Castle Of No Escape Mod Download

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About This Game

THE GAME

Explore the mysterious castle full of monsters and secrets in a quest to collect all the treasures (that will also protect you from the curses on your way) and crush the main boss. The game won't let you exit the castle, no matter how you try. Technically you can win, but there is no end.

CONTROLS

Press Enter to start the game

Press 1, 2 or 3 to select a hero

Strength, Intelligence and Dexterity at the hero selection screen are the maximal values which that hero can get. Strength is both for life and attack power, intelligence is both for mana and spell power. Dexterity affects your attack and defence accuracy.

You lose the game when either of those parameters gets below zero!

ON THE MAP

Arrow keys to walk around
Z or Enter to perform action (attack, open chest, read book, buy potions, use the stairs, gaze into an orb, drink from a pool)
X or Space to cast spells in battle or to light a flare otherwise
1, 2 or 3 to select a potion to buy or a spell to use
Press M to turn background music on/off

ARTEFACTS AND CURSES

Opal VS Blindness - you forget the map and don't see any new rooms, flares become useless
Pearl VS Forgetfulness - you don't remember where have you been before
Ruby VS Lethargy - monsters get the first turn to attack
Diamond VS Weakness - you lose 1 strength point every 20 turns
Emerald VS Bad luck - your minimal attack power drop to 1 instead of 50% of strength value
Blue Fire VS Bookstuck - book sticks to your hands and you can't attack anyone in this state
Sign VS everything except Bookstuck

SPELLS

Web prevents the monster from attacking and lasts 0-3 turns. Costs 1 point of intelligence.
Fireball is obvious enough. Costs 2 points of intelligence.
IQ instantly kills your opponent if it's intelligence is less than yours. Otherwise, you lose. This spell doesn't spend anything.

PROGRAMS USED

Game Maker 8.1 Standard
sfxr/bfxr
FamiTracker
FruityLoops
Notepad (obviously, for Readme.txt)
MS Paint

CREDITS

Xitilon.HD408 - game design/adaptation, programming, sound generation
Esdeer aka BSOD - graphics, music, sound design, testing
Inspired by Leygref's Castle etc.

Title: Castle of no Escape
Genre: Action, Indie, RPG
Developer:
Xitilon, Esdeer
Publisher:
Xitilon
Franchise:
Castle of no Escape
Release Date: 22 Jun, 2017

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Minimum:

OS: Windows XP

Processor: RP2A07 @ 1.662607 MHz (~601 ns per cycle)

Memory: 1 MB RAM

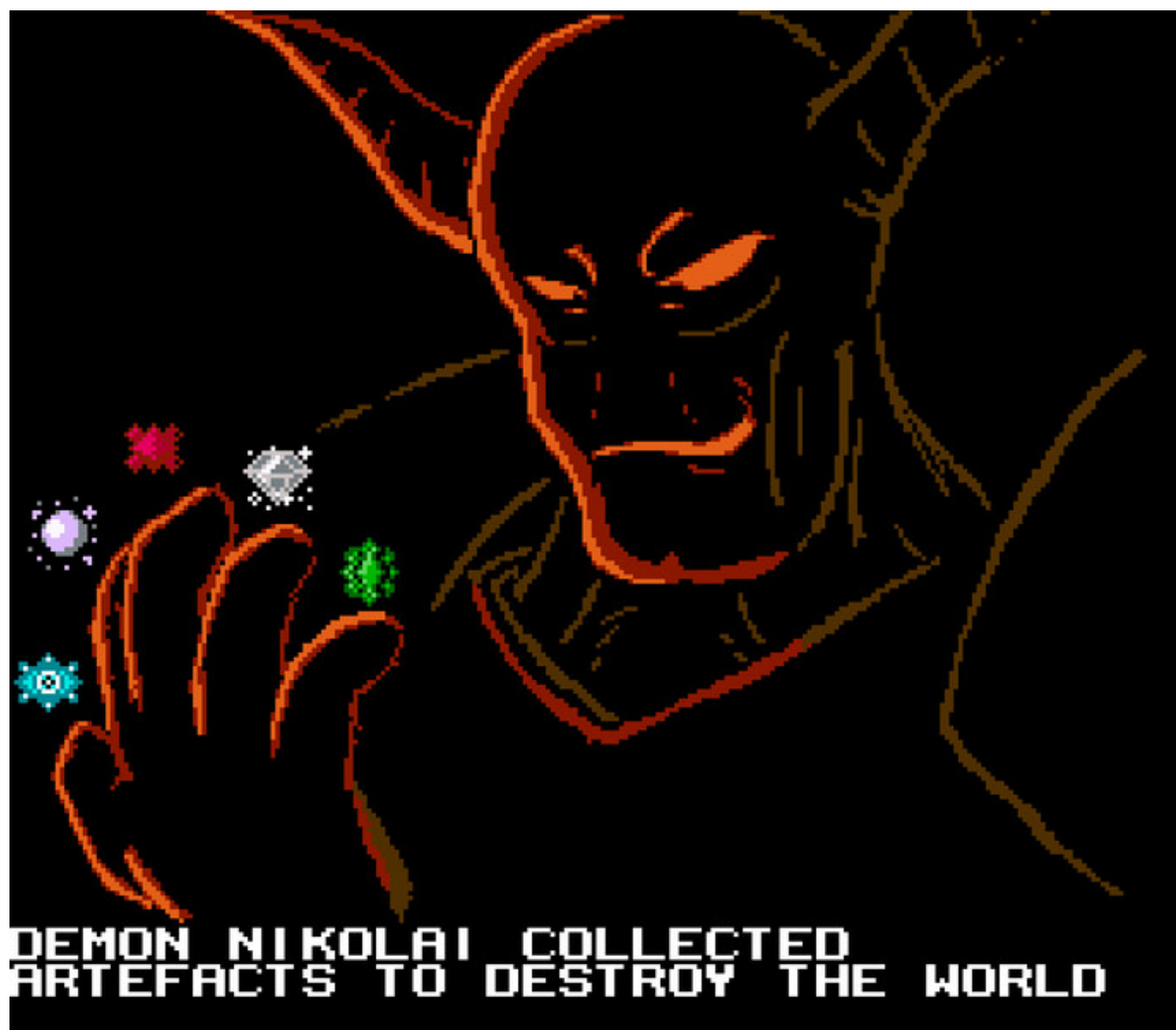**Graphics:** DirectX 9.0c compatible

DirectX: Version 9.0c

Storage: 10 MB available space

Sound Card: 2 pulse wave generators, a triangle wave, noise.

English,Russian,Ukrainian

FLOOR 6

Z FIGHT
X CAST

[ ] HP 50   STR 21
AP 24   INT 28
IQ 22   DEX 15

SPELLS
1 WEB   2 FIRE   3 IQ

G 44

16

DEMON NIKOLAI COLLECTED
ARTEFACTS TO DESTROY THE WORLD

FLOOR 1

Z FIGHT
X CAST

[👾]HP 26
AP 7

STR 20
INT 10
DEX 15

YOU ENCOUNTER DRIDER
IT LOOKS AGGRESSIVE

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