

Aleid News

FANTASTIC
ADVENTURE
HANDBOOK

ALEID NEWS
GOLVELLIUS 2
USER'S
MANUAL



FEATURING: ITEMS

There are many interesting things in the kingdom of Aleid

ALSO FEATURING: MONSTERS

A thrilling accent in your room

FINE GOODS

Let's go on adventure!

The word adventure – a very attractive word. I guess I'd want to be adventuring all the time. It may come with a lot of danger and frustration, but any difficulties will surely be overcome with courage and kindness. And if you read this booklet well, you'll be well prepared for your adventure! So, let's go for adventure!





Aleid News

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OPENING STORY

The beginning is always exciting. A glance of danger and the courage of sharp parting words. People's hearts filled with mixed feelings. A hero leaving on a journey while suppressing the pain in his chest. Take the first step, with a throbbing heart, like in the opening of a revival movie.



This story takes place in an era when there still were monsters in the world.

I have travelled a long way, in search of my younger sister. I hurt my leg when I was attacked by a hellhound. I must... focus. I can't afford to lose consciousness now. Vultures are dancing above my head. I can't even see clearly anymore...

Morning light shines through the opening between the curtains.

'I've been saved...'

Somebody heard my voice. A girl, about sixteen years old comes near the bed and sits beside me, smiling.

'Are you awake? Does your wound still hurt?'

'No, not really... Ehm, where am I?'
'This is Aleid kingdom. You're in Aleid Castle now. My name is Reena, what's yours?'

'...I'm Keresis.'

'You have been sleeping for three days. Just a second. Keresis, I am going to call my father.'

Reena left the room quickly. A few moments later, she came back, in company of her father.

'Ah, you've finally woken up. I'm the king of this country, Alekis Aleid. This noisy girl here is my only daughter, Reena Alekis.'

'What? Are you a princess?'

'Reena was very worried about you and she nursed you all by herself. The gods apparently didn't ignore her feelings.'

'No, it was Mea that healed you.'

'Mea? What's that?'

'It's an herb that only grows in the nearby

valley. It's very useful when it comes to healing wounds.'

Princess Reena and king Aleid discussed various things with me. It had been a long time since I had felt such peace and warmth. I told them about my parents' death at the hands of something unknown and my little sister's abduction, about my search of her and how I was injured by a monster attack.

After a week, Reena stopped visiting me. When I looked out of a window, it seemed like there was an ominous black shadow hanging over the country. I couldn't go outside, as my wounds hadn't healed yet.

This worried me, so I decided to ask the girl that came to bring me my meal instead of Princess Reena some questions.

At first, the girl wouldn't talk to me at all, as if

she had been told not to say anything. When she realized that I really cared about the country, she started to talk a little.

'The water in the river became filthy a couple of months ago. People started talking about seeing monsters in the valley, and some are leaving the kingdom. All those concerns made King Aleid ill.'

Apparently, all the medicinal Mea had been used to treat my wounds.

The king's guards went into the valley in order to get Mea, but they did not return. People became so afraid that nobody dared to try and get the Mea, and the king's illness worsened.

When I heard about this, I left the castle determined to get Mea, suppressing the pain of the wound in my chest.

OPENING SEQUENCE



Insert the opening disk in the drive and switch on the computer. The opening sequence will start automatically.

When the opening sequence has ended, you will not proceed to the game automatically. Insert the game disk and boot the virtual MSX computer again in order to start the game.

STARTING THE GAME



BOOTING THE GAME

Insert the game disk in the drive and switch the computer on. The title screen will appear shortly. If you press the space bar, the SHIFT key or a joystick trigger, the starting options will be displayed.

NEW GAME/CONTINUE SELECTION

You can choose NEW GAME or CONTINUE using the cursor keys or the joystick. Confirm your selection with the space bar or joystick trigger A.

If you are starting the game for the first time, you should select NEW GAME.

ENTERING YOUR NAME



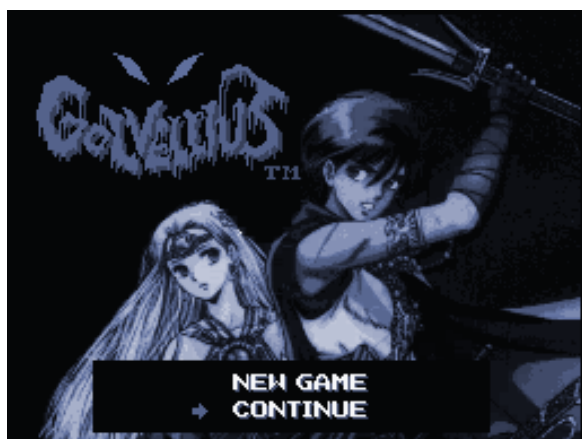
If you have selected NEW GAME, the name entry screen will appear. In this screen, you can enter the names of the prince (the player) and the princess. The names can be entered as follows.

There are two arrow marks on the screen. One marks the selected character, while the other one indicates the position where the currently selected letter would end up. Move the first arrow using the cursor keys or joystick; hold the space bar or trigger A to move the second arrow (using the left and right cursor keys or joystick).

You can confirm your selection by pressing the SHIFT key or trigger B.

If you select 'done' without entering a name, the default names (Keresis and Reena) will be used.

CONTINUE



If you select CONTINUE, you will be able to choose between two continue modes: LAST GAME CONTINUE and DISK LOAD CONTINUE.

If you select LAST GAME CONTINUE, the game will start in the area in which you died the previous time you played. You can use this option as long as you don't switch off the computer.

If you select DISK LOAD CONTINUE, you will be able to start in the area in which you have previously saved the game. Winkle will appear; just follow her instructions. If you have not saved any game data yet, but you proceed to selecting a save slot, you will not be able to return to the main screen without restarting the virtual MSX computer, so be careful.

THE MAIN CHARACTERS

Meeting various persons and saying goodbye to them again. Adventure is full of love and loneliness which can result in painful feelings in one's heart.

Have a look at the following persons, who will bring forth a lot of drama.





