

# HALLS OF THE THINGS



Crystal

# HALLS OF THE THINGS

ZX SPECTRUM 48K

## LOADING INSTRUCTIONS

Set up the Spectrum as detailed in the instruction manual and load with LOAD " " CODE.

## GENERAL PLAYING NOTES

1. You can obtain a status report on magic, wounds, dead things and remaining arrows by pressing the 1 key. This also acts as a game pause, all action being suspended whilst in the status screen.

2. Use the keep and drop commands (K and D) to move obstacles obstructing your path and use the keep (K) command to pick up the bottles of elixir scattered throughout the tower. Picking up elixir increases your magical status. Note that you must be facing any item you wish to pick up. Similarly, to open/close a door (O/C) you must be facing the door/gap.

3. When you are hit by a monster, your % wounds will increase – you die when the level reaches 100%. You can affect partial healing of wounds by pressing the H key. Beware! – this uses large amounts of magical power.

4. The arrow direction keys (5, 6, 7 and 8) refer to the direction in which arrows will be fired the next time the A key is pressed.

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

6. If you wish to quit the game at any point, hold down the keys Q, U, I, T, simultaneously.

Hints and tips on the reverse.

## HINTS AND TIPS

1. The seven levels contain different styles of maze, the most "open" being at the upper level, the most complex being the lowest. All seven mazes within the tower are randomly generated at the start of each game. It is recommended that the beginner commence at the upper level which allows a greater degree of mobility and hence gives you a better chance of escaping should you run into difficulties.

2. Magic weapons (fireballs and lightning bolts) are only fired off if a monster is in the line of sight. Use this test to see if the coast is clear to proceed. Note that magic is still used even if the missile is not released.

3. Make good use of arrows, as you will often find there is insufficient magic per level to destroy all the monsters.

4. Lightning bolts are most effective when fired in salvos of 10 or 20 and are thus useful in clearing an area inhabited by a number of monsters.

One fireball can be released per monster present. The fireballs will home in on their respective target, even following it around corners – beware, the same goes for fireballs directed by the monsters at you!

Note that a fireball uses twice as much magic as a lightning bolt. Also arrows cause more wounds at close range than at a distance.

5. When healing, always leave yourself with some magic for emergency use.

6. Use SPACE to place yourself in the middle of the screen display before turning corners. Intelligent use of SPACE can improve visibility in the direction you are interested in.

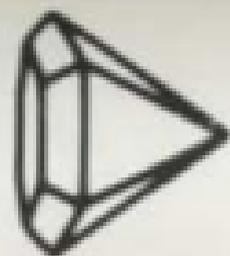
Finally, be warned that The Things can open doors and that they have a nasty habit of disguising themselves as obstacles.

**Good Luck!**

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## ZX SPECTRUM 48K

Combining a fantasy world scenario with the finest quality arcade style action yet seen on the ZX Spectrum, Halls of the Things brings you a new dimension in computer games – the animated adventure.