
DRAGON
CHALICE
Published by 8 Bit Milli Games
©2023 Gemintronic, LLC

HIGH SCORES

DRAGON CHALICE

A game by Jason Santuci of Gemintronic, LLC

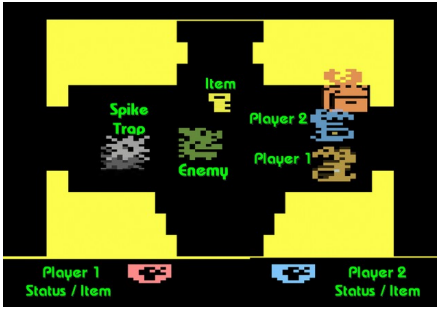
SPECIAL THANKS

My business partner and best friend. My wife...and, YOU! A Classic Gamer willing to try new games. We are literally keeping old school gaming relevant… Jason Santuci

GAMEPLAY

Twin Draggins, Rhangry and Knotnow must return the Wizard's Chalice! Gather items to unlock castles allowing exploration into neighboring kingdoms. Torches and magical eyes allow hidden items to be seen. Bring the chalice back into storage to reclaim your honor!

SCREEN LAYOUT



The upper portion of the screen is your play area. Moving off screen in any direction transitions into an adjoining area. The far bottom area will rotate through stats including player(s) health, items, and location in novice mode (B). Player 1 stats are left of center while player 2 stats are right of center. HP above 9 displays as a shield icon. When damaging an enemy or the bat screeches, your remaining kill quota will be shown in purple. A completed kill quota is displayed as purple chalices.

GAME CONTROLS

This game is 99 percent "couch compliant". Everything from changing games and modes to password entry can be done from the first joystick. Altering the TV type requires pressing RESET on the console.

TV TYPE

Move the joystick LEFT for NTSC or RIGHT for PAL60. The prominent text and arrow should be your correct colors. Some PAL TVs have additional blank space or static at the bottom.

PASSWORD

Your cursor will blink while inside each of the 6 character entry fields. You may push LEFT or RIGHT to change which position in the password you are editing. UP and DOWN will cycle through characters including numbers, letters and a blank. Pressing LEFT while west of the character entry fields allows changing games. Pressing RIGHT while east of the character entry fields allows changing modes. FIRE attempts to verify password and continue in game.

IN GAME

SHORT FIRE press causes all Draggins to roar. Hold FIRE longer for extended roars.

MEDIUM FIRE press toggles levers. You may hold FIRE to continue toggling lever.

LONG press and hold FIRE to switch player 1 and 2 inventory slots.

CONTINUAL press and hold FIRE causes players to flicker and return to password screen.

INITIAL PLAYER 2 FIRE press enables 2nd Draggin for co-op play.

Intro, Game Over, and Winning Screens Press FIRE on first joystick to progress.

ATTRACT MODE

If left idle during password entry the attract mode will start. It will cycle through random locations until FIRE is pressed on joystick 1.

DIFFICULTY MODES

Novice (B)

- More time before enemies spawn
- Coordinates within region are displayed in kingdoms colors
- Owned items work even if not currently equipped

Expert (A)

- Spikes and some rooms start darker
- Slightly varied enemy graphics and movement
- Many overworld alterations

GAME SELECTION

Game 1 - World 1. Castle exits lead to next kingdom with needed items

Game 2 - World 2. White Castle exits interconnect most kingdoms

Game 3 - Randomly start at world 0-255. All castle exits greatly interconnected

Note: worlds vary depending on difficulty mode.

PROGRESSION

1. Obtain yellow key to enter yellow castle
2. Obtain green key to enter green castle
3. Obtain torch to reveal red key and illuminate white kingdom
4. Search red kingdom with torch and obtain red key
5. Search white kingdom with torch to obtain magic eye
6. Return to red kingdom with magic eye to obtain chalice
7. Return to yellow castle storage room with chalice
   (Shield and Bridge are useful but optional)

WINNING

Returning the chalice to the yellow castle storage room will complete your game. A time rating will be displayed in white on the bottom of the screen. Lower times are better. Does not factor difficulty mode or items loaded from password. Your password will be upgraded to the next game overworld.

GAME OVER

Successful hits from enemies and spikes will deduct HP and stun you. If either Draggin loses all HP the password screen is displayed. Items besides chalice are retained.

ENEMIES

Spike, Stoneface and Stalactite - Invulnerable and damaging. Some pause for Rhangry.
Treasure Chester - All tricks and no treat!

ENEMIES CONTINUED

Stew, Ralph & Ernie the Troll - Marches around vaguely until chalice is obtained.

Death Nagas and Angry Wizard - Randomly seeking the Draggins. Aim for the head!