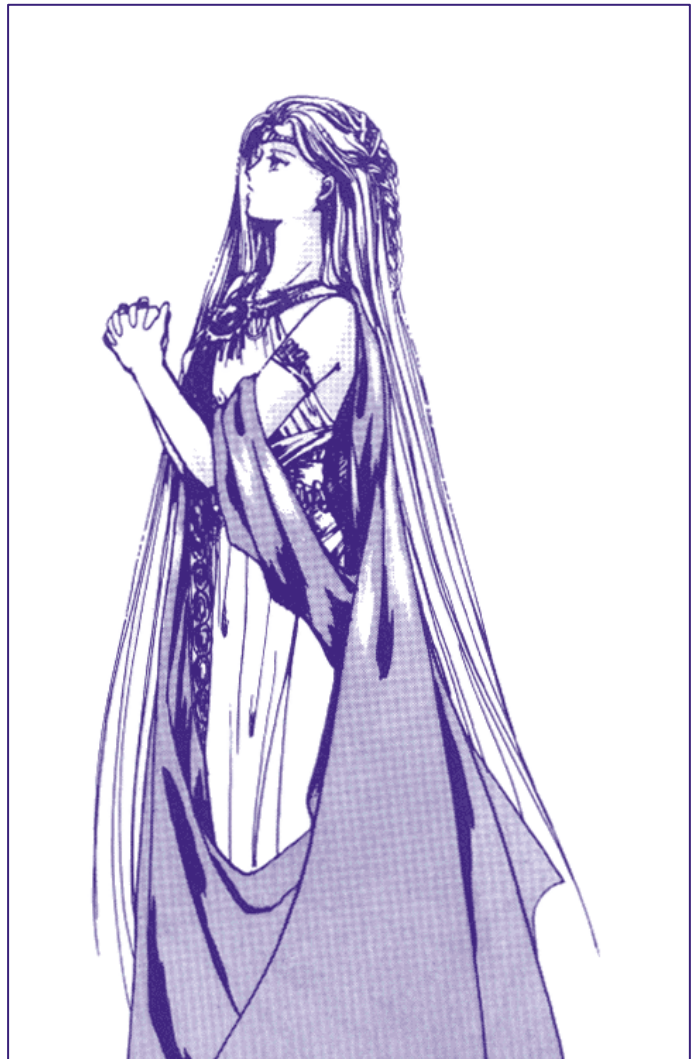
KERESIS

I'm traveling continuously in search of my younger sister. The journey is a hard one, but enables me to meet various people and do courageous things, so I can't and won't give up. What's important to me? Err, that would probably be true courage and kindness.



REENA

It's true – King Alekis Aleid is my father. I'm very proud of that. I, too, really wish for the people of the kingdom of Aleid to be happy. Yes, that is my desire – happiness for everybody.



CHARACTERS

People who aid Keresis

Dina

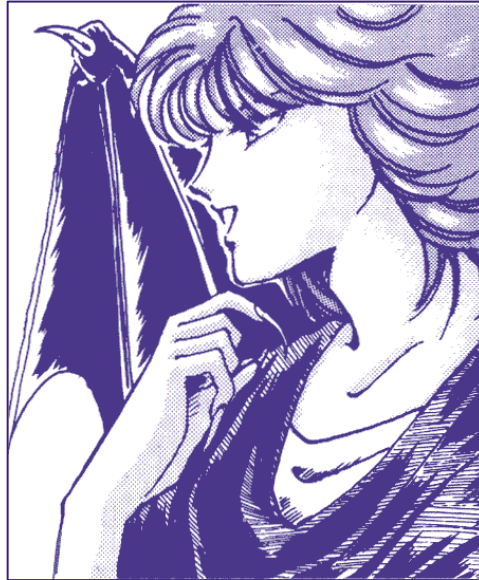
If you give POWER to her, she will replenish your FIND.

Randar

He recovers all your power for 150 FIND.

Winkle

She saves your games. You can only save in the field screens from area 1 onwards.



The fairy Rio

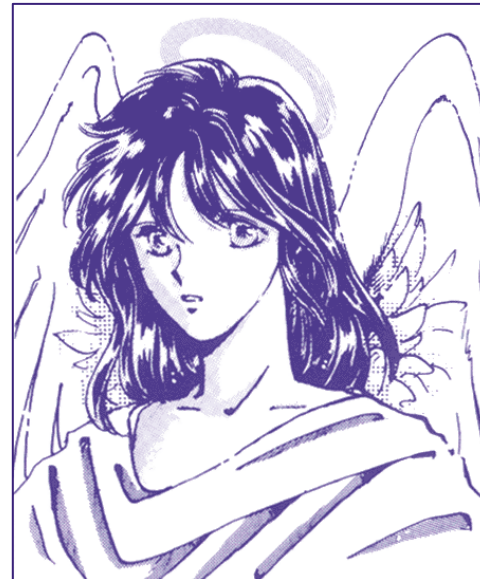
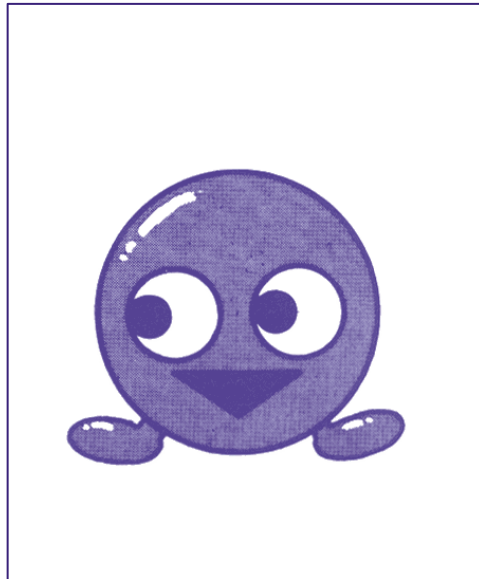
A fairy who tells you various stories.

Obaba

An old woman who aids Keresis.

Enny

If you give FIND to her, she will replenish your POWER.



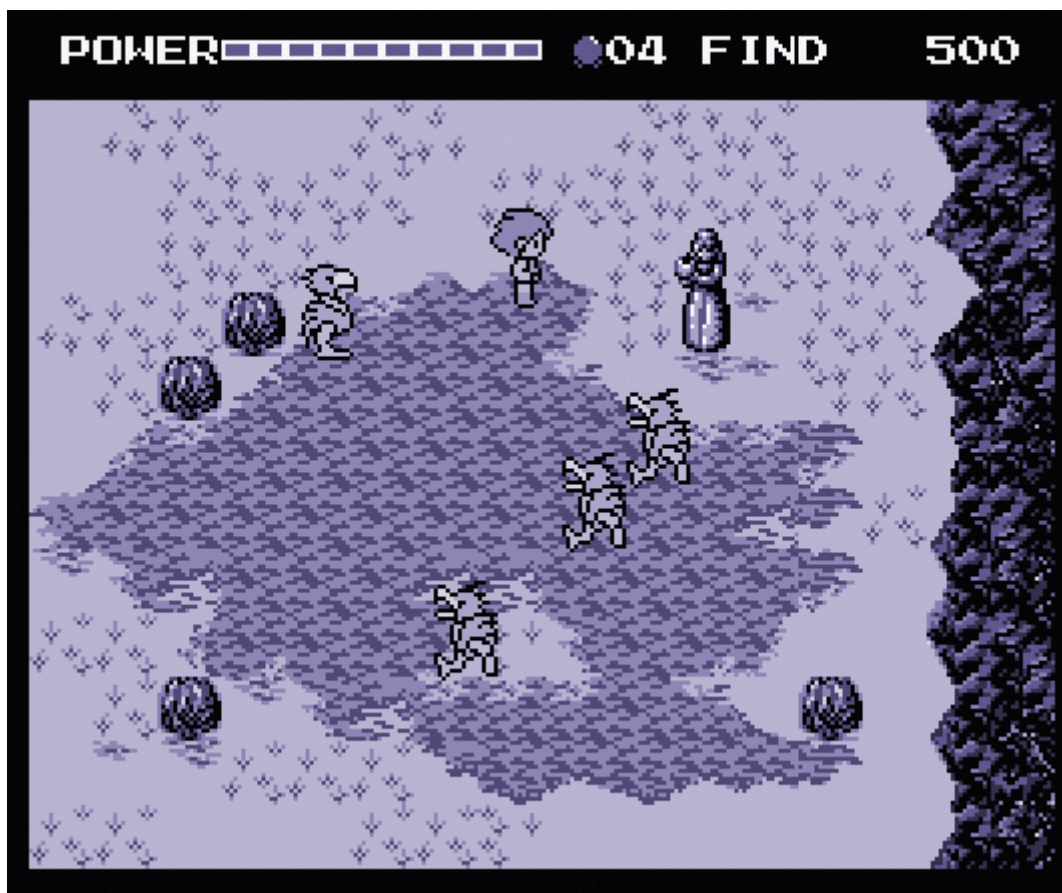
THE SCENES



An amusement park at night. Children riding a rollercoaster. Yelling. Shouts of joy, as the surroundings pass by in a blur. Bravo!

