

The Realm of

# CRISTO

INSTRUCTION MANUAL



## ABOUT RIESIG

The realm of Riesig, once a land of peace and prosperity, was now shrouded in darkness. An evil sorcerer has cast a shadow over the land, hiding ninety precious gems and thirty chalices in the most treacherous corners of the realm.

Our hero, a young and brave adventurer, is determined to thwart the sorcerer's sinister plan and restore light to Riesig. Armed with a trusty sword and a heart full of courage, our adventurer is set to embark on a perilous journey.

Our quest leads us through treacherous forests, imposing mountains, and into the depths of ancient dungeons. We will battle fearsome creatures, from monstrous orcs to cunning goblins. Each encounter will test our skills and resolve to carry on. With each gem and chalice recovered our adventurer will feel a surge of power and a renewed energy to continue the quest. The treasures, all infused with ancient magic, weaken the evil sorcerer's hold on the realm as they are taken.

## OBJECTIVES

### FIND THE SWORD

The sword is the only way to defeat enemies. Until it is found you must avoid them, and if you're playing on the hero difficulty level it's a good idea to search for it first. Once it is in your possession you will never drop it.

### FIND THE KEY

The key to the castle is one of five items you must have in your possession in order to open the castle gate on each level.

### FIND THE GEMS

There are three gems scattered throughout each level. You must find all three of them in order to progress.

### FIND THE DUNGEON ENTRANCE

The entrance is represented by a staircase. The staircase is hidden on all but the Scout difficulty. To reveal it, search all rooms. It will be revealed if you walk over an invisible trigger mechanism.

### FIND THE HIDDEN CHALICE

Each level has a dungeon that contains a golden chalice. You must find the Chalice in order to progress.

### FIND THE CASTLE

The castle contains the entrance to the next level. In order to open the gate, you must possess the key, the chalice, and the three gems.

### FIND THE MAGIC STAFF

The magic staff will repel enemies and disable traps. Once found, you will carry it with you for a limited time. When its magic has run out it will automatically return to the staff room where it was found, and it

### COMPLETING A LEVEL

Once you have in your possession the golden chalice, the 3 gems, and the key to the castle gate, you may exit the game level through the castle and proceed to the next.

## ENEMIES

Enemies protect each area of the Realm and all will come after you with a melee attack. You can survive seven hits from any given enemy indicated by the health bar. If you die, you will go back to the start of the level and lose the key if you have it. Enemies will attack more aggressively as you advance through the levels of the realm. Killing an enemy regenerates one block of health. Enemies will sometimes be stunned on a hit and stop moving. Finish them off for the health bonus.



Level 1  
The Fallen Knights of the New Order



Level 2  
The Iron Wolf Warriors



Level 3  
The Goblin Warriors of Shadowfell



Level 4  
The Dwarven Army of Starlight



Level 5  
The Bone Carvers



Level 6  
The Orc Archers of the Seventh Moon



Level 7  
The Shadow Mages of Morghul



Level 8  
The Dragonbourne of the Red Skies



Level 9  
The Sword Stalkers of Mordheim



Level 10  
The Hell Hound Army of Nyx



Level 11  
The Chained Demons of Geharra



Level 12  
The Blob Army of the Serpen's Lair



Level 13  
The Fire Mages of the Dragon's Hoard



Level 14  
The Battering Rams of the Shattered Isles



Level 15  
The Goblins of the Forgotten Legion



Level 16  
The Demonic Mages



Level 17  
The Masters of Venom



Level 18  
The Abominations of the Lost Kingdom



Level 19  
The Servants of the Necromancer



Level 20  
The Demon Tormentors of the Damned



Level 21  
The Architects of Despair



Level 22  
The Berzerkers of the North Wind



Level 23  
The Bloodthirsty Bandits



Level 24  
The One Eyed Warriors of Vanaheim



Level 25  
The Serpents of Doom



Level 26  
The Titans of Tartarus



Level 27  
The Demon Scourge of the Scorched Earth



Level 28  
The Pyreborn



Level 29  
The Lightning Masters of Erebos



Level 30  
The Demon Lords of the Dark Council

## TRAPS

Every Level has multiple traps in the overworld which must be avoided. Traps are always indestructible, so you must use your skillful moves and dexterity to run around them and avoid being hit. The amount of damage you take from traps is random, and can be devastating.