Yukrazi the Bat - Swoops in to drag the Draggins. Screech can slow players

KINGDOMS

Yellow Kingdom - Starting area and location of your storage rooms (Yellow Castle)

Green Kingdom - Has green key and torch.

Red Kingdom - Hides the red key and Chalice. Reveal key with torch and Eye for chalice.

White Kingdom - Has Eye to find Chalice in red kingdom. Dark until torch is used.

Blue Maze - A cursed amalgam of all realms. Only seen by greedy killers...

ROOM TYPES

Common rooms have up to 4 exits. Layout can change based on direction of entry.

ROOM TYPES CONTINUED

Spike rooms usually contain invulnerable moving traps or falling stalactites.

Switch rooms have levers that can be toggled. Lever flips certain walls and…

Exclamation rooms can trigger a curse that blinds, flips walls or spawns spikes.

Castles allow entry using same colored keys or warp you back to yellow kingdom.

Yellow Castle Storage rooms keep owned items. Enter with chalice to win.

Castle interiors allow players to transfer to other kingdoms or yellow castle storage.

Secret Bat Shop offers items after meeting kill quota. Removes bridge if equipped.

OBJECTS

Levers toggle walls in every kingdom. Repeated toggling may…

Castle Stairs allow access to same colored castle interior.

Yellow Key allows access to the Yellow Castle interior exits and storage rooms.

Green Key opens the Green Castle interior exits.

Red Key opens the Red Castle interior exits. Revealed with torch.

Endless Chicken Drumstick in storage room heals 9 HP. Does not effect kill count.

Torch lights hazards, kingdoms and makes red key visible. No effect on cursed darkness.

Magic Eye allows chalice to be seen in red kingdom. Reveals spikes.

Chalice brought to yellow castle storage room wins game. Angers enemies once obtained.

Bridge allows vertical movement through walls for equipped player.

Shield provides 16 HP to equipped player on initial pickup and helps deflect blows.

HELPFUL HINTS

Write down coordinates of items to aid progression.

Move away from far corners immediately to avoid enemies in pursuit.

Spikes reset or may even vanish if you exit and come back to a room.

Some kingdom layouts require you to purchase items from the secret bat shop.

Swap inventory slots to share the shields HP buff in Expert (A) mode.

Rooms change but have a recognizable pattern.

MYSTERIES

Bat releases item only after screeching at you. Re-enter shop if he's quiet / Toggling levers many times may have useful results. Keep holding FIRE / Attempting to buy your way through the game might have consequences / Rarely taking hits gives you HP back. Don't count on it / Sometimes castles can be entered from above if you own the key / Disappearing objects can be reset by re-entering the screen.

Stuck in a wall?

If a wall flip curse is in effect just wait for the wall to flip back / The bat can shove you out or eventually… / Return to the password screen. You wont lose items owned (except chalice).

Can't find an item?

Some items will not appear until you have others. Get the torch and eye / Some rooms change if you return to them immediately / Kill enough enemies and find the bats secret item shop.

Where is the secret bat shop?

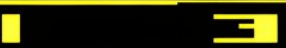
Go to the suspected bat shop coordinates with torch or blindness curse / Toggling levers many, many times may have an effect / Get in the bat's face long enough to elicit a response.

The bridge or shield isn't working!

These items only work when equipped. Player 1 slot is left while Player 2 is right / The bat puts your bridge back into storage when entering the item shop / Obtaining a new item puts the contents of your rightmost slot back into storage.

