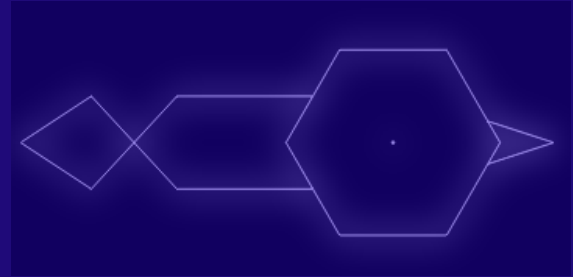


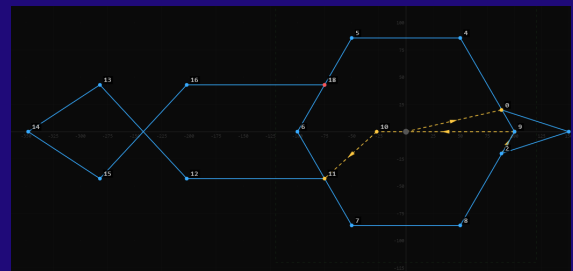
The Hero

The protagonist of StarQuest is a wise unicorn wizard chosen by the Princess to brave the astral dungeon and save the land from Evil.



Move our hero moves with the joystick, pointing their horn in the direction they are facing.

Pressing Button 1 locks the direction the Hero is facing and begins Spellcasting, described in detail in its own chapter.



Spellcasting

Our Hero, being a wizard, is capable of casting a multitude of spells to aid them on their Quest.

To cast a spell, first initiate spellcasting by pressing button 1, which locks the aim direction and begins the process.

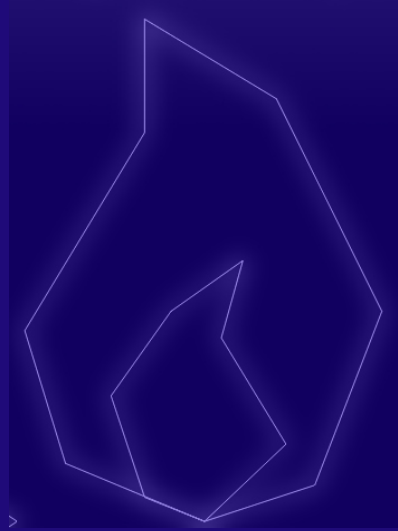
A spell is cast by entering a sequence of button presses using the buttons 2, 3 and 4, followed by pressing button 1 again to fire the spell. Each spell has its unique sequence that produces its magical effects and an accomplished wizard will learn to enter the sequences rapidly and without mistakes.

Following is a list of the currently discovered spells and their effects.

Dragon's Breath

Button Sequence:

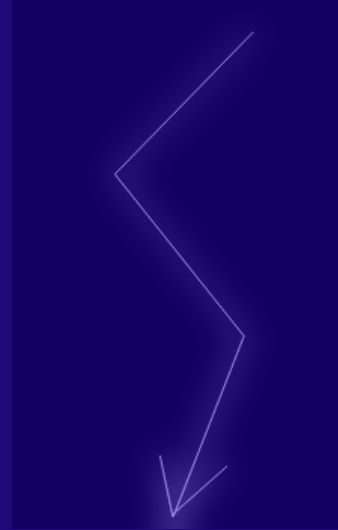
Dragon's Breath unleashes a cone of fire in front of the Hero.



Lightning Bolt

Button Sequence:

Lightning Bolt unleashed a line of lightning from the Hero's horn, which travels a long distance and can pass through multiple enemies.

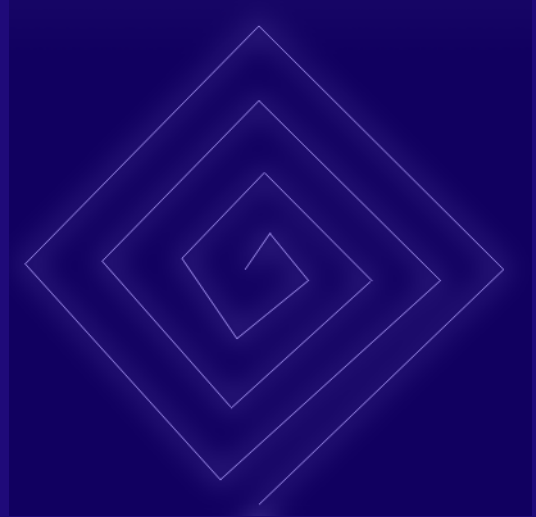


Random Teleport

Button Sequence:

Random Teleport transports the Hero to an unknown position within the current level.