# BATS

Bats roam throughout the realm of Riesig. They were trained directly by the evil sorcerer to protect the keys to the kingdom, and if they happen to notice you carrying a key they will try and steal it back from you and return it to it's proper location. Bats are harmless to your health, but devastating to the explorer trying to hang on to a key.



## HEALTH

You start the game with 8 units of health, represented by your health bar in the lower right of the screen. If you lose all 8 units of health while exploring the game level, you will be transported back to the starting room for that level and will lose the key (if you had found it already). There is no permanent death in this game.



Your health recharges by one unit when killing an enemy. While one health block is recharged if you successfully kill the enemy, walking through enemy as it's dying could rob it back. Enemies can be stunned with a sword hit rather than killed and they will stop moving. Finish them off for the health bonus!

You will receive a full health recharge when you enter the maze through the hidden entrance. This can be used to your advantage during the game if you're low on health, as entering and exiting will always recharge you, however you do have to search for the exit in each maze so it may not be a time saver if you've already found the Chalice. There is a random loss of health when hit by a trap. You may simply brush off a hit and take no damage, or you could lose a significant amount of health. Be careful and avoid traps!

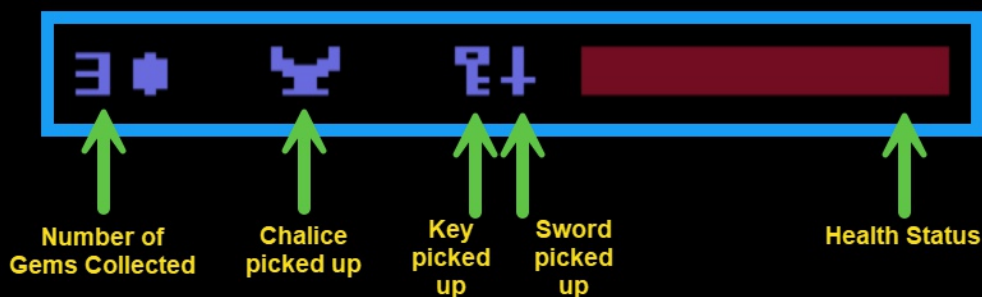
## MAGICAL ENERGY FIELDS



The evil sorcerer has randomly placed magical energy fields throughout the realm of Riesig to ensnare adventurers and slow their movement, with the goal of making them more susceptible to death by traps and enemy hordes. They will not harm you, but be mindful of your surroundings when entering an energy field.

## STATUS BAR

Your status bar will indicate the number of gems found and if you are holding the key, sword, or chalice in your inventory. It will also display the current status of your health.





SKILL SELECTION

There are four skill level options in Riesig. The default skill level is Hero. From the skill level options screen, push left or right to cycle between the four different options. From this screen, you can simply press fire to start the game from the beginning on the selected level. If you are continuing a game, push down on the joystick to select a different starting location.

SKILL LEVEL	SWORD	BAT	DUNGEON ENTRANCE
HERO	HIDDEN	ACTIVE	HIDDEN
ADVENTURER	AT GAME START	ACTIVE	HIDDEN
EXPLORER	AT GAME START	ACTIVE	HIDDEN
SCOUT	AT GAME START	INACTIVE	ALWAYS VISIBLE

<div>← SKILL: 1 →</div> <div>SCOUT</div> <div>Bat is Active</div> <div>Hide Dungeon</div> <div>Sword at Start</div> <div>Realm ↓ Select</div>	<div>← SKILL: 2 →</div> <div>EXPLORER</div> <div>Bat is Active</div> <div>Hide Dungeon</div> <div>Sword at Start</div> <div>Realm ↓ Select</div>
<div>← SKILL: 3 →</div> <div>ADVENTURER</div> <div>Bat is Active</div> <div>Hide Dungeon</div> <div>Sword at Start</div> <div>Realm ↓ Select</div>	<div>← SKILL: 4 →</div> <div>HERO</div> <div>Bat is Active</div> <div>Hide Dungeon</div> <div>Sword at Start</div> <div>Realm ↓ Select</div>

## REALM AND DUNGEON SELECTION

From the skill selection screen, you'll notice a down arrow with an option for "Realm Select". Push down to switch to the Realm and Dungeon Selection Screen, as seen in the images below.

