



In the year of our Lord 1533

My travels through the Holy Land have concluded and today, at last, I return to my beloved Saint Camilo Monastery.

Unfortunately, I find it invaded by a kind of strange creatures and all my brothers have disappeared.

I have no doubts that someone has seized the relic that our order has been guarding for centuries.

De parvis grandis acervus erit.



Classic platformer adventure developed for ZX Spectrum.

Keyboard (redefinable):

Q – Up

A – Down

O – Left

P – Right

M – Jump

H - Activate / Deactivate Music

Important: Up+Jump reaches higher than normal jump.

It is possible to play with Kempston and Sinclair joystick.

The 128Kb. version includes ingame music.

This game requires a ZX Spectrum emulator to work, for example:

<https://fms.komkon.org/Specy/>

Tools:

- Engine MPAGD (©Jonathan Cauldwell)
- 48Kb. music created with Beepola (©Chris Cowley)
- 128Kb. music created with Vortex Tracker II (©Sergey Bulba)
- 128Kb. music injected with MPAGDMusicizer (©David Saphier)
- Image retouching with ZX-Paintbrush (©Claus Jahn)

Music credits:

- Theme of chapter 1 "Sonata" and theme of chapter 3 "Sadman" by Znahar (Aleksandr Lihoded, 1997-1998) - (<https://zxart.ee/eng/authors/z/aleksandr-lihoded>)
- Theme of chapter 2 "Canon" version of "Canon and Gigue in D major, for 3 violins and continuo" by Johann Pachelbel (1680)

Everything else by:

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Here I have left a large part of my childhood ...

Thanks for playing !!