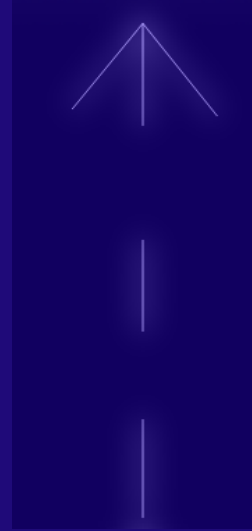
Due to its unpredictability, casting this spell is a gamble that might get the Hero into an even worse situation than the one they escaped from.



Dash

Button Sequence:

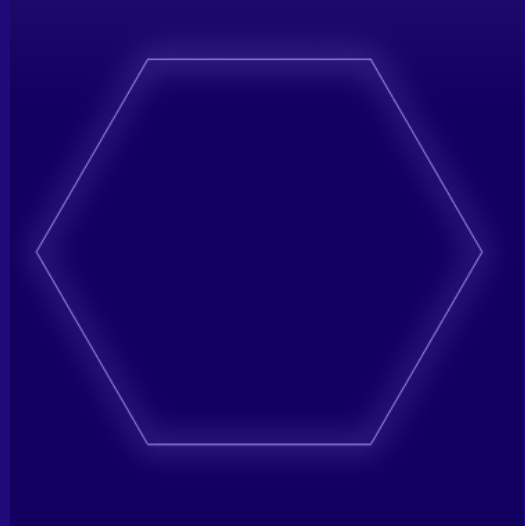
The Dash spell teleports the Hero an awesome distance in the direction they are facing when casting the spell.



Decoy

Button Sequence:

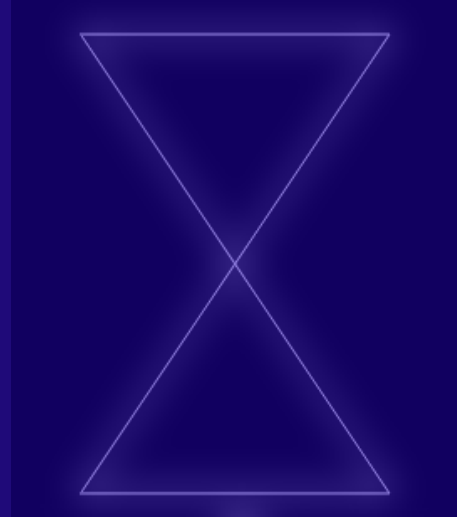
The Decoy spell creates an illusory duplicate of the Hero's wizard hat, which draws the attention of surrounding monsters. Research has shown that a hat is almost as effective as a full body duplicate for this purpose, leading wizards to widely adopt this spell to save energy.



Slow

Button Sequence:

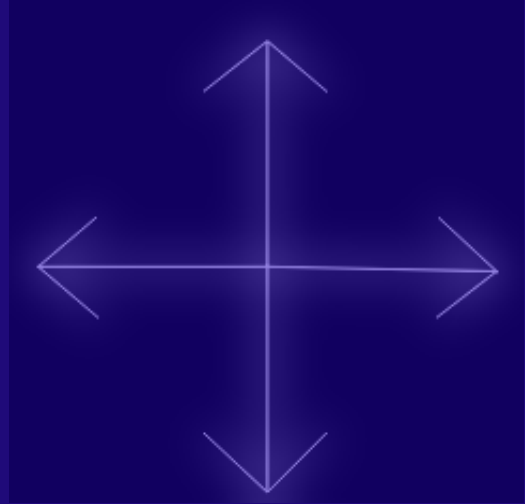
It is hotly debated among magically talented unicorns whether this spell actually slows time or merely speeds up the caster. For a practical wizard the matter is irrelevant, as the end result is the same.