COORDINATES

X / Y in Kingdom Colors



KILLS NEEDED

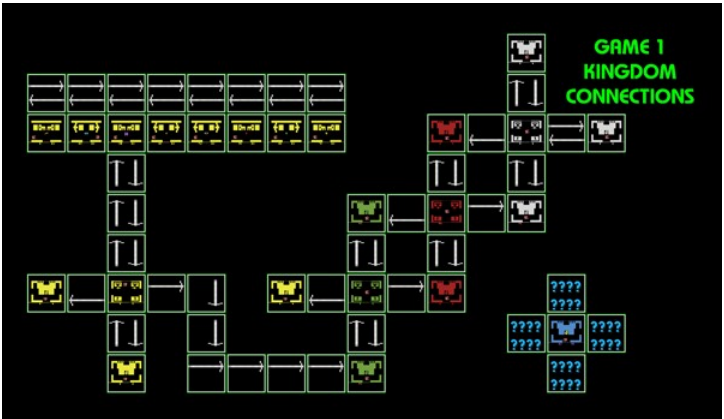
Purple # or Chalices when met

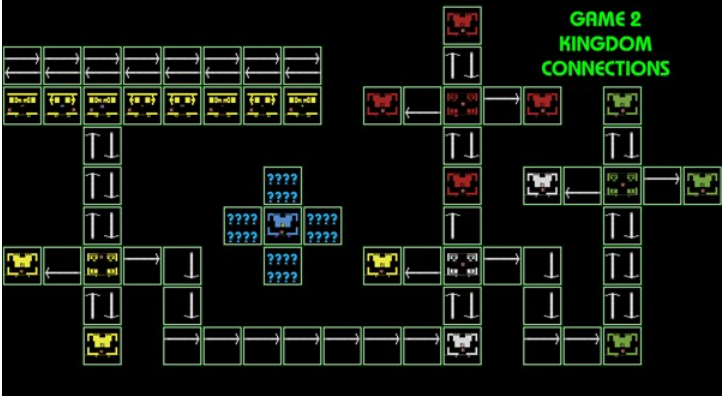
EQUIPPED ITEMS

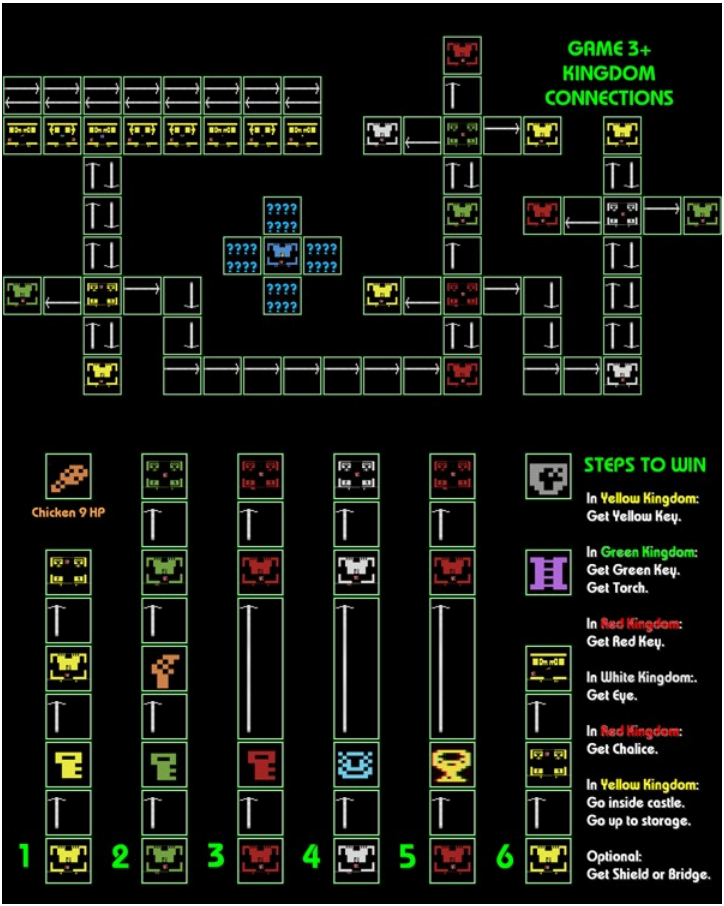
Left Player 1 / Right Player 2

DRAGGIN HP or SHIELD REMAINING

Red Player 1 / Blue Player 2


GAME 1
KINGDOM
CONNECTIONS


GAME 2
KINGDOM
CONNECTIONS


GAME 3+
KINGDOM
CONNECTIONS
Chicken 9 HP
1
2
3
4
5
6
STEPS TO WIN
In Yellow Kingdom:
Get Yellow Key.
In Green Kingdom:
Get Green Key.
Get Torch.
In Red Kingdom:
Get Red Key.
In White Kingdom:.
Get Eye.
In Red Kingdom:
Get Chalice.
In Yellow Kingdom:
Go inside castle.
Go up to storage.
Optional:
Get Shield or Bridge.

COPYRIGHT NOTICE

DISCLAIMER NOTICE

8 Bit Milli Games and/or the author of the enclosed software cannot assume any liability for errors or omissions that are found in this software or the accompanying manual. No warranty either expressed or implied, is given as to the accuracy or suitability of the accompanying software for a particular purpose and neither parties shall assume any liabilities for consequential damages arising as a result of using this software.

WARRANTY NOTICE

This product was purchased AS IS and the expressed warranty will ONLY cover the Cartridge Media for a period of ninety (90) days from the date of purchase. 8 Bit Milli Games and/or the author shall in no event be liable for incidental, consequential contingent or any other damages. This warranty does not obligate 8 Bit Milli Games and/or the author to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

8 BIT MILLI GAMES

For more exciting games visit:

https://8bitmilligames.com