From this screen you can change the overworld realm or dungeon level that you start the game on by pushing right or left on the joystick. This screen allows for continuing a game at a point close to where you left off in a previous game session, as the Realm of Riesig does not allow for saving a game.

The Skill level you selected from the previous screen is saved and displayed on the screen along with the Realm and Dungeon choices. When you begin from this screen, you will begin with the skill level that was chosen initially.

Selecting a Realm will start you at the very beginning of that Realm.



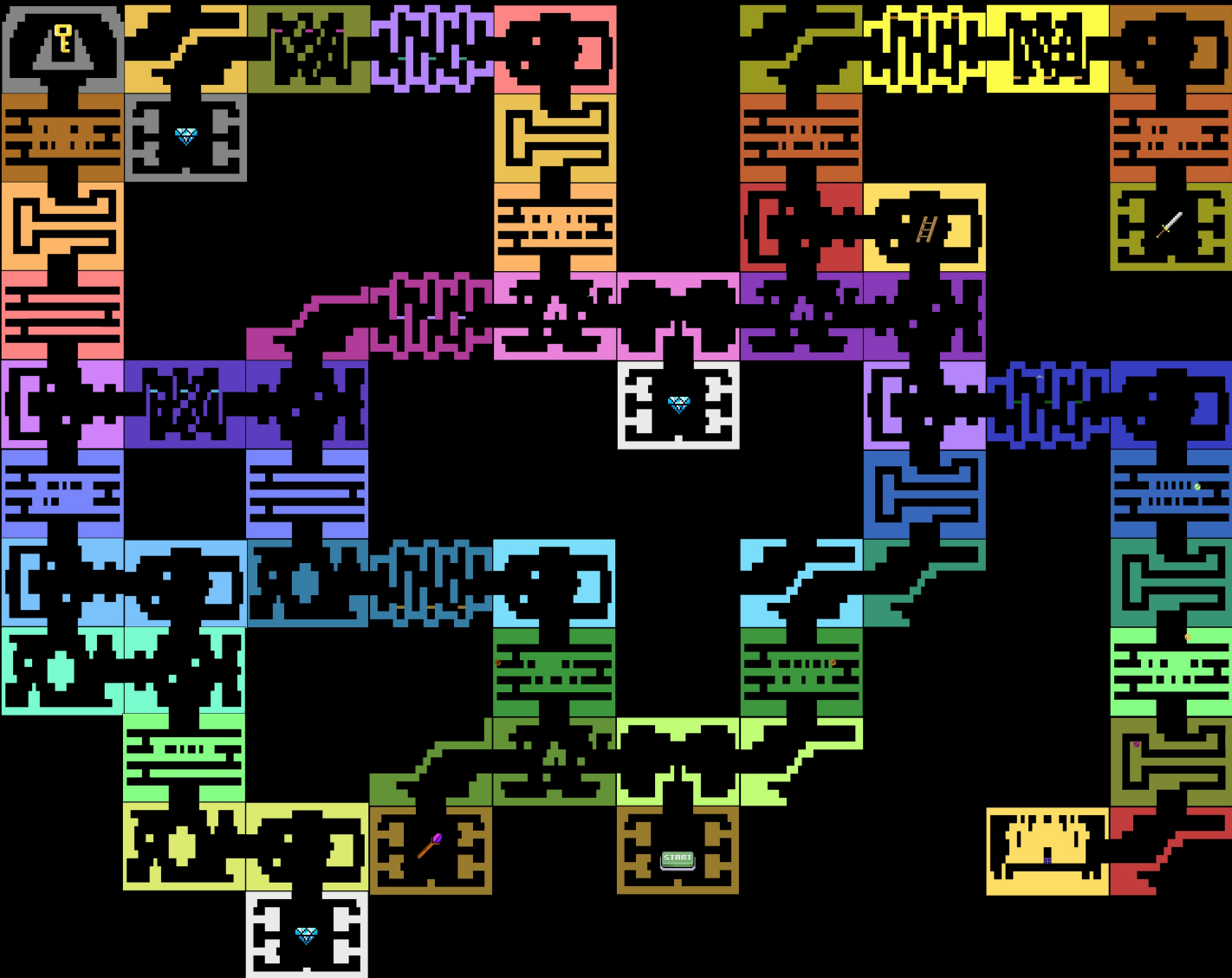
Selecting a Dungeon will start you inside the dungeon for the corresponding Realm. If you select Dungeon 01, you will begin in the Dungeon that is found within Realm 01.









