

64

SUPERSOFT

HALLS OF DEATH



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Few travellers have dared to venture into the HALLS OF DEATH, and fewer still have returned. However, there are vast treasures to be found amongst the many rooms and caverns and you, brave adventurer, must use all your skill and cunning to outwit the weird monsters that lurk in the depths.

LOAD the program by placing the tape in the cassette unit and tapping the RUN/STOP key while you hold down one of the SHIFT keys: it will automatically RUN. If this is your first game you should answer 'N' to the question 'DO YOU WISH TO LOAD A CHARACTER FROM TAPE (Y/N)'. Whenever you escape from the HALLS OF DEATH alive you can if you wish save your 'character' on a cassette, so that you can return another day with the same strength to collect more treasure.

You first enter the halls on level 1, there are five more levels below protected by monsters of increasing power. With your trusty sword, and armed with a little magic, you must overcome each threat. Your chances of survival depend upon your strength (you start with 9 strength points), your reserve of magic (you begin with 15 psionic points), and the state of your constitution. If any of these fall below zero, then the halls will have claimed another victim!

The mystical nature of the halls means that when you return to a level that you have left the floorplan will almost certainly have changed. Some of the rooms (shown in orange on the map) are walled, and can only be entered if you use magic, but otherwise you can move freely around each level, using the keys @, . and /. Some rooms have stairs, leading to the level above or below; press + to go up or down stairs. Several rooms on the upper levels contain traps; if you enter one of these there is a chance that you will plunge to a lower level losing some of your strength in the process. Teleportation rooms also exist, though they are few and far between; these will transport you to another level, draining your resources.

When you surprise a monster in his lair you can use your advantage to retreat or to get in the first blow. Press R or A quickly before the monster spots you. Once the battle begins you can press S (to Swing your sword), R (to Retreat), or P (to cast a spell). Whether or not you can cast a spell will depend on your reserve of psionic points — you will be told that you don't have the spell if you have too few psionic points. Spells are more valuable when used in combat, and so the points cost is greater; spells also cost strength points.

SPELL NO.	SPELL	IN COMBAT		NORMALLY	
		STRENGTH	PSIONICS	STRENGTH	PSIONICS
1	Sleep	1	5	not available	
2	Teleportation	varies	10	varies	6
3	Lightning	1	15	3	9
4	Fireball	1	20	4	12

Spells do not always work. The greater your psionic powers the more reliable they are. Spell No. 1 can be used to put a monster to sleep; the teleportation spell enables you to jump to any of the other five levels instantly at a cost of 5 strength points (6 in combat) plus 3 for each level; the third spell, lightning, can be used to slay monsters or to knock down the walls of a walled room, whilst the final spell, the fireball, is even more powerful and can knock down two walls. Either may rebound and hit you, costing valuable strength points.

There are vast hoards of gold and silver for you to discover—these add to your treasure points. You may also stumble across magic swords which add to your strength, helms of psionics which enhance your spelling, and rings of stamina which boost your constitution. Fire-breathing dragons guard the largest piles of gold which are to be found on levels 5 and 6; you may also meet a wraith on the lower levels—these ghost-like figures have no bodies and can only be fought with magic. Other particularly dangerous monsters are the undead mummies, whose touch is fatal, and skeletons which drain your constitution.

Pressing one of the four function keys controls the speed at which you move around—11 gives the fastest speed, and 17 the slowest. Do not spend too long in the HALLS OF DEATH—your constitution cannot stand the strain. Return to the surface to recuperate, then go back revitalised to gain more wealth. If you wish to return another day with the same strength and all your treasure type 'N' when asked whether you wish to return for another adventure, which will bring up the question 'DO YOU WISH TO SAVE THIS CHARACTER ON TAPE (Y/N)'. Make sure you use a blank cassette, or one that contains no useful information and write the name of your character on the label as the data file can only be reloaded if the correct name is entered. Occasionally you may find that you have far more strength points than psionic points—or the other way round. At any time when you are not in combat you can press 'C' followed by '1' to convert strength into psionics, or '2' to convert psionics into strength—but be careful, for each point that you gain, three must be given up.

Successful adventurers are awarded a title that befits their skill, courage, and fortitude. Can you achieve the ultimate honour, and be proclaimed a RULER OF LIGHT?

64

Software for
Commodore 64

HALLS OF DEATH

from

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