

The Heart of Salamanderland

Glacier National Park, 1877

Our hero Patton has been tracking down **the Heart of Salamanderland** for months. He has found a map showing the way to a hidden dungeon in the Dragon's Tail mountain.

The ancient relic is hidden in a dungeon protected by a powerful spell that prevents anyone carrying human made weapons from finding the door. Luckily, Patton has found a whip that is said to come from Salamanderland.

The dungeon is full of traps and monsters, that won't make this adventure easy. Equipped with the whip and the key, you must enter the dungeon and find the 9 tears of The Guardian.

Only when you have collected the tears, you will be able to face The Guardian of the Heart in deadly combat.

Patton counts with three lives to complete the game, but there are potions scattered all over the dungeon that can restore his health. Use them wisely!

This is an original game by Juan J. Martinez for the Amstrad CPC 464 or compatible.

Controls

The game can be controlled with the keyboard or a joystick (two buttons are supported).

Action	Joystick	Keyboard (default keys)
Move left	←	Cursor left (or J)
Move right	→	Cursor right (or K)
Jump	↑ (or Fire 2)	Cursor up (or A or N)
Crouch / Drop down one platform	↓	Cursor down (or Z)
Whip	Fire 1	Space

Press P to pause/resume the game.

Press ESC to end the game (or press P a few seconds; for example on the GX4000).

Press Space on the title screen to start the game using the keyboard.

Press Fire 1 on your joystick to start the game using the joystick.

Dungeon dwellers

- **Wyrm**s: small dragon-like creatures, native to the Dragons Tail, the elevation ridge where the dungeon is located. They are not necessarily evil, but don't get too close to them.
- **Wraith**s: souls trapped in the human realm, roaming the dungeon searching for the vital energy of the living. If you are smart, they can be avoided.
- **Zombie**s: animated corpses bound to the dungeon, will attack any trespassers. They aren't as mindless as they look.
- **Undead**: armed skeletons sent by the Lord of the Underground many years ago with only one mission: find the relic. Unfortunately for them, their dead eyes can't see the tears of The Guardian. Unfortunately *for you*, they can see *you* and will attack relentlessly!
- **Demon**s: servants of the guardian, these strong creatures are very hard to kill. Your special whip is your only chance, if you persist long enough.
- **Wizard**s: dragons that decided to permanently adopt their human form and become mortals in exchange of magic power. This is likely to be the most dangerous creature you will find in the dungeon.
- **The Guardian**: not much is known about the guardian, other than it came from Salamanderland. Nobody has ever got far enough in the quest to actually see it!

Credits

This is version 1.0.3 (2024-06-23)

History

- 1.0.3 (2024-06-23): fixed a bug that could crash the game after the game over screen
- 1.0.2 (2024-06-04): fixed some cases in which jumping over a lever could allow exiting the screen and potentially crashing the game
- 1.0.1 (2024-05-18): fixed display issue in some hardware models
- 1.0.0 (2024-05-17): initial release

For further information and updates, please visit:

<https://www.usebox.net/jjm/heart-of-salamanderland/>

Code, graphics and sound: Juan J. Martínez

Loading screen: Eric Cubizolle (TITAN)

Concept and story: Víctor Martínez

Testers: Antxiko and Fran Loscos

Thanks to: Julien Névo (Targhan), this game is powered by Arkos 2 Player

Special thanks to: Alex, Danny, and Brandon Mull.

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