of the antidote can stop the effect of poison.Anyway it doesn't restore character lost stamina or mana.
Each poison has its a proper antidote of the same color as the poison itself.
Such an antidote stops the poison effects.
There is also a generic antidote (grey) which can stop every poison.

Settings and levels

The game area is not subdivided into levels, but into ocation maps,so that the player will always feel free to move in the whole game area (even if specific location will be accessible as a consequence of an event).
The main game scenarios are:

1) **Frankfort hotel**
2) **Frankfort museum**
3) **Armenian ruined fortress**
4) **Armenian village**
5) **Marienburg fortress**
6) **Ryn Castle**

7) **Castel del Monte in Italy**
8) **Palermo in Italy**
9) **A Private country-house next to Rome**
10) **The french knight mansion next to Paris**
11) **The treasure hiding-place at Castiglione del Lago (in Italy)**

Frankfurt:
Hotel
It's professor Haushofer accomodation.

Museum
It's the museum in which the exhibition will take place. The museum is well guarded by armed keepers and policemen.

Armenia :
Armenian ruined fortress
About 50km far from the town of Abajazel, next to lake Senan, the ruins are about 2 Km far from a small village.
 The ruins are part of a teutonic fortress, built in middle age during the crusades.The bigger part of the fortress has sunk under the desert sand and earth .

Armenian Village
It's a small naif village next to the Senan Lake, made up of a few buildings.

Marienburg Fortress
Marienburg was the capital of the Prussian Reign. Over there rises a big Cathedral that is the main theater in which the story takes place
Marienburg teutonic fortress has been occupied by the reich troops who have estabilished in it a school for gifted young espers directed by Captain Karl Weisthor, an SS. Officer with great telekinesys powers.
In a crypt, under the chatedral there is a secret passage which drives to a circular room where Mandrake will watch a meeting of the New Vehme members.

Italy:
Castel del Monte
The fortress wanted by Federico II hides some enigmas linked to the castle structure.Its rooms and windows structure are the key to unveil the name of the secret location of the tomb of a teutonic knight, who knew the treasure location.

Palermo
The name unveiled at Castel del Monte is "Panormus" the latin name for Palermo in Italy. Palermo was the seat of Frederick the second court and the secret tomb of the knight is in the undergrounds of a mansion

The Country house next to Rome
It is a private country-house a few km far from Rome. It belongs to a scholar who has gathered a lot of books in his esoteric library.The scholar is linked to the Ha-sha-shin.

Castiglione del Lago

This is the final location of the game.Once discovered where the lost teutonic order treasure has been buried, Mandrake comes to this ruined Castle called the "Lion Fortress".
The castle was built by order of Frederick the second and it was never conquered.

France:

the knight's mansion

it's a palace belonging to a teutonic knight. The knight spent there the last days of his life.
The house hides a secret chamber with a wall painting of a sky vault. The room is the only place in which the treasure order map, magically concealed in the amber, can be displayed.

Ryn in Poland:

In Ryn it finds a castle of the teutonic order ...it's crucial importance for SS troops who have placed an army headquarter inside its walls.
The small church itself has been turned innto a powder magazine.