Repel

Button Sequence:

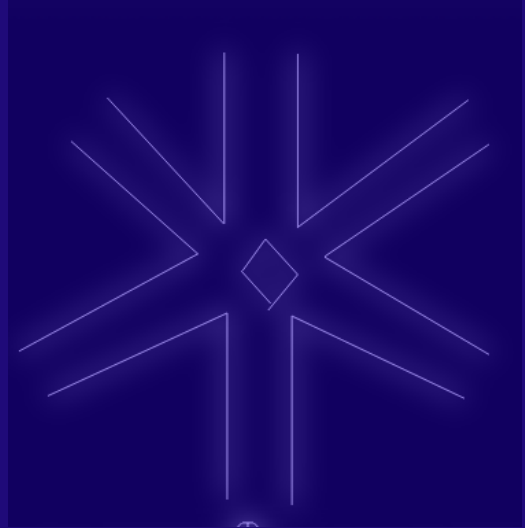
The Repel spell produces a shockwave that pushes back enemies around the Hero. Unfortunately it is not powerful enough to do serious damage.



Freeze

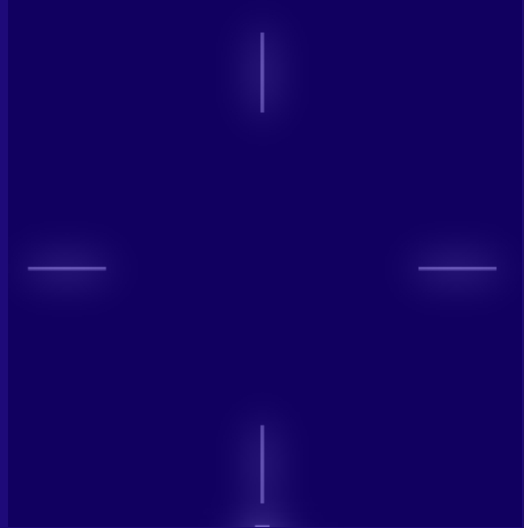
Button Sequence:

Freezes time around the Hero, giving precious extra time to make an escape or prepare another spell.



Magic Missile

Button Sequence:



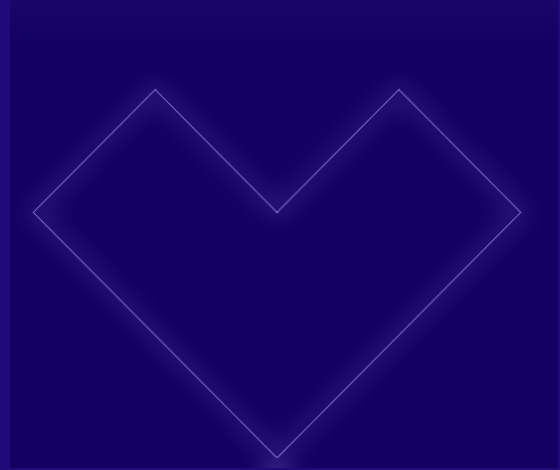
Magic Missile summons a demonic spirit that pursues the nearest creature and drains it of life (or unlife as may be the case). Use against sapient creatures is considered a war crime in 67 nations.

Lives

Arguably the most important resource of our Hero, Lives are magical artifacts which bring our Hero back to life after suffering an unfortunate unaliving.

The current number of Lives is displayed in the bottom-left corner of the screen.

Lives may occasionally be found in dungeon levels or be dropped by enemies.

