

RC770



# Pampas & Selene

THE MAZE OF DEMONS  
パンパス&セレネ 悪魔の迷宮

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USER'S MANUAL





ACCORDING TO THE LEGEND,  
POPOLON AND APHRODITE BECAME KING  
AND QUEEN AFTER THEIR VICTORY IN THE GREEK  
CASTLE. THEY RULED THE REALM WITH PEACE  
AND PROSPERITY FOR THIRTY SIX YEARS.



BUT THE PASSAGE OF TIME IS INEXORABLE  
FOR EVERYONE, EVEN THE TWO MONARCHS,  
AND UNFORTUNATELY THE EVIL  
NEVER RESTS.



From the ancient castle of *Mogdoss*, some distance from the capital city, a new evil power arose as had happened in the Greek Castle many years ago. What was happening?

The royal messengers carried the worst possible news. Everything pointed out that the story would repeat itself: The *Mogdoss* castle had fallen into the hands of a powerful and unknown enemy. Who would it be this time?

Hordes of monsters and demons came out from the castle, endangering the whole realm!

In order to protect its inhabitants, the army faced the monsters. They fought bravely, but wounds, fatigue, and the relentless rise of evil forces led to inevitable defeat within mere days.

There was only one solution: destroy the unnatural power inside the castle. But, who would be brave enough to face such a great quest?

Those who dared to come too close to the *Mogdoss* castle fell victim to a curse which put them into a deep sleep.

Only those with the divine protection of the Gods of Olympus were immune to such a curse, so *Pampas* and *Selene*, children of *Popolon* and *Aphrodite*, volunteered without hesitation and wielded sword and wand to put an end to this terrible threat.



# PAMPAS

*Pampas* is the eldest brother, with a great sense of honor and duty that turns him into a righteous knight.

Upstanding, serious and responsible, he's the pride of the family and a model for the knights in the king's service.

In the battlefield, *Pampas* is a warrior trained in the art of the sword and bow. His attacks with the sword are fast, letting him slay enemies quickly, and even hurting more than one with a single sword attack. But, he needs to get close to the monsters, which exposes him to get hurt easily. If he gets a bow, he will be able to attack from a distance.



Age	_____	35 years old
Class	_____	Knight
Height	_____	5'10"
Weight	_____	136.7 lb

## ATTACKS

### SWORD

Quick area attack.  
Hurts anything in front of him.



### BOW

Quick attack from a distance.  
Fast, but not very powerful.



### LAND MINES

Cause a great explosion if an enemy steps on it. You can place up to three mines in the same room.



# SELENE

*Selene* is the youngest sister. She's a kind of rebellious and troublesome, especially at the school of magic where she's studying to become a wizard. She loves to have fun and drive her tutors and family members nuts, especially her brother, mocking his righteousness.

Her attacks with the wand are slower than a sword strike. They not only can save the distances but can also go through walls. Besides, she will be able to learn such powerful spells that she'll kill several monsters at the same time. *Selene* can withstand being underwater much longer than her brother.



Age	_____	32 years old
Class	_____	Wizard
Height	_____	5'3"
Weight	_____	114 lb

## ATTACKS

### WAND

Mid-ranged slow attack.  
It can go through walls.



### FIREBALL

Slow but powerful.  
The explosion hurts anything in the area.



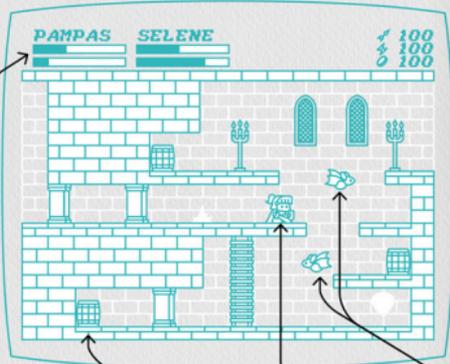
### ARCANE WAVE

Area attack to kill several small enemies at the same time. It can go through walls.





