

Dahkenkass

PLAYER'S GUIDE



ABOUT

Hakkenkast is a top-down dungeon crawler for the Sinclair ZX Spectrum. It's designed as an arcade adventure and can be played with 4 directional keys and a single fire key - so it works great with Kempston & Sinclair joysticks.

Keys are fully redefinable from the main menu.

To get started, use Q & A (Up and down) and Space (fire) on the main menu to select your preferences.

There are four dungeons to explore, each one is a full game in its own right. At the end of a dungeon you will be given an access code that you can use on the next one to carry player attributes across. You should play the dungeons in order. Have fun! Now, go kill some monsters!!!

CREDITS

Game design, programming & graphics: Bruce Groves

MPAGD: Jonathan Cauldwell

MPAGD Musicizer: Davud Saphier

Music: Yerzmyey

Loading Screens: Kevin McGrorty

Testing: Andre Leao

Additional Thanks: Quantum Sheep, Davey Sloan, Kees van Oss, Hitch

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Hakkenkast

You are Hakkenkast, a mighty warrior renowned for your skills with the Sword, but you seek more.

Having visited the Elders of Eldritch, the legendary magical Knights, you are taught your first spell, a Magic Missile that you can conjure.

You are told of the legendary lost spells of Eldritch that are enshrined in spellbooks stolen by the Sorcerers of Hussey. The Spellbooks have been hidden deep within four dungeons in the Land of Mercya.

The Elders, wanting to preserve their order, set you on a quest to recover the Spellbooks.
As you find them, your magical powers will improve.

You are sent to the Dungeon of the Undead to recover the first Spellbook, find it, escape and learn its magic...

CONTROLS

KEYS (Redefinable):

Up	-	Q
Down	-	A
Left	-	O
Right	-	P
Swing Sword	-	Space (tap)
Cast Spell	-	Space (hold)