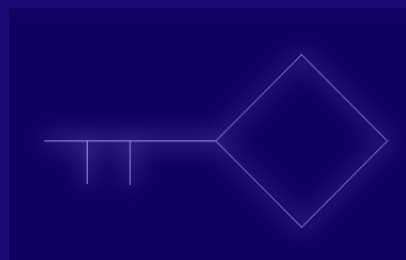
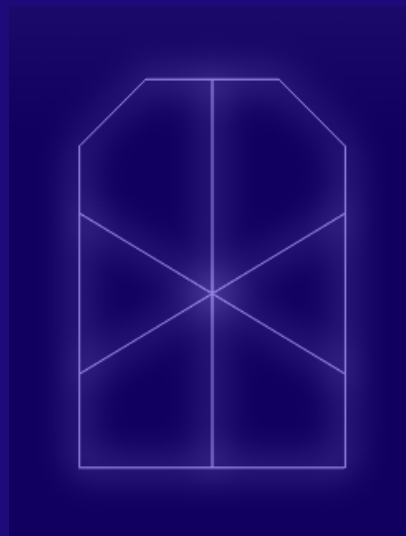
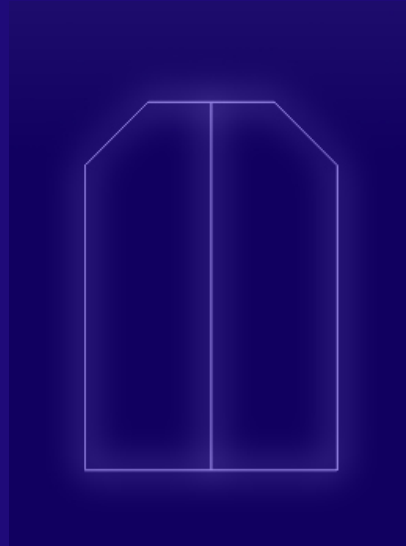


Portal & Keys

Entire treatises have been written about the arcane portals of the Astral Dungeon, but the short version is:

Portals connect different Levels of the Dungeon, magically transporting the Hero between them.

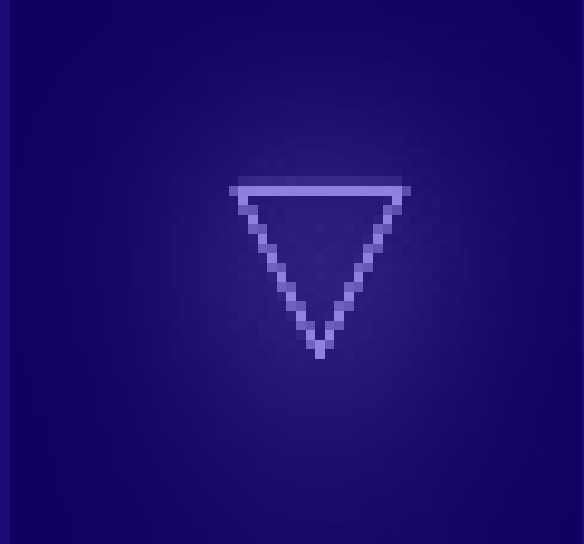
Certain portals are locked and require finding the matching key to pass. Keys can be found in levels of the dungeon or be dropped by enemies.



The Wraith

A simple but foul creature. Driven by a foul hunger for life, the Wraith will pursue the Wizard single-mindedly.

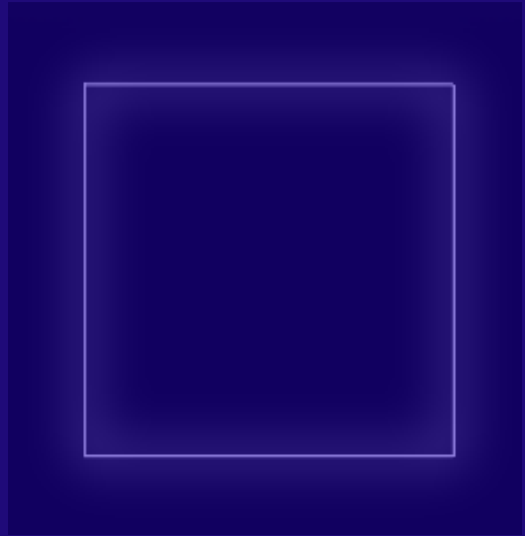
They can easily be dispatched with a spell.