## 1. — GAME SCREEN



HUD  
(see below)

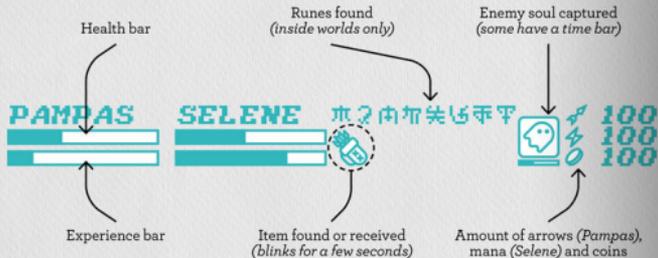


Destroyable  
elements

Main character

Enemies

## 2. — HUD



Health bar

Runes found  
(inside worlds only)

Enemy soul captured  
(some have a time bar)

Experience bar

Item found or received  
(blinks for a few seconds)

Amount of arrows (Pampas),  
mana (Selene) and coins

## 3. — TIPS AND TRICKS

1. If possible, enjoy this game on a CRT TV with scanlines. The experience will be much more satisfying.



2. Save the game after finding an important item or slaying a demon, so you don't have to do it again if you're killed.



3. Once you know the name of a demon, write it down, so you don't have to search for it in future playthroughs.



4. The *Great Demons* can be complicated. Find their attack patterns and weak points, and use a soul that could be helpful.



