

HALLS OF THE THINGS

LOADING

Switch your PCW off then on again.
Insert the CP/M master disc (side 2 of the system discs).
After CP/M has loaded you will see the prompt A>
Remove the CP/M master disc and insert the "halls" disc
Type: HALLS (RETURN)

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 will die when your wounds reach 100%. Healing wounds uses a large amount of magic.

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

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.

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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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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.

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