Monster Spawner

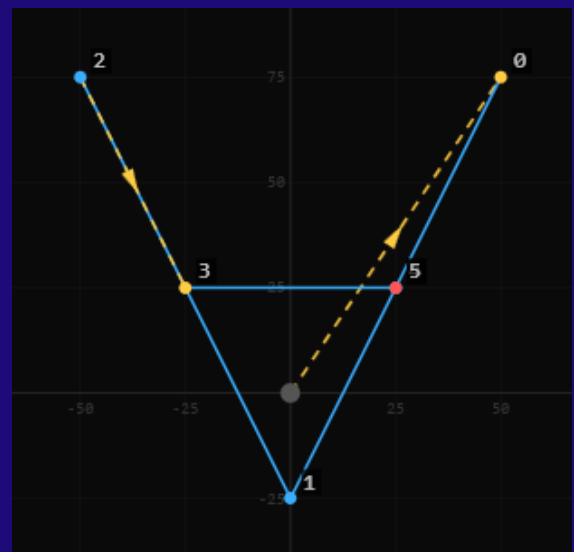
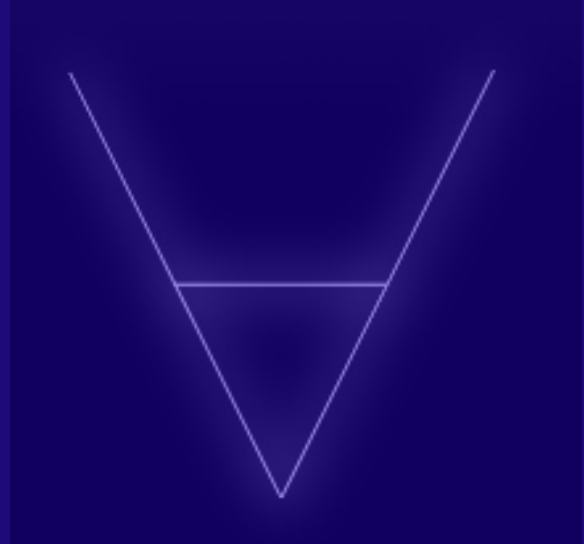
Voted the most deadly magical entity 67 years in a row by the Royal Magical Society, these Monster Spawners continually produce a certain type of Monster as fast as the Hero can dispatch of them.

The only way to end the tide of Evil is to destroy the Monster Spawner itself.



The Minotaur

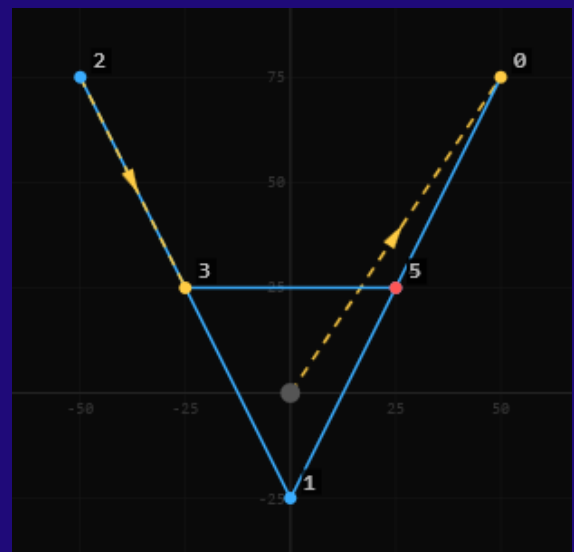
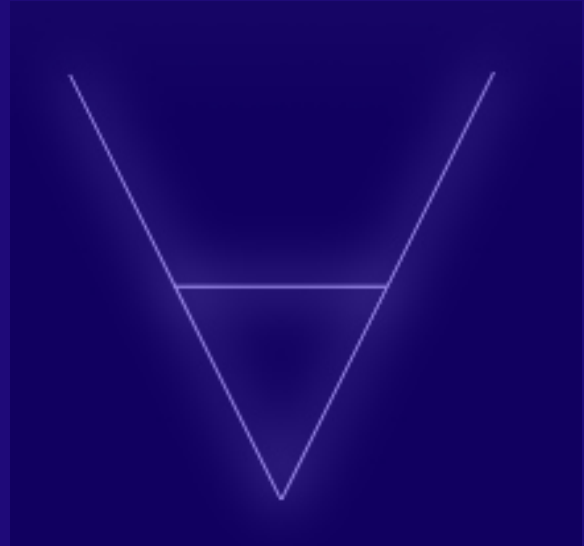
This violent beast charges straight at our hero at a frightening speed. It takes multiple hits to destroy.