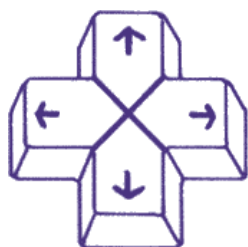
The fun of adventure is the scenery that keeps changing. If you try to grasp the meaning and characteristics of every scene, it'll be even more fun.

FIELD SCENES



Field screens

These are the field screens, where you can move in eight directions. If you enter the caves you can find in these screens, you will meet various friends; new adventures await you. These caves will tickle your adventurous heart.



Keyboard operation

Movement in eight directions
SPACE: Stab with the sword
SHIFT: View the sub screen
PGUP: Pause



Joystick operation

Movement in eight directions
Trigger A: Stab with the sword
Trigger B: View the sub screen

FIELD SCENES



Explanation of the game screen

Power gauge

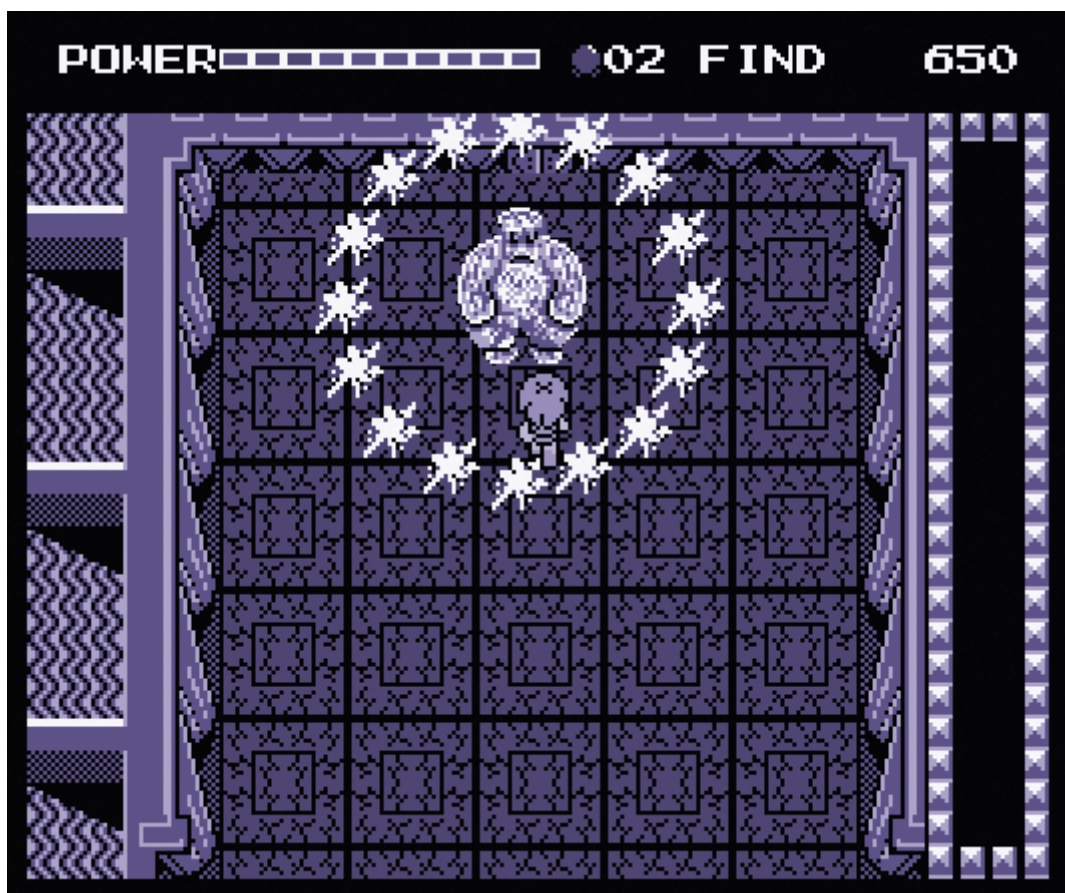
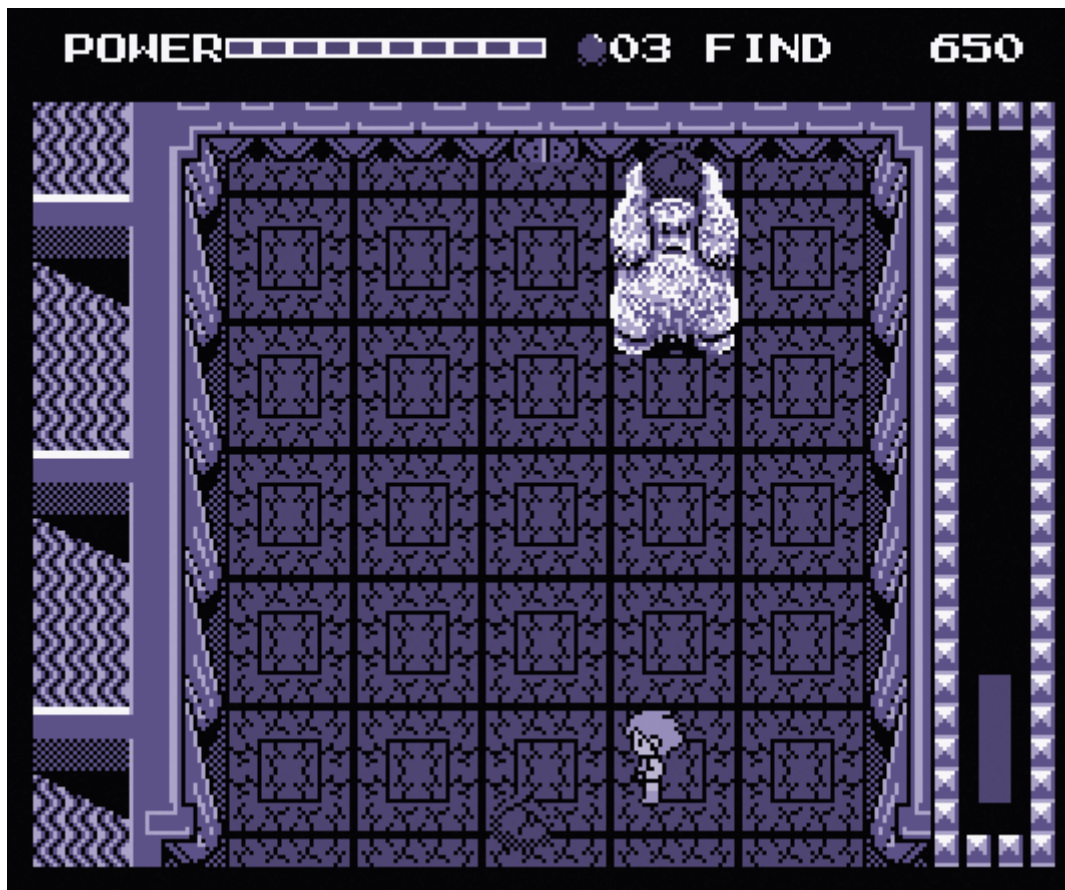
If you are attacked by a monster, your power will decrease. If the gauge reaches zero, you will lose one Randar. Beware of that.

