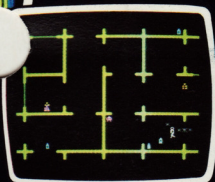


Screen pictures shown
may be different machine
versions of game.



In the Halls of the Seven Rings lurk the blood curdling Things. Enter at your own risk!

Dans le Hall des Seven Rings se tapissent des choses à vous glacer le sang. Entrez à vos risques et périls!

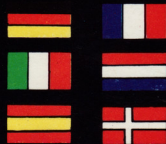
In der Halle der Sieven Ringe lauren grauenvolle Wesen. Betreten auf eigene Gefahr!

Nelle Sale dei Sette Anelli si celano le Cose che coagulano il sangue. Entrate a vostro rischio e pericolo!

En los Salones de los Siete Anillos reinan los entes que te harán bullir la sangre. ¡Atrévete a entrar bajo tu propio riesgo!

In de Hallen der Zeven Ringen, houden de bloedstollende Dingen zich verborgen. Ga de hallen op eigen risico binnen!

I de Syv Ringes Hal ventor blod frysende Ting. Det or pa eget ansvær!



CBM
64 128

THE HALLS OF THE THINGS



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HALLS OF THE THINGS

© DESIGN DESIGN

THE GAME

To find seven rings held in the top seven levels of the tower, then to find the key hidden in the bottom or dungeon level and escape with it.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the reword cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

The tower has seven floors and one dungeon, each floor being a complex maze of corridors and rooms. The seven mazes are all of different style, the most 'open' being on the top floor.

Treasure and magic potions lie scattered about the mazes. The treasure may be collected and stored outside the maze to gain extra points if your task is completed. Every potion collected will add to your magic level.

The Things move about each level and will attack you on sight.

You are armed with the following weapons:

Magic Weapons

Fireballs and Lightening Bolts, these use up some of your magic, and are fired only if a Thing is in sight. Your magic weapons will aim themselves at the nearest Thing in sight and not yet fired on. Lightening Bolts move in straight lines bouncing off walls; Fireballs will follow their targets even round corners. Things also have Fireballs and Lightening Bolts.

Arrows

These are fired in the direction set by the arrow direction keys, and will fire even if no Thing is in sight.

Things can also fire arrows.

Vorpal Sword

The only weapon unique to you, it will be drawn in the direction you are facing.

Controls

The following is a full list of the control keys and their functions. You do not need to be familiar with them all to play 'HALLS', it just helps. They are placed in rough order of importance.

All keys are user definable, the default keys are given below for clarity.

Z=Move left X=Move right N=Move up M=Move down

F=Release Fireball at closest Thing not already aimed at.

L=Release Lightning Bolt at closest Thing.

SPACE BAR=Centre yourself on the screen. This gives you a better view of the immediately surrounding maze; intelligent use of Space can improve visibility and is essential to successful playing of Halls.

K=Keep item you are facing. Used for keeping potions, treasure, rings and the key.

D=Drop a piece of treasure, used to transport treasure about, or out of the maze.

O=Open the door you are facing. C=Close the door you are facing.

1=Display status report on wounds, magic, dead Things, remaining arrows and rings collected. This also acts as a game pause. Press '1' again to restart your game.

H=Heal wounds. When you are hit by a Thing, your wounds will increase. You die when your wounds reach 100%. Healing wounds uses a large amount of magic.
A=Fire arrow in direction set by arrow direction keys.
5=Set arrow direction left 6=Set arrow direction right
7=Set arrow direction up 8=Set arrow direction down
These follow the same convention as the movement keys.

W=If you are using a black and white TV, press W followed by space, to improve the contrast.

S=Wave sword about. Useful only if Thing is particularly docile. Not very useful, but looks...

Pressing Q, U, I & T together will end your game and return to the menu.

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