The Berserker

A more powerful version of the Minotaur, the Berserker continually pursues the Hero with a casual jog interrupted by charges.

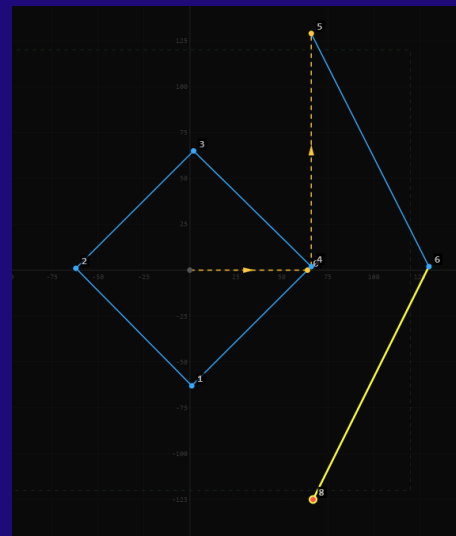
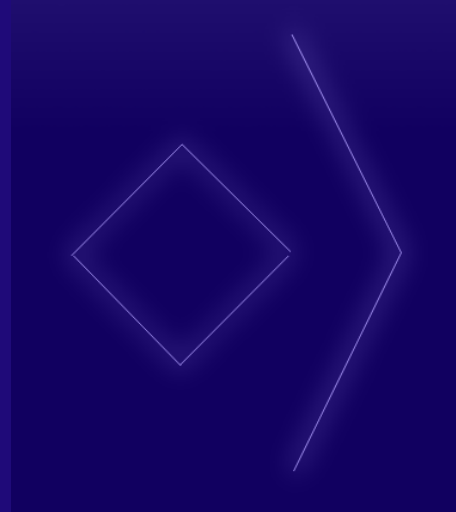
Its true danger becomes apparent when it is wounded. A wounded Berserker becomes enraged, pursuing the Hero with greater speed and firing deadly projectiles at them until it is dispatched of.



Vanguard

A magical automaton equipped with a large shield, making it effectively invulnerable to attacks from the front.

Experienced adventurers know that the weakness of the Vanguard lies in its slow turning speed and in the vulnerability of the mechanisms on its back.



Wisp

Wisps are rumored to be the souls of adventurers who died in such horrible ways that their souls persist in the form of these twinkling balls of light.

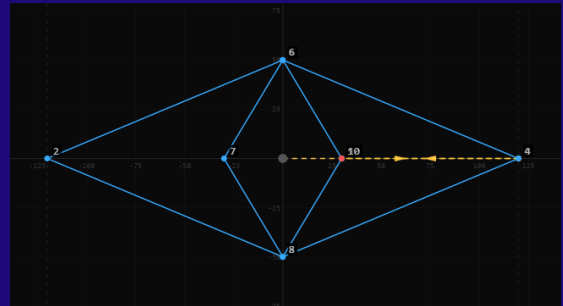
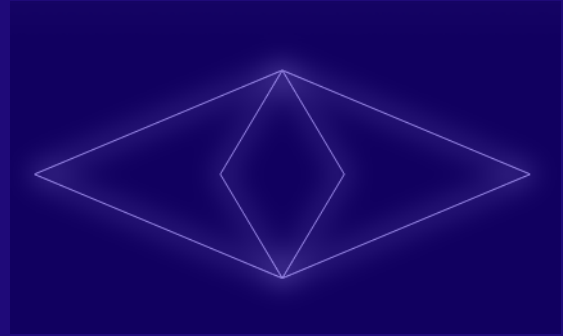
They fire a projectile of homing energy at the Hero, before teleporting to a new location.



Eye

Rumored to have originated from demons summoned to spy on rivals, the Eye keeps its baleful gaze pinned on the Hero. It repeatedly charges up energy, before releasing a bolt of energy in the Hero's direction.

Eyes are only vulnerable to attacks while they are charged.



Spinning Blades

Truly the work of a lunatic, this contraption consists of four bladed arms attached to a perpetually spinning center.

Luckily for our Hero, they don't appear to be sentient and are reasonably easy to avoid.

However more dangerous variants are rumored to exist, which pursue the Hero or generate a force field pulling them towards it.

