

RETURN OF THE THINGS



Design Design

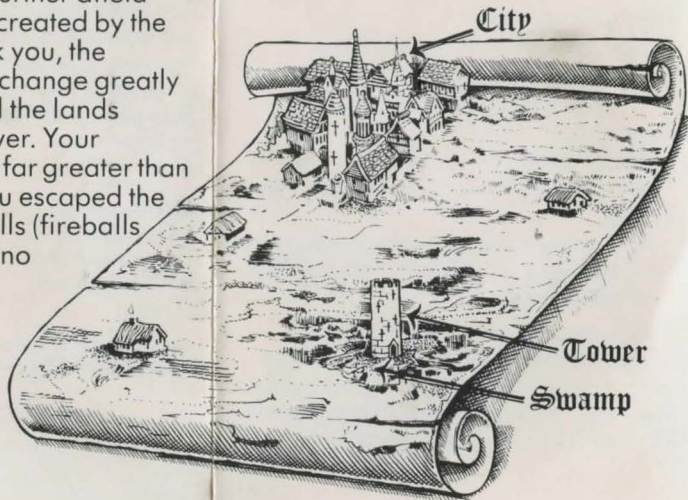
ZX SPECTRUM 48K

Playing RETURN OF THE THINGS

Your quest starts in the swamp to the east of the Tower. Here your exit has caused all the things to be killed. However if you move far enough you will find swamp things which are even more powerful than the tower things. If you move further afield other types of thing created by the evil Lords will attack you, the landscape will also change greatly as you move around the lands surrounding the Tower. Your magical powers are far greater than they were before you escaped the tower, offensive spells (fireballs and lightning bolts) no longer require

any of your limited magical energy only defensive spells affect this. Magical energy may be replaced by collecting the potions which are scattered over the land.

Good Luck!!



LOADING INSTRUCTIONS:

Set up the Spectrum as detailed in the instruction manual, then type LOAD"".

CONTROLS

You have nine controls over your character:

Left, right, up, down.

These are your movement keys.

Fireball, lightning.

Your magical weapons.

Keep, drop.

These allow you to open/close doors and pick up/drop rock in some areas.

Centre.

Moves the window on the landscape so that your character is in the middle of the screen.

These controls may be defined from within the program in any manner you wish. For example if auto fire is required the weapons may be placed on the same keys as those chosen for movement.

Several controls are, however, not redefinable:

1 Sounds on/off.

2 This key will pause the game.

3 & 4 Together. Quit game.

SCREEN DISPLAY

On the screen your main view is onto a window of the landscape. Below this is a bar graph of your remaining energy, a counter of the number of ankhs to complete your quest and a score counter.

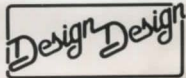
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RETURN OF THE THINGS



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Having fought your way out of the tower of the three evil Lords you are now confronted by a dead and barren swamp. The seven magical rings and the golden key you collected have now elevated you from a humble warrior with limited magical skills to a warrior adept in the dark arts. Your next quest is to gain the Ankhs of Osiris which are scattered over the landscape. Once enough of these have been collected you must make your way to the altar in the city and present the Ankhs to Osiris.