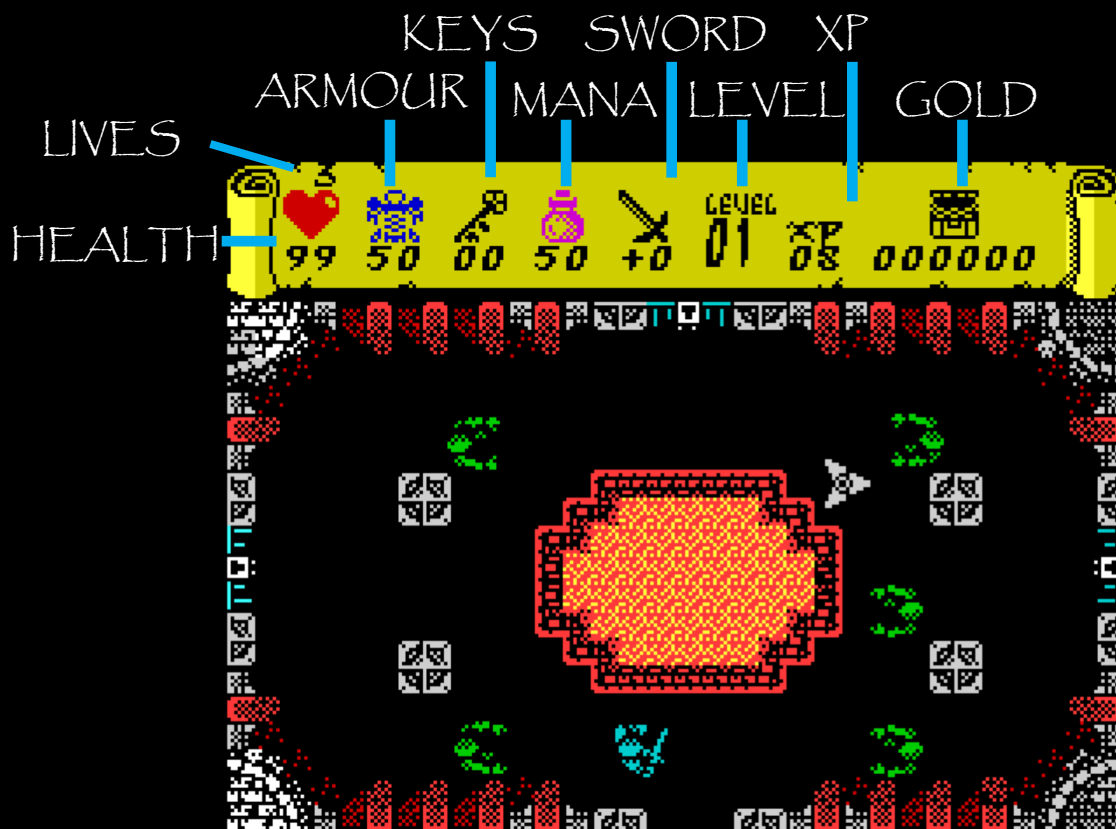


Additional features:

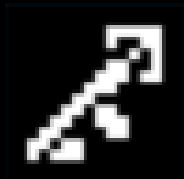
Pause	-	H
Music	-	M

in the 128K version you can choose your musical preference (Ambient or Banging!) or switch the music off

HUD

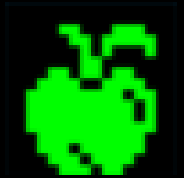


Items



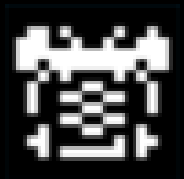
KEYS

The unlock doors, gates and treasure chests, so find as many as you can.



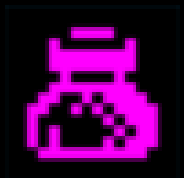
FOOD.

Tasty and replenishes your health a little.



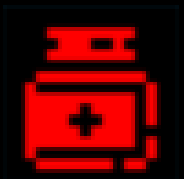
ARMOUR

Makes you look cool, and likely to protect you until it wears out.



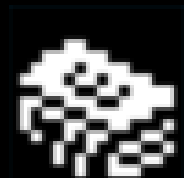
MANA

It's like fuel...for magic. Make sure you don't run out.



HEALING POTION

Makes you feel brand new, fully restores your health.



LOST SPELL OF ELDRITCH

The Spells have been stored in each dungeon, find one, escape and use the new spell in the next Dungeon



LOOT

Some Gold.



BIG LOOT

A lot of Gold.



SWORD UPGRADE

+1 your sword with every one you find, theres a few extras hidden in the last place you'd look.

monsters



ZOMBIES

Slow, stupid, but will enjoy eating your brains.



SKELETONS

Nasty, fast, will hunt you down in groups and tear you to shreds.



GOBLINS

Mischievous, spell casting annoyances.



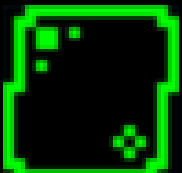
GHOSTS

These Spooks can pass through walls, so keep your eyes peeled.



ORCS

Violent bastards, they've got big axes and they're not afraid to use them.



GELATINOUS CUBES

Slide around dungeons, consuming do-gooders. Your sword may not help, but they don't like fire.



SORCERERS

Regular Sorcerer, can cast Magic Missiles and will use their Staff if cornered.



ICE SORCERERS

They like the cold, but they don't like it hot.



FIRE SORCERERS

They like it hot, but not cold.

TRAPS

Beware of deadly Traps, though hidden to the naked eye a fabelled Eldritch spell can reveal them, should you gain the knowledge

ACCESS CODES



B A A A A OK

ENTERING LEVEL ACCESS CODES

To enter a dungeon access code, use left and right to move across and tap fire to cycle through the letters.

When complete, move to OK and tap fire.

LEVELLING UP

As Hakkenkast defeats monsters and completes quests, he collects Experience Points (XP). When his XP reaches 100 he will Level Up. Levelling up will improve his swordfighting capability and his spellcasting time.

CONTINUE

Hakkenkast starts with three lives, should you run out of lives you will be given the option to Continue. If you Continue you will be levelled down a level, you will also lose any Loot you had found.