THE OVERWORLD

Each Overworld Realm has 64 connected areas or rooms that can be travelled to. Below is the map for the Level 1 Realm.

Level 1 Realm



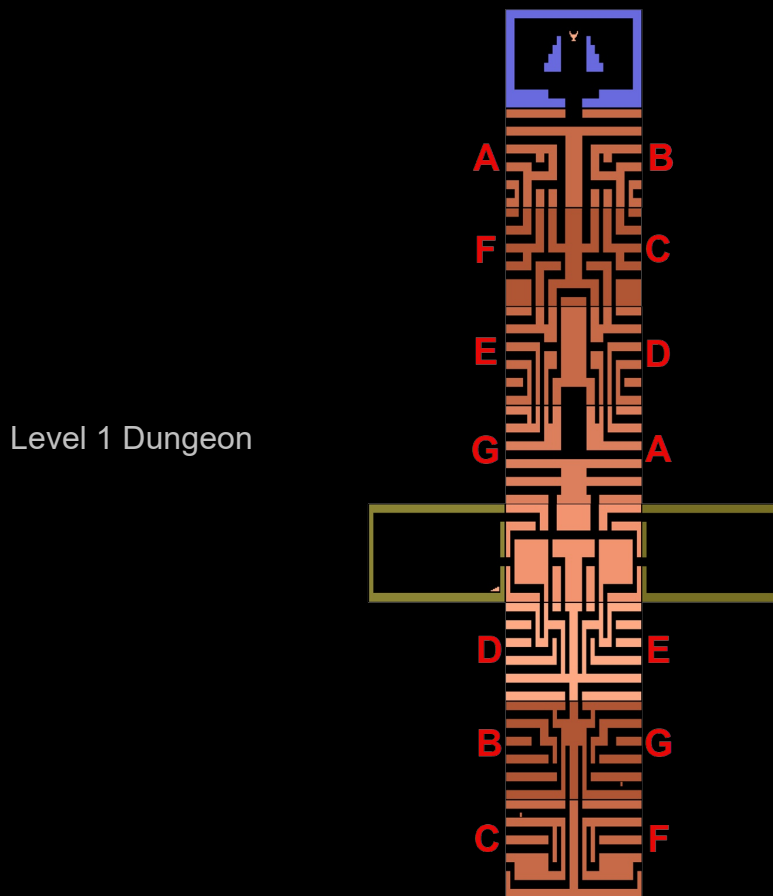
-  **SWORD**
-  **STAFF**
-  **STAIRS**
-  **GEM**
-  **KEY**
-  **START**



## THE DUNGEONS

Each realm has a dungeon that hides the golden chalice. The entrance to the dungeon is hidden by the evil magician's powerful magic. Search each room to locate the invisible trigger mechanism to reveal the staircase that leads to the hidden dungeon. Once you enter a dungeon, you must search for and locate the staircase in order to return to the main level. Once located, you will be taken back to the same room you entered the dugeon from.

Entering the dungeon will grant you a full health recharge every time you enter. While this can be a benefit if you're low on health, you will still need to search for the exit in order to return to the main game. Dungeons also contain several types of traps, described below.



# SENTINEL

The sentinel flies in the level 2 maze and will reset you back to the starting room if it catches you. You will also lose a block of health.

## DISC OF DEATH

The disc of death hovers in many of the maze rooms. Touching it will steal some health and transport you back to the beginning of the maze. It moves very slowly, but is always aware of your presence. It





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