Small Randars

One small Randar stands for one power gauge. The number next to the small Randar indicates how many of them are left. You can have up to twenty small Randars.

Find

This indicates Keresis' current amount of FIND points. You can see how much find you can have in the sub screen. See the explanation of the sub screen for further information.



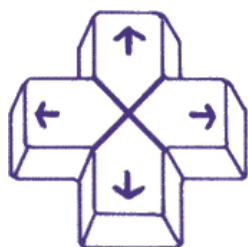
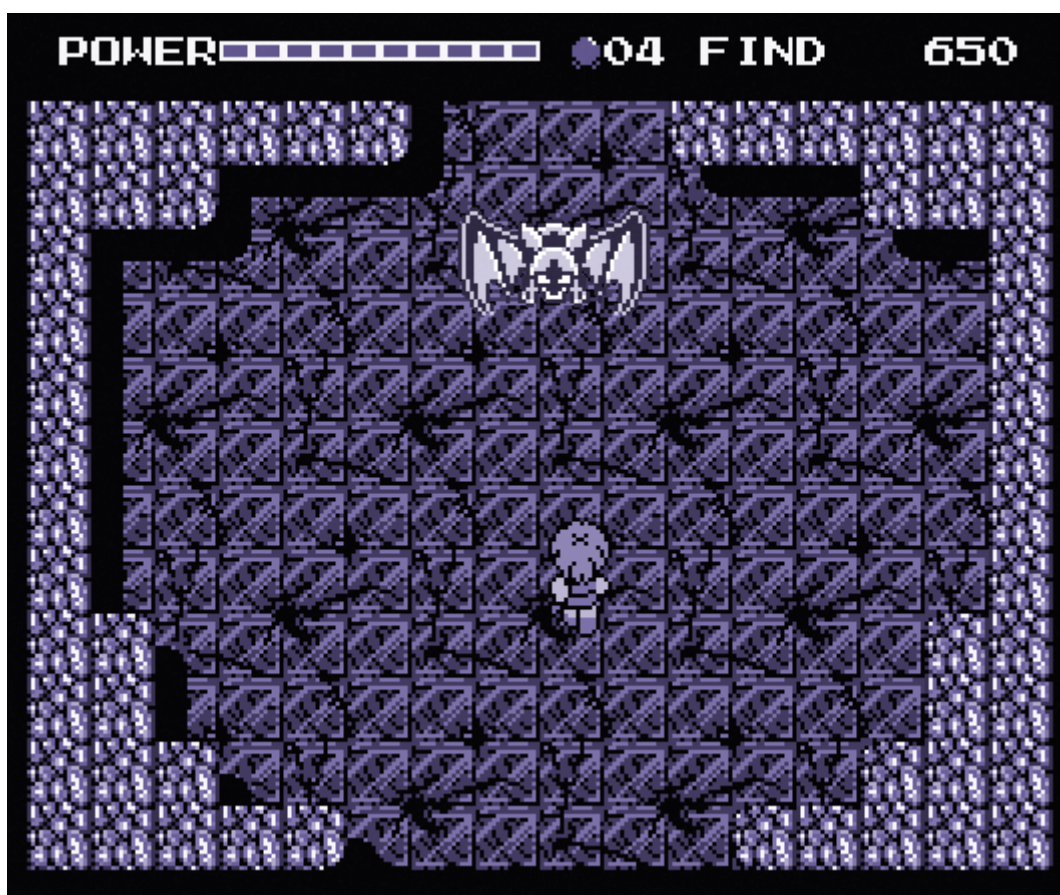
Boss screens

The power gauge of the boss monster is displayed in the right part of the screen. It will decrease every time you deal damage to the boss monster. When the gauge hits zero, the boss monster will explode.

CAVE SCENES

Cave scenes

There are two types of cave scenes: horizontally and vertically scrolling ones. If you are pushed out down the screen in the vertical ones or left of the screen in the horizontal ones, you will return to the entrance of the cave. At the end of each cave scene, a huge boss monster awaits you.



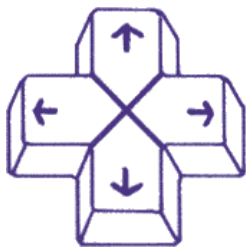
Vertically scrolling caves
Keyboard operation

Movement in eight directions
SPACE: Stab with the sword
SHIFT: Stab with the sword
PGUP: Pause



Joystick operation

Movement in eight directions
Trigger A: Stab with the sword
Trigger B: Stab with the sword



