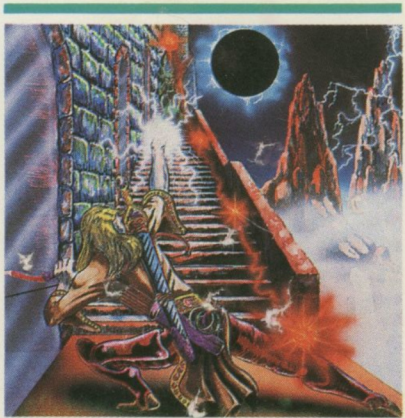


HALLS OF THE THINGS



COMMODORE 64K

HALLS OF
THE THINGS

Design Design

COMMODORE 64K

'Halls of the Things' has been a favourite with Spectrum owners for a long time. Now at last all the fun it has given them is available to you.

HALLS OF THE THINGS CBM 64K

LOADING INSTRUCTIONS

1. Start with the Commodore 64 switched off.
2. Remove all peripherals except tape and screen.
3. Switch on, check tape is fully rewound.
4. Hold down 'SHIFT' and press 'RUN/STOP'.
5. Press 'PLAY' on the tape player.
6. Wait until "FOUND HALLS" appears.
7. Press the space bar.
8. HALLS will auto-run on loading, displaying the front end menu.

GENERAL PLAYING NOTES

Object of 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.

DESCRIPTION

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 Lightning 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. Lightning bolts move in straight lines bouncing off walls; fireballs will follow their targets even round corners.

Things also have fireballs and lightning 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.

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.

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

H Heal wounds. When you are hit by a Thing, your wounds will increase. You will 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. These follow the

6 Set arrow direction Right. same convention

7 Set arrow direction Up. as the movement

8 Set arrow direction Down. 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.

HINTS, TIPS & WARNINGS

When rounding a corner, release a fireball or lightning bolt to see if the coast is clear.

Lightning bolts are useful for clearing an area of Things if fired in groups, but beware they also wound you.

Use arrows when you are almost certain to hit; this will conserve your magic.

Try to avoid getting in line with a Thing at close range, as arrows are deadly over a short distance.

When healing always leave some magic for combat.

Things can open doors and keep your treasure and potions. They also have a nasty habit of disguising themselves as treasure, only revealing their true identity when they can see you.

Display your status as much as possible as wounds gained, especially from arrows, can be very deceiving.

Finally, in the immortal words of Simon Brattel, "Basically, Things are much better at Halls than you are!".

Written June/July 1984 using the ZEUS 64 Assembler running on a Commodore 64 with Epson FX-80, 1701 monitor and 1541 tedious disk drive.

Halls concept, graphics and general nasty bits by Simon Brattel, Neil Mottershead ("Mott! Mott!") and Martin Horsley.

Coded into truly awful 6502 machine code by Graham Stafford in his room, Manchester.

Mastered by DOWNSOFT, Epsom, Surrey.

Produced by Design Design Software.

Cover Illustration by De Leuw Graphics.

Thanks also to, well everyone who helped, as well as Rainbow Software. (Who are Rainbow Software anyway ??).

Produced and manufactured by:
Design Design Software,
125 Smedley Road,
Manchester M8 7RS.

Mail order & customer Enquiries:
2 Ashton Way, East Herrington,
Sunderland SR3 3RX.