5. If you're defeated, shortcuts in some rooms, the Orb, or *Portal* items will help you reach the room you were at.



6. Avoid collecting all *Demon Hearts* using the same character. You will need the other one with more health points.



7. You don't know how to continue? The gods' quests will help as a guide. Just try to complete them all.

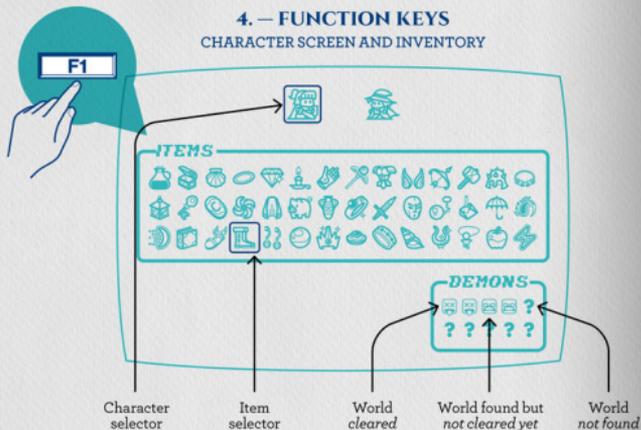


8. What happens if we insert *Pampas & Selene: The Maze of Demons* in the Slot 1 and other games in the Slot 2?

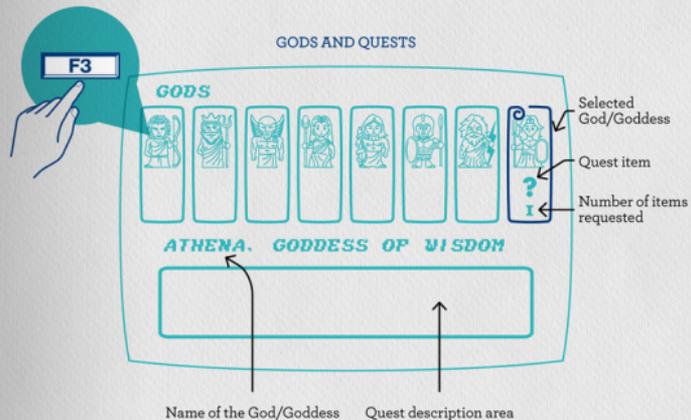


#### 4. - FUNCTION KEYS

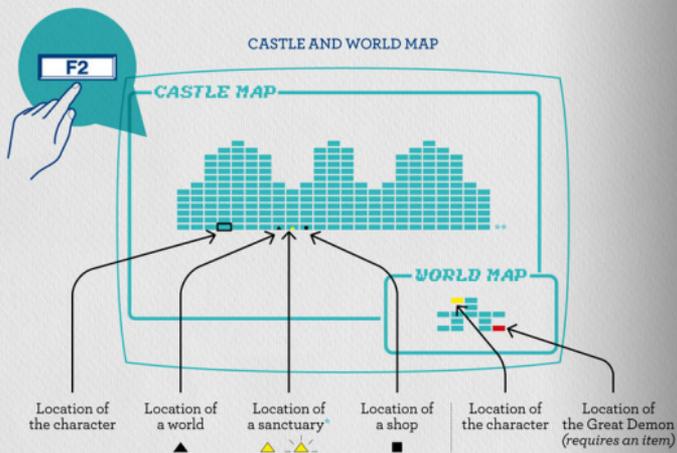
##### CHARACTER SCREEN AND INVENTORY



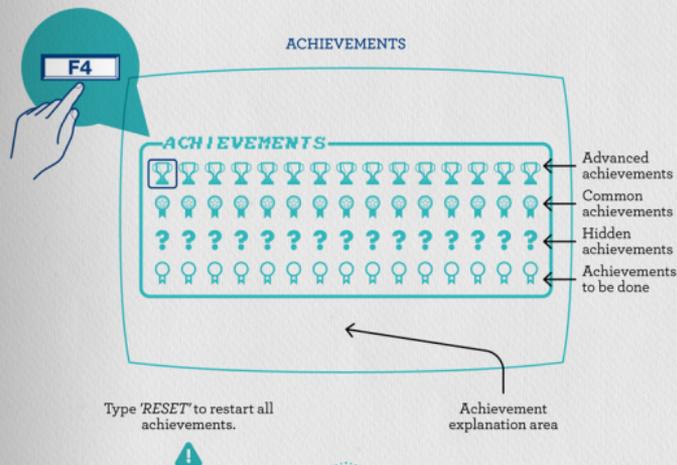
##### GODS AND QUESTS



##### CASTLE AND WORLD MAP



##### ACHIEVEMENTS



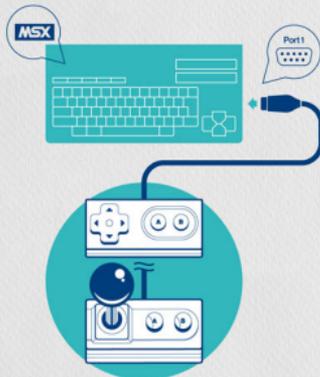
*\*Blinks when the god requests your presence \*\*This is not the real castle :)*



## CONFIGURATION I — KEYBOARD —

Pampas & Selene: The Maze of Demons is designed to be played with the keyboard of any MSX computer. Use the cursors to move the hero and the space bar to attack, also use 'M' or 'N' keys to perform special attacks (as long as you have the needed item to do it).

Function keys are also important in the game, granting access to inventory, map...



## CONFIGURATION II — PAD TYPE 'A' —

With this configuration, jump is done by pressing a button instead of pad keys to avoid accidentally jumping. As a consequence, special attacks are less comfortable to use.

## CONFIGURATION III — PAD TYPE 'B' —

Jump is done by pressing 'up', just like in the keyboard. It can be more tricky but special attacks are much more comfortable to perform. You can change the type of pad in the menu.



Action	Configuration I Keyboard	Configuration II PAD type 'A' (Joystick or pad)	Configuration III PAD type 'B' (Joystick or pad)	Configuration IV PAD type 'C' Pad 1	Pad 2
Walk					
Jump					
Go up or down on a ladder					
Drop down from a ladder					
Main attack (sword/wand)					
Special attack 1 (bow/fireball)*					
Special attack 2 (mine/wave) or release an enemy soul*					

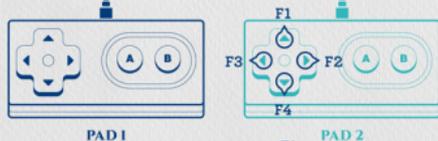
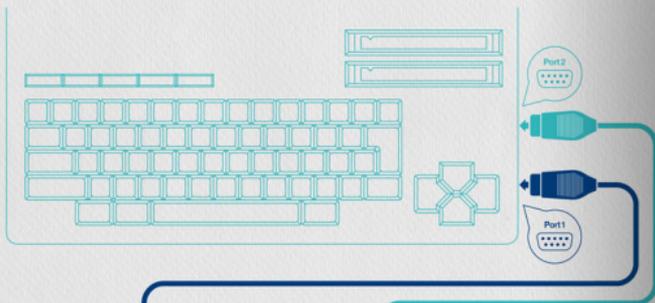
\*You will need a special item to carry out those actions.



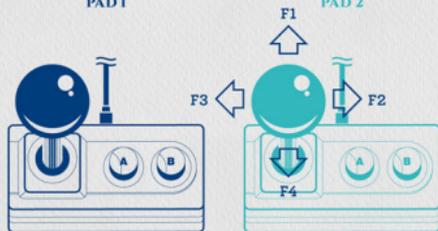
## CONFIGURATION IV – PAD TYPE 'C' –

The PAD type C is a game mode that combines two controllers to play without the need of the keyboard, and without doing button combinations. The first controller (joystick or pad) controls the main character: jump and main attack.

The second controller is used to access the function keys, secondary attacks and to free enemy souls. The only moment you'll need the keyboard is to type something like the Great Demon name to summon it.