Horizontally scrolling caves
Keyboard operation

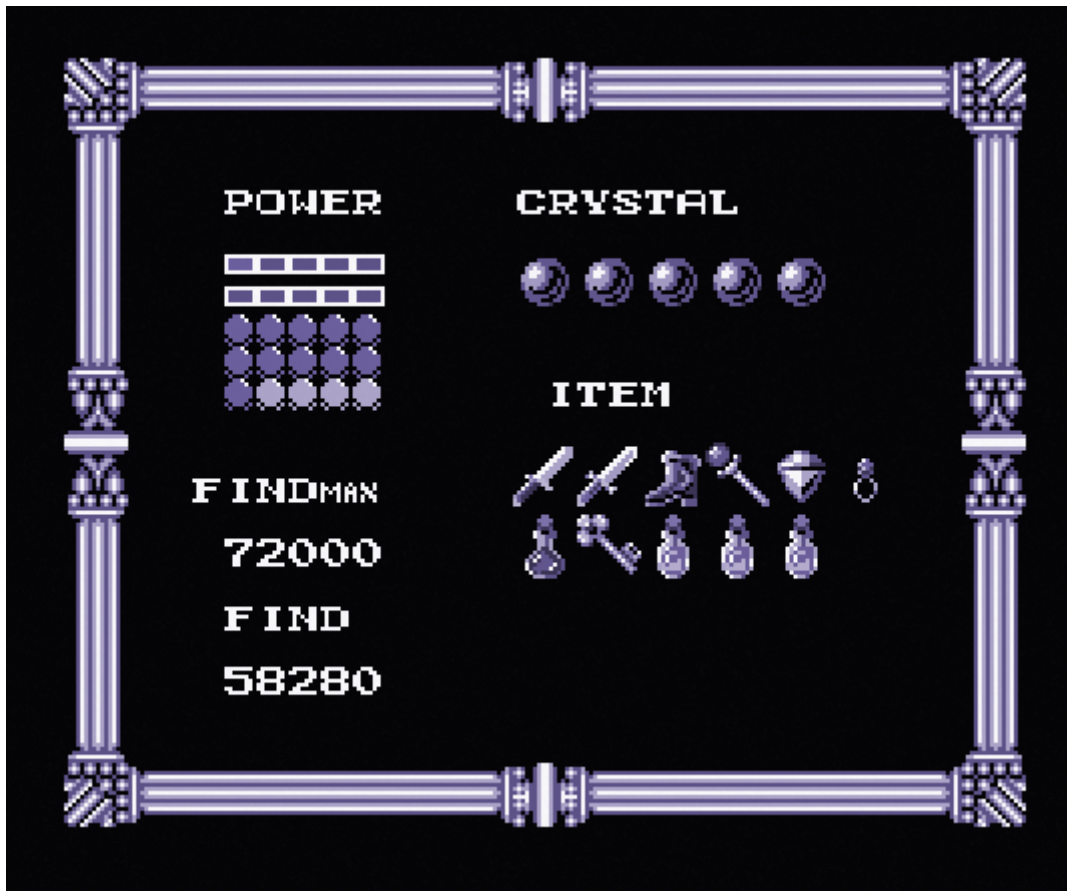
Up: Jump
Down: Crouch
Left and right: move left and right
SPACE: Stab with the sword
SHIFT: Stab with the sword
PGUP: Pause



Joystick operation

Up: Jump
Down: Crouch
Left and right: move left and right
Trigger A: Stab with the sword
Trigger B: Stab with the sword

SUB SCREEN



Sub screen

In this screen, you can check up on various things. It would be a shame not to use it, as it allows you to check your items, status etc.

Find

This indicates your current FIND rating. You will need this FIND to be able to acquire items and such. Your FIND will increase by defeating monsters.

Find max

This indicates the maximum amount of FIND you can have. If you collect all bibles, your FIND MAX will be as high as 10,000, so make sure you search for them thoroughly. You will not be able to find entrances to caves and speak with the statues if your FIND MAX is low.

Power

This indicates your amount of life power. You will lose power if you are attacked by monsters. If your power reaches zero, the game will be over, so beware of that!

Small Randars

Your amount of life power is indicated by both the power gauge and the small Randars. One small Randar stands for one full power gauge. You can have up to twenty small Randars; do your best to find them.

Power gauge

You will lose one small Randar when your power gauge is empty, so keep an eye on this one.

Crystals

The seven huge demons that protect Golvellius all possess a crystal. If you have collected all seven crystals, the path to Golvellius will open. The last crystal can be found in the Tower of Golvellius...

Items

The items you have obtained are displayed here. However, potions and bibles are not displayed.

DEATH



If all the player's power is gone, the game will be over. Press the space bar or trigger A or B to return to the title screen. Here, you can select either LAST GAME CONTINUE or DISK LOAD CONTINUE (see 'continue' on page 6 for more information).

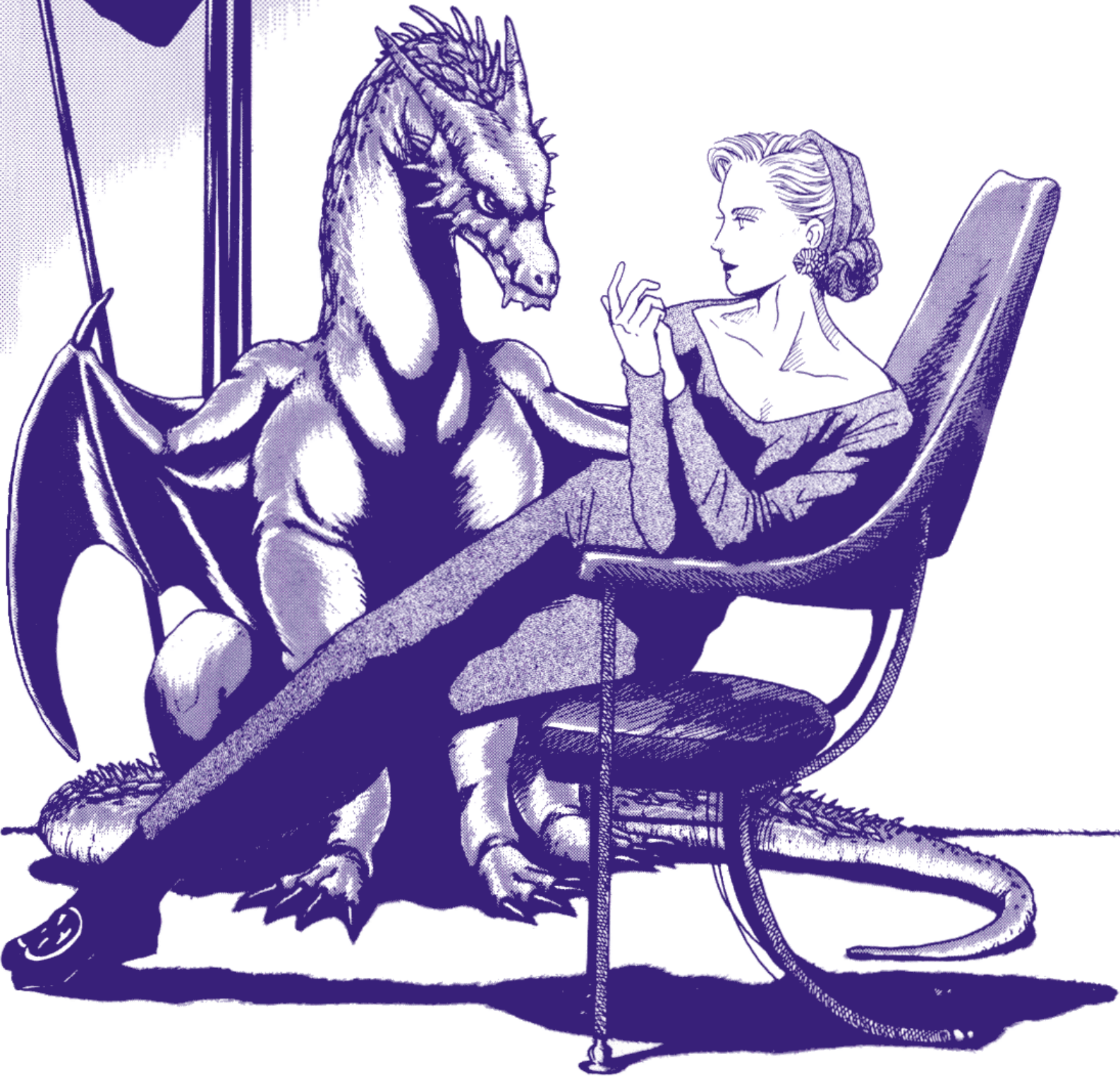
SAVE



Whenever you wish to save your game data, ask Winkle. Just press the F1 key whenever you are in a field screen (excluding the kingdom of Aleid and a certain small valley) and just follow the on-screen instructions. If you pressed F1 but decide not to save, you can cancel saving by pressing the F1 key once again.