# "Phantom" and "Mandrake" engine techinical doc

Graphic level Handling

Every game level is represented by a map that contains floor and walls tiles.The map is a cell(isometric) array that contains the reference ID to "wall agglomerate" and "floor brick" that fall in that cell. The map appears therefore as it follows:
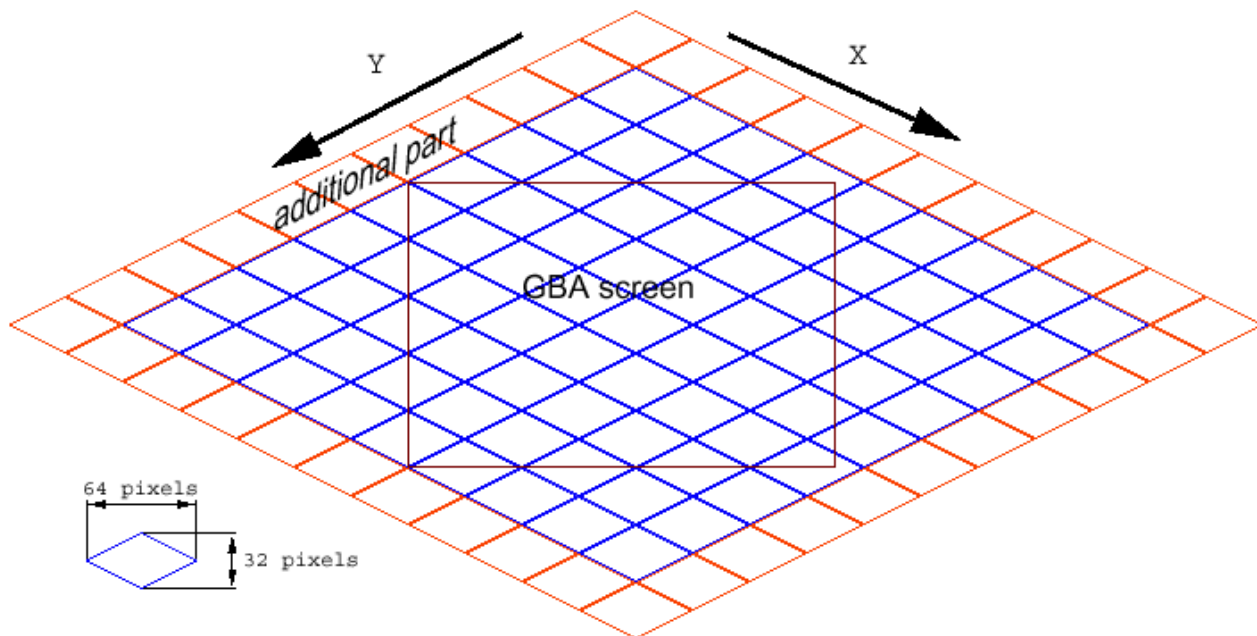
The map can be of arbitrary dimensions in order to represent the enviroment size.
Every cell can have some walls that surpass it, in addition of having always an ID to a "floor brick" which can also be animated (I.e.Water).

Floor

Every "floor brick" is a 64x32 bitmap that is put on the cells in this way
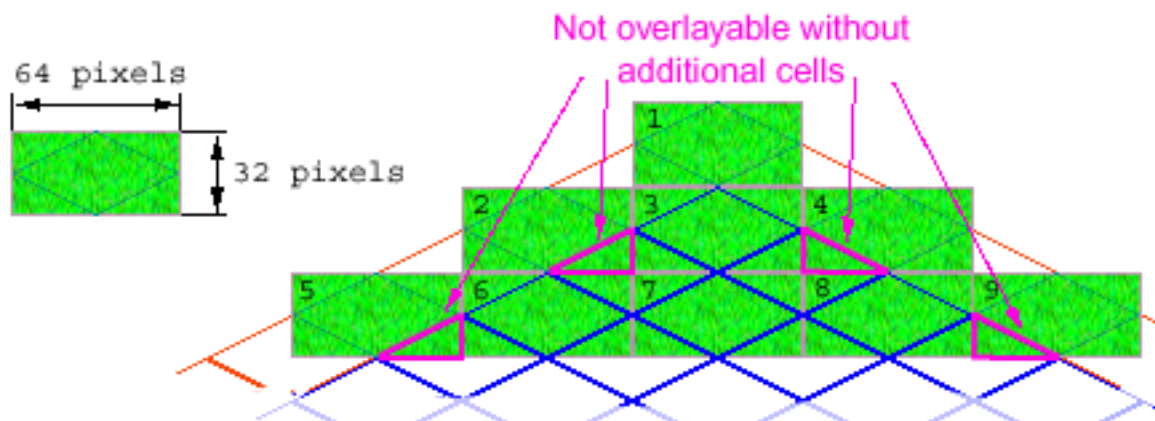
With the exception of many isometric engine the floor brick will not be designed like rumbles, but like rectangular bitmap, for GBA hardware employee issues.