- F1. Inventory
- F2. Map
- F3. Quests
- F4. Achievements



- F1. Inventory
- F2. Map
- F3. Quests
- F4. Achievements

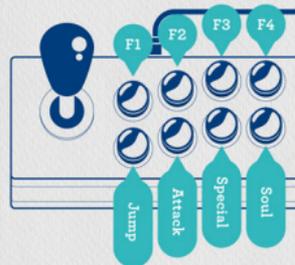
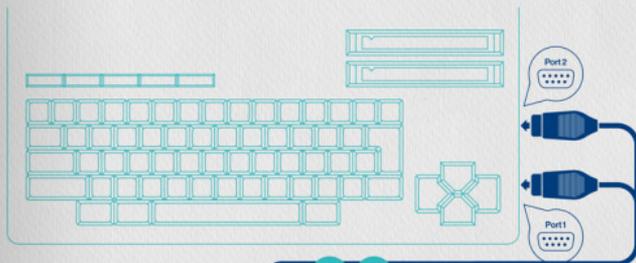
JOYSTICK 1

JOYSTICK 2

## MISCELLANY – ARCADE STICK –

*Pampas & Selene: The Maze of Demons* can also be played in a top geek way to increase the gameplay to the maximum: by creating a custom controller, like an Arcade Stick, with eight buttons and double wire to connect it to both controller ports of your MSX computer. It would be used as configuration IV (PAD type 'C') but in a single controller instead of two.

The button configuration and mapping is, as seen below, four top buttons that work as function keys and four bottom buttons to perform the basic actions, like attack, jump, etc.



## CONFIGURATION – 50/60 HERTZ –



When switching on your MSX2 computer (or higher), you can change the display frequency of the game by pressing 'F5' from 50 Hz to 60 Hz or vice versa.



The *Mogdoss* castle is completely taken by the evil. In this hard battle, *Pampas* and *Selene* will face countless enemies of all kinds.

If the hordes that dwell in the castle are already a tough challenge for our two heroes, an epic battle still awaits them at the end of each world: the **Great Demons**.

Poisonous enemies that will make you lose vitality slowly, other **invisible** to the naked eye, or heavily **armored** ones invulnerable to arrows...

Each Demon is harder than the previous one, and their powerful attacks and resistance turns them into a foe not easy to defeat.

KRANIA



Will try to eat you alive

MYCHTER



An old friend

YATRACH



Don't stay in front of it!

ORTOTI



Now you see it, now you don't

OSTA



Break the throwing bones!

MATI



Watches you from the top

MANITA



Beware the spores!

ARPAKA



Dwells in wet places

ENKEFA



It watches and follows you

EMFANI



Only an item renders it visible

OSTEO



The skeleton of a dead warrior

POLEMIS



Your arrows are harmless

MELISSA



Avoid its poisonous sting

LASPI



Its origin is a mystery

KOUKLA



Its jumping will turn you mad

PSARI



Awaits in dark waters

DRAKON



Attacks from the distance!

SKOUPA



Keeps the castle clean

KYVO



You can move them

ENKEFALO



You will lose your marbles

MOAY



A classic among classics

SCROFA



Only a fool would stay in front of it

HARRIA



They roll and fall eternally

COTA



Don't get in its way

MEDOUS



They only cause trouble!

SKOURI



Its shell is indestructible

GUSPIRA



Will strike back if you attack first

MAGOS



Quick and dangerous sorcerer

EKRIKTI



Will leave no place to stay

FIDI



Don't get close! It's poisonous

PEFTEI



They shoot without a rest

LYKOS



Its howl will stun you

MYXA



They hang in the sewers

LASPOME



Really hard elementals

AKTHA



Its attack and quickness are lethal!

SKORPIOS



Beware its poisonous sting!

SYRHEFO



Will try to fry you

KAHENA



Old known from other caves...

KERATO



Guardian from a frozen world

and much more to discover!



## GODS



**APOLLO**

The god of art and bow, keeper of the light and the truth.



**EUTERPE**

Muse of the music that will delight you with beautiful melodies.



**HERMES**

Olympic god and guide of souls to the Hades' underworld.



**ATHENA**

Goddess of war, wisdom, intelligence and combat strategy.

# ZEUS

Father of all gods and men, keeper of the thunder, the ray and the lightning.



**URANUS**

Personification of the skies, a primordial god.



**ARES**

The god of war, son of Zeus and Hera.