MONSTERS

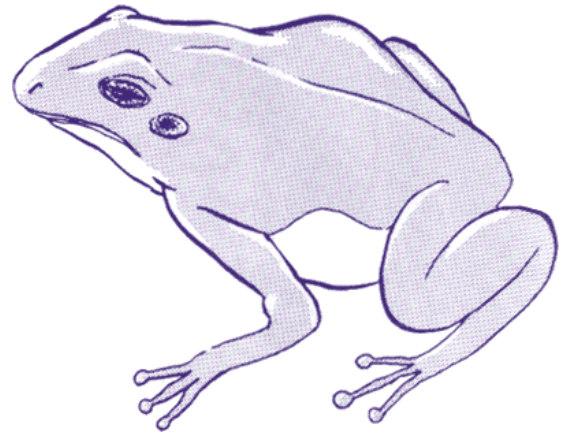
The fact that they keep monsters as pets proves the decadence of kids these days. Ferocity and elegance form a sensual image. Bold, yet delicate. Would you spend your quality time with such monsters?





Axe Beak

A bird with an overdeveloped beak which cannot fly. Its sharp beak is slightly dangerous, but for the rest it's an easy animal to keep as a pet.



Frog Giant

It's really fun to keep one of these because they jump up and down frequently. However, you should be careful, as last year saw a couple of accidents in which a Frog Giant hurled itself at a person killing him.

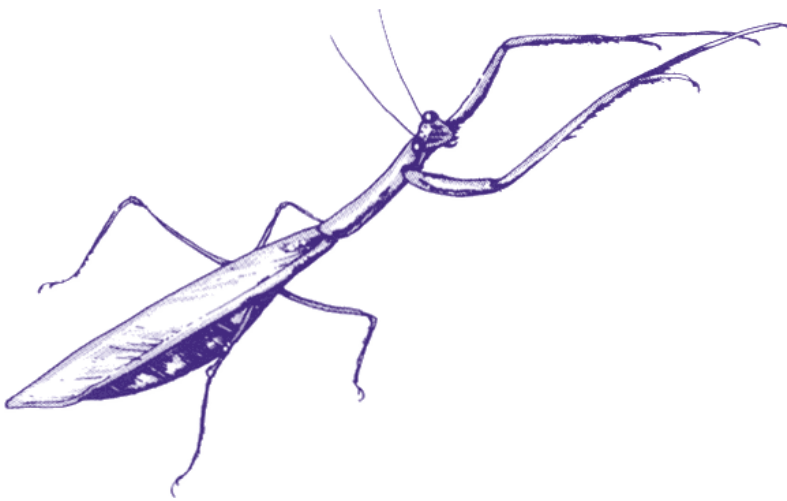


Will-O-Wisp

A creature that gently floats. It emits quite some light and makes for a fashionable room.

Small Monsters

The Frog Giant is the most popular monster between the designers. It doesn't look that big, but it is about the size of a child.



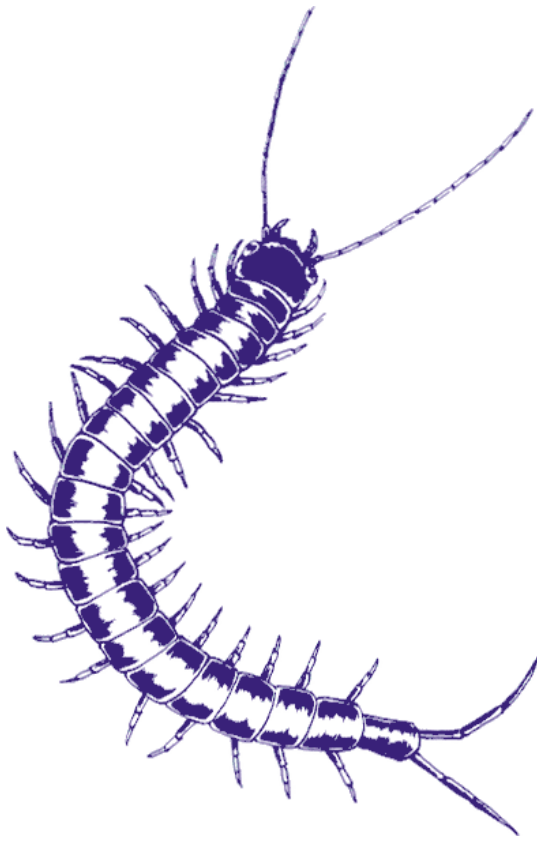
Mantis Giant

The claws of this mantis are sharp enough to cut off the head of a human being with a single strike. If you wish to keep it as a pet, remove its claws first. Its sharp bodyline is magnificent.



Snake

The snakes in Aleid aren't poisonous, so you're safe even when you're bit. When it becomes emotionally attached to you, it will twine around your body and bite gently in your arms and ears. This animal is weaker than it seems, and is therefore hard to rear.



Centipede

This giant centipede protects itself with its solid frame. The only part that is not protected is the head. Hit it there and it will wriggle its joints and become obedient.

Mantrap Plant

This plant throws up slime. Its body is acid; you'll be burned if you touch it. This plant is too dangerous to keep at home. However, its roots go deep into the soil so it can't move. You don't have to worry whether or not you will be able to get away from it.



Large Monsters

You will need a lot of space in order to keep these as pets. It's very stylish to keep one of these, as they are huge and aggressive monsters, yet they tend to show some childish traits so now and then.