In this way it will not be necessary that each brick is associated to an isometric map cell. As you can see in the image.

Moreover the map will be logically wider by a cell in all directions in order to cover some spaces that otherwise could not be covered. It isn't possible to put any wall in this additional cells.

The Walls

The walls on cell have one fixed dimension of 32x64 pixels:
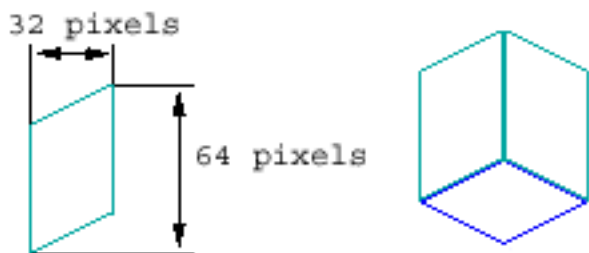
Beginning from walls of these dimensions it must be possible to create "wall agglomerates" gathering more walls up toa maximum number of 4.
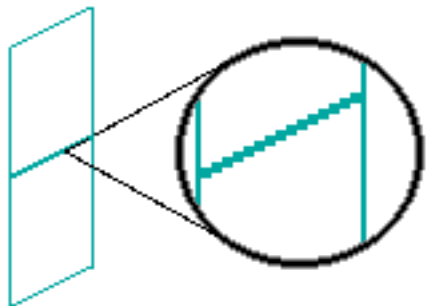
Every cell can contain two agglomerated of walls, one on the left part and one on the right part. Both on the cell top
It is not necessary that each cell manages four walls, infact, the walls on the bottom of the cell can be managed from lower cells.
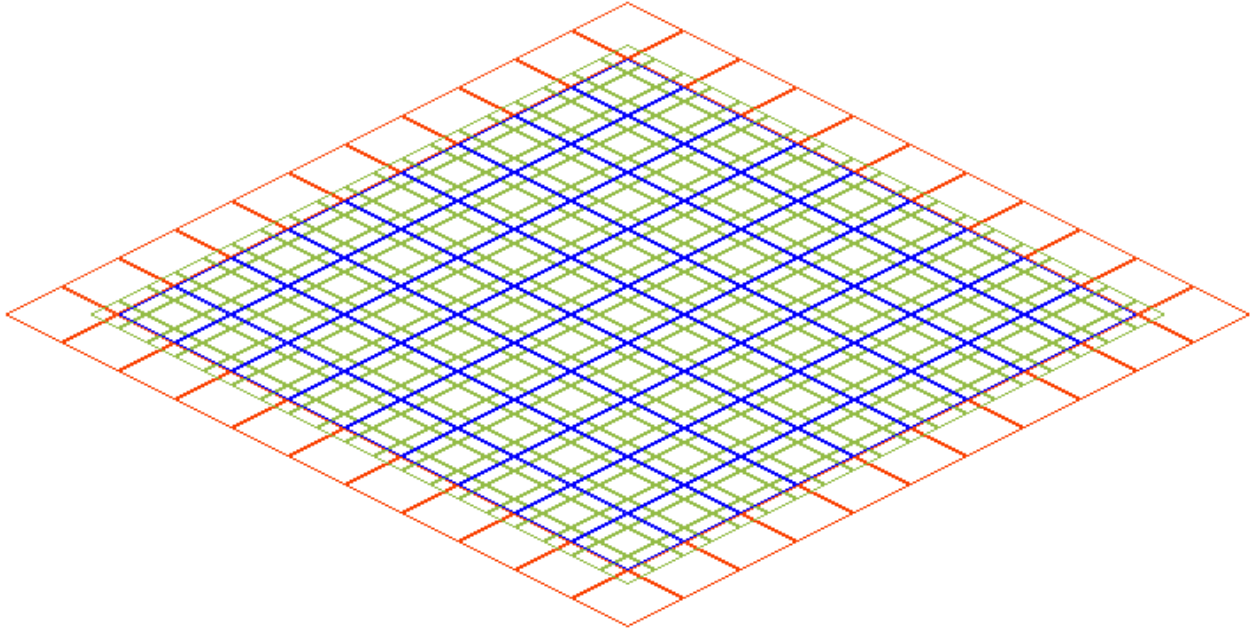
Collision Handling
The collisions will be managed on a separate and more tightened map(in terms of cell dimension).
Cells on the collision map will be exactly a quarter of the graphic map cells.
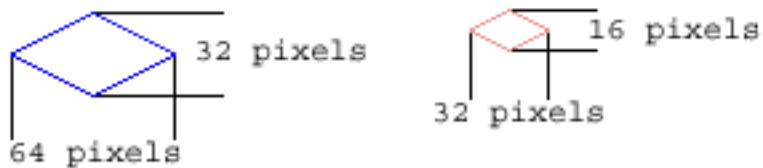
The collision map will have logically a little offset with respect of the wall and brick map:

The green map represents the collision. The red zones are the map limits on which it is not possible to put the walls, for this reason is not necessary that the collision map covers those areas too.

Palette

The floor/interfaces palette and the walls/characters/objects palette are separated, every palette have 256 colors which are shared like follow:

Palette Sprite   Palette Background

16 colours NPC 0	
16 colours NPC 1	
16 colours NPC 2	176 colours
16 colours NPC 3	ground
16 colours NPC 4	for each map
208 colours walls and characters for each map	
32 colours menu objects and interface objects	80 colours interface backgrounds and screens
16 colours PC	

Objects

The objects are logical structures with several properties, they can either have or not a graphical representation and can be placed on the map like walls. It's possible to vertically offset an object over the cell. The objects can have a keyframing animation that allows to specify the frame, the activation state and to shoot something. Every object can have more than one status in order to react to other objects and characters.

Object properties:

FLAG activation ON/OFF   (SAVE)
FLAG collision   ON/OFF   (SAVE)
FLAG visible   ON/OFF   (SAVE)
FLAG animated ON/OFF   (SAVE)
FLAG flipped   ON/OFF

Sprite   (optional)
MenuIcon   (optional)
Specification   (optional)(One for each status)

NPC

The NPC are organized into structures that contains a sprite stripe with all animation frames of a character movements. The possible characters'actions are:

Walk
Duck
Attack
Weapon Attack
Break an attack
Surrender
Die

Every character can carry a single weapon and will always walk with that weapon in hand so that it is not necessary to repeat the frames for the walk.

Each character will also have its own property set:

activeFLAG ON/OFF (Slain characters are disabled)   (SAVE)
Sight Range
Hear range
Close combat damage
Distance combat damage
Fastness
Stamina

Each NPC character can follow a movement path, by means of a script containing some game instructions just like:
Go to (x,y),
Turn to face set direction
Wait for a given time

Cut Scene

Cut scenes aren't linked to the game map so that it is possibile to use the keyframing system for themenus, credits screens and other still screen scenes.

During a Cut scene, the NPC and objects are managed in the same way, by means of movement paths and frame interpolation so having control to the scenes.

Palette Sprite

Palette Background

| 16 colours NPC   0 |
| 16 colours NPC   1 |
| 16 colours NPC   2 |
| 16 colours NPC   3 |
| 16 colours NPC   4 |

208 colours
walls and characters
for each map

176 colours
ground
for each map

32 colours
menu objects and
interface objects

80 colours
interface backgrounds
and screens

16 colours PC

Visual Samples