**ASCLEPIUS**

God of medicine and healing.



**HECATE**

Goddess of magic and light.



**DEMETER**

Bearer of the seasons and goddess of agriculture.



# INVENTORY



ANTIDOTE

Use it to neutralize poison when bitten by a poisonous enemy.



PANDORA'S BOX

A great ally in the fight against the Great Demons.



SEASHELL

Grants faster movement in aquatic environments.



HALO

Use it to return to the castle.



SOUL GEM

With this, you'll be able to catch and use the soul of an enemy.



CANDLE

This item will let you see what cannot be seen.



GLOVES

With these, you won't fall down from ladders when hurt.



SCEPTER

Increases the distance of Selene's magic spells.



ARMOR

Pamps will be better protected against enemy attacks.



WINGS

An essential item to use for some transport systems in the castle.



APOLLO'S BOW

After succeeding some quests, this bow will become your most loyal companion.



SPIKED HELM

The one who dares to strike you will not go unpunished.



LANTERN

Shows the summoning room in the world maps.



KHARON'S COIN

Without this coin, you won't be able to talk to a certain god...



ROBE

Reduces the damage received when your health is low.



AMPHORA

Increases the experience you receive after killing a monster.



MACE

This makes it much easier to destroy certain elements.



MAGIC NECKLACE

The one who summons a Great Demon will recover all his/her health.



CASTLE KEY

Lets you open some doors that block the access to other areas of the castle.



PORTAL

Will teleport you directly to the last tombstone you destroyed.



PIGGY BANK

You'll get better prices in all shops of the castle.



MAGIC RING

Lets you control the speed when going up in some parts...





ARES' SWORD

A powerful sword that grants a bigger destruction power to its bearer.



MASK

This mysterious item will help you against ghosts and witches.



PRISONER BALL

The force of gravity will help you thanks to this item.



HOLY DUSTPAN

This atypical object will protect you against the attack of a certain enemy.



UMBRELLA

This item lets you fall slower.



FIREBALL

Selene's spell list will grow thanks to this powerful attack.



ARCANE WAVE

Could that be the most powerful attack of our sorceress?



WINGED SANDALS

By wearing this mystical object, Pampas will be blessed with a double jump.



BOOTS

The pace of our heroes will be increased thanks to them.



MAGIC EARRINGS

These small earrings will grant the ability to teleport forward.



ORB

The orb is the perfect item to move faster around the castle.



SEA CROWN

With it, water will no longer be a hostile environment.



ARM RING

You damage enemies while teleporting forward.



HADES' WRATH

This item is mandatory to...



APPLE

Having this in your inventory lets you find apples that will increase your health.



MINE

A classic weapon that blows up when being stepped on.



URANUS' HORN

Strong winds in the castle will disappear when blowing this horn.



AMULET

Your loss of arrows and mana when dying will be reduced.



ZEUS' WRATH

When hurting an enemy, the almighty god Zeus will finish the job.



MY LORD, MY LADY,  
THE MOGDROSS CASTLE  
HAS BEEN INVADED  
BY DEMONS!

DAMN IT!

OH  
NO!

STAY AWAY FROM  
THE CASTLE!

The queen and I will slay  
those evil creatures!

Bring  
my armor!



Bring  
my sword!



Bring...  
MY TEETH!







Father! Mother!  
The Mogdoss castle  
has been...



QUICK!  
Escort my little  
one to a safe  
place!



Mother...  
I'm 35!

I'M NOT  
A BABY!



Father,  
where are  
you heading?

TO KILL  
DEMONS,  
SON!

But...  
aren't you a bit too  
old for that?

WE STILL CAN  
FIGHT, SON!



Er...  
Father,  
I'm a warrior,  
I will slay  
them!

BROTHER!  
WAIT!



That  
voice...





36 years of peace...  
I nearly got crazy!

Yeah,  
brother!

FINALLY,  
SOME  
ACTION!



OH!!

WAIT!  
The Cross is  
hidden in...

Too late my dear,  
they're already  
gone...



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— Dedication —

We dedicate this game to: Y. Haruki, I. Akada, T. Oka, K. Ozawa, R. Shogaki, T. Mtyoshi, K. Uehara, K. Shiragaki, C. Tanigaki, S. Yoshikawa, Y. Hironaka and M. Ozawa with all our love and respect. Thanks to them, in 1987 a videogame was born, that marked us forever and became part of our identity.



**Never stop playing!**  
*(to MSX)*



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