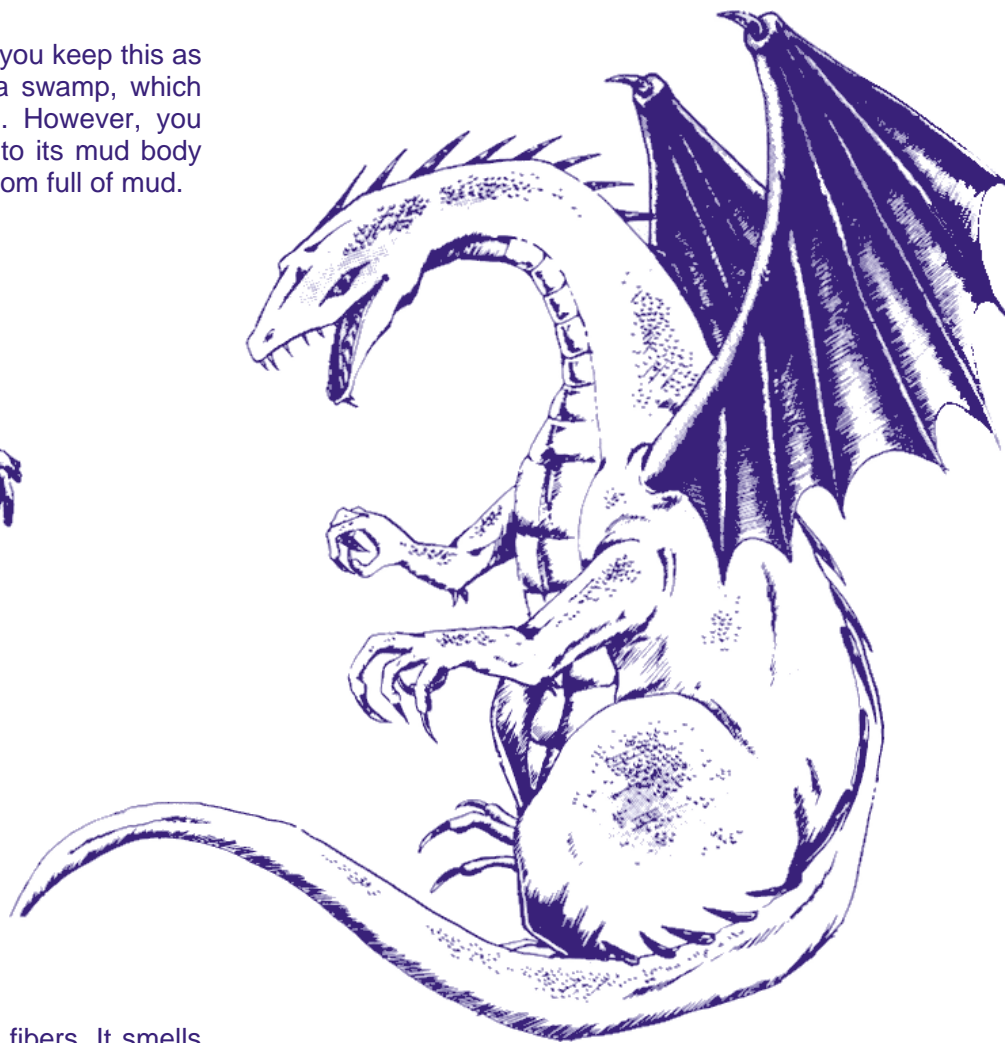


Neck Skeleton

If you own a Neck Skeleton, your room will look just like the British Museum. As its body consists solely of bones, it will fascinate everyone who looks at it. Wild ones can be quite agile, but if you keep them in a bright room, their movement will slow down and they will show some elegant gestures.

Mud man

This creature consists of mud. If you keep this as a pet, your room will turn into a swamp, which might not seem like a problem. However, you run the risk of being dragged into its mud body and be choked to death in this room full of mud.



Shambling Mound

A creature wrapped up in rotten fibers. It smells awful and therefore can't be kept as a pet.



Red Dragon

This monster is famous for its size and ferocity. The color of its body is red as flames. It breathes out passionate flames from its mouth.

Roam

Almost all Roams suffer many kinds of frightening diseases. It's scary to keep one, but it's thrilling to have a friend who keeps one. These are recommended to people who wish to discover new bacteria.



Monsters you can't keep as a pet

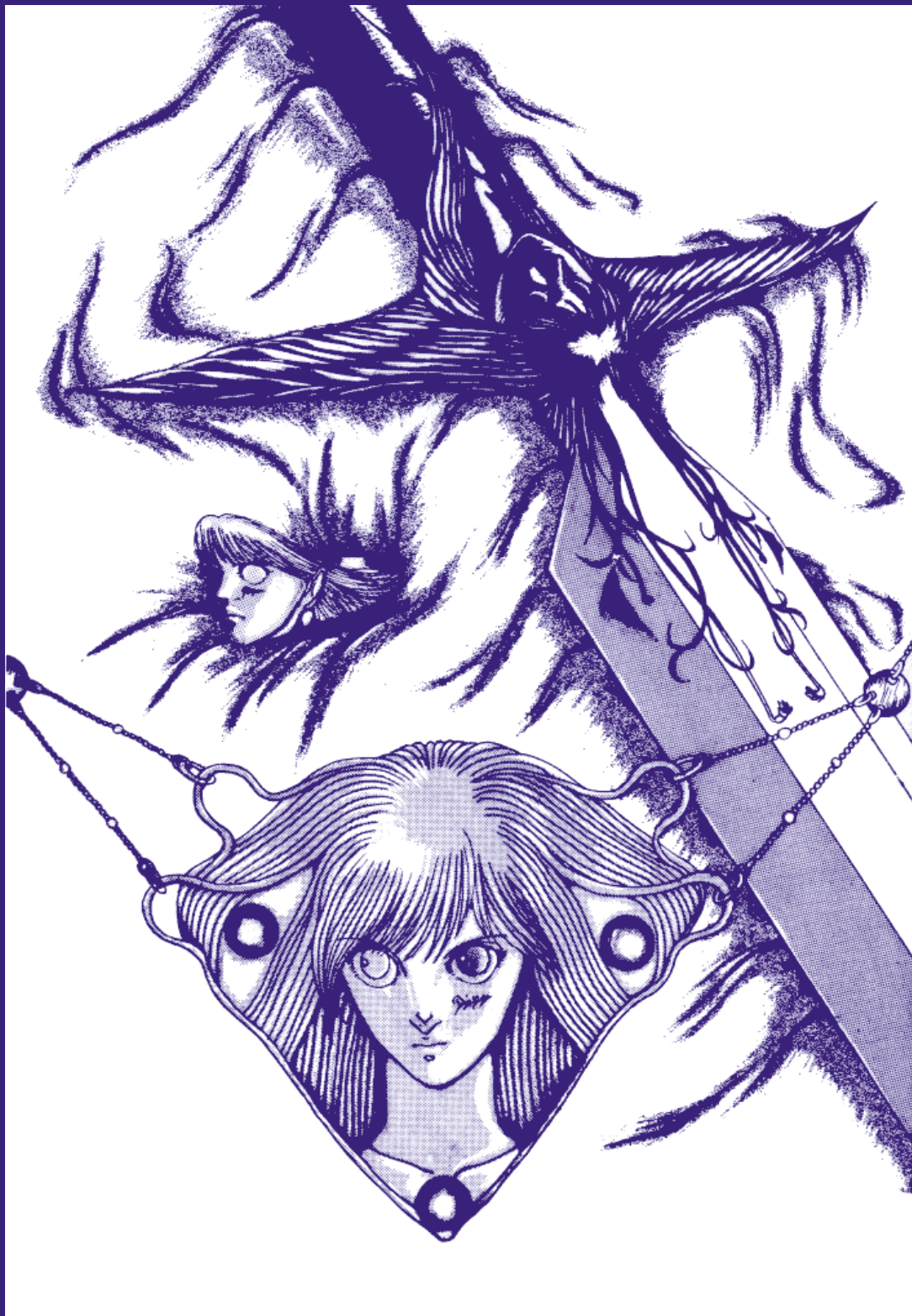
There are some monsters you can't keep, no matter how hard you try. If you find one somewhere, you will never have enough lives to be able to catch it alive. Be warned.



ITEMS

Things that you can't do without when you're on adventure. Love, courage, kindness. But that's not enough. Therefore, we'll introduce some items that will bring your adventure to perfection. Get your equipment ready and go!

ALEID COLLECTION



❶ Legend Sword

The sword about which legends are told. It's said to be the greatest sword in the kingdom of Aleid. The Legend Sword's unique design allows you to sense history.

❷ Ramras Pendant

Legend has it that those who wear this pendant are protected by the god Aron and damage inflicted upon them will be halved. It's really a mystical relic of rare beauty.

❸ Brave Ring

According to the legends, this is the ring of the sun god Polon. Its dazzling blue color is very refreshing.

ALEID COLLECTION



❶ Ascent Boots

These boots enable you to go anywhere but cliffs. These are great boots which are characterized by their excellent durability. An item you really want to have if your adventure brings you through valleys and desolate areas.

❷ Mea

The herb Mea, which holds the limelight these days. You will find Mea stuffed in a bottle in this adventure. If all your power is gone, Mea will replenish a quarter of your maximum power. It's a pity you can't carry more than three at a time.

❸ Potion

This increases your maximum power with one small Randar. This item is especially interesting since it also replenishes all your power.



The shield (Remedia Shield) is very suitable for protecting yourself from things that are thrown at you. You still need to beware of attacks from huge monsters, though. The sword (Legend Sword) is a legendary sword, made for battle. The boots (Aqua Boots) allow the wearer to walk over water. They are perfectly water proof. The book (Bible) raises your FIND MAX.

Questions can be mailed to: Kiry, God of War / Sein, God of Water / Obaba.

ALEID COLLECTION



❶ Valley Sword

The word 'valley' also means 'stronger' in the kingdom of Aleid. And as the name implies, this sword is stronger than normal swords. Its classic shape is characteristic.

❷ Long Sword

This sword is cheap, but its power is second to none. The length of the blade makes it a valuable companion in battle.

❸ Bible

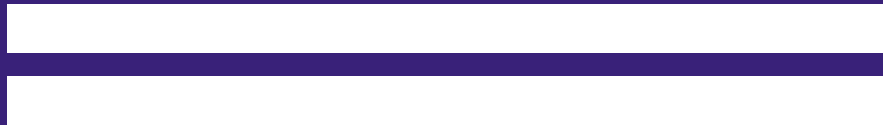
This holy book increases your FIND MAX. Its crimson cloth binding is very characteristic.

❹ Vanish Ring

They say that this ring hides the power of Kalu, who used it to tear the earth apart in ancient times. The passionate deep red color of this ring is very vivid and makes you believe the rumor that it holds the power to destroy white rocks.

CAUTION

PLEASE NOTE THE FOLLOWING



- You can go on adventure with Golvellius 2 if you own an MSX2 or MSX2+ computer with 128kB VRAM and a floppy disk drive. Or, if you purchased the WOOMB re-release, you can find the system requirements on the WOOMB.net site.
- Diskettes are very delicate. You should always handle them with care. Don't try to open them – you won't find Princess Reena inside.
- It is prohibited to copy or rent out all or part of this software, including the accompanying documents, without permission of the copyright proprietor(s).

How to obtain a certificate

When Golvellius 2 was originally released, brave men who finished the game were awarded a certificate to praise them. You only had to send the Compile staff a picture of the game's final screen and four stamps of 60 yen in order to obtain such a certificate. However, the certificate was only awarded to those who also sent the Golvellius questionnaire, so you were advised not to forget to do so.

POP & CUTE CLUB

About the Compile Club

When Golvellius 2 was originally released, it was possible to join the Compile Club. Members received the 'Compile Club' game magazine once every two months. This magazine wasn't exclusively about Compile games; games by other companies were discussed as well. Apart from that, the magazine was full of manga, presents and pictures. Members would also receive the 'Compile Club Underground Version', in which secret information was published. Besides this, all sorts of events were planned continuously.

Sadly, the Compile Club has been disbanded. You should keep an eye on your favorite retro game site WOOMB.net, though – one never knows what will happen in the future.

STAFF

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SHANTO
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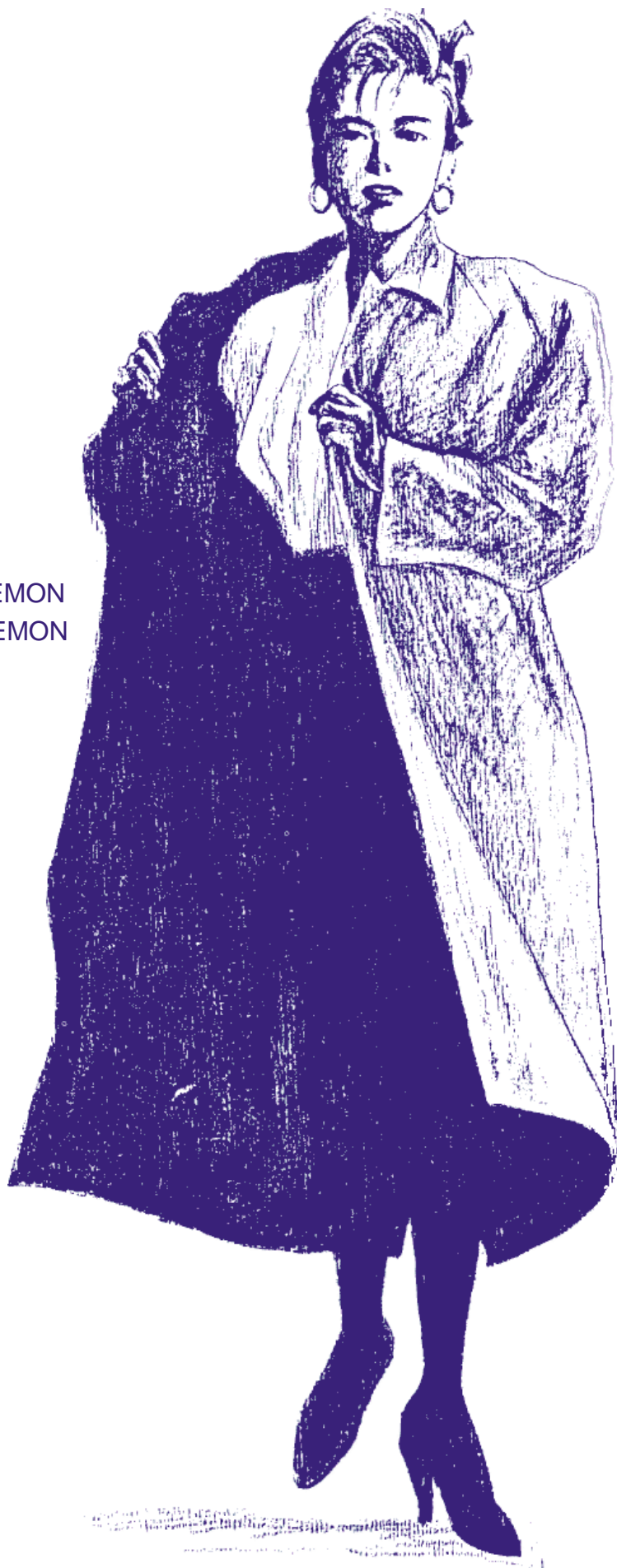
ENGLISH VERSION RIEKS WARENDORP
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