

# Enchanted Land

On every level , you will have to collect all magic that was put there by the immense explosion that marked Plogthor`s destruction of the heart.Once you have succeeded in doing this, a door will open to the next level. Before being allowed to actually enter that level however , you will have to kill a mean guardian.

Guardians can be killed by shooting at certain of them , these parts flash white when hit.

## THE WEAPON SYSTEM

During the game, you will be confronted with life-attack-and jump energy.Life energy decreases when you get hit or when you collide with a monster (when you get hit or when you collide with a monster (when it runs out, you lose one life); jump energy determines how high you can jump (also decreases upon hits or collisions); attack energy determines the amount of weapons or collide with specific monsters.There are a total of nine weapons which may be selected. The more attack energy you have, the more of these you can select (though only one can be actually used at a time) - starting at the topmost of the list below.

*Magic Flash (the default weapon)*

A steady beam that extends from the player at a certain height.

*Shot*

A standard shot. Flies straight.

*Bubble Shot*

A shot that collides with the ground after a certain distance.

**Shield (also kills enemies when it hits them)**

A rotating shield that protects the player.

*Sinus Shot*

A shot sinuses away from the player.

*Exploding shot*

One shot is fired that later divides into several shots.

*Intelligent shot*

Searches for an enemy automatically.

*Rotatings shot*

A shot that rotated away from the player ahead of him.

*Smart Bombs*

Depending on your amount of attack energy, these will be three different smart bombs.

*Spiral Bomb*

Spirals away from the player.

*Crystal bomb*

Crystals spread out on screen and then explode.

*Smash Bomb*

Kurgan explodes and gets back together again.

Select these weapons by pressing space during the game - except during all end guardians attacks but the last.

You can find this weapon menu on the right top by using the joystick.

You can mix the weapons (the speed range and power) in the mix-menu, explained below.

-----

## **SPELLS AND VARIOUS ITEMS**

Scattered all around the levels (often hidden), you will find several items (parts that do or do not belong to the remnants of the Heart of lore) which have a specific meaning for you. The following of these items can be found.

*RED CRYSTAL*

Supplies extra live energy

*GREEN CRYSTAL*

Supplies extra jump energy

*YELLOW CRYSTAL*

Supplies extra attack energy

*MAGIC STARS*

Scattered pieces of the heart of lore. These you have to find.

*HEART*

Extras life - Adds one live to your reserves.

*SPEED DOWN MUSHROOM*

Slows you down

*COLORS KILLER MUSHROOM*

Turns the screen black and white for a while.

*EARTHQUAKE MUSHROOM*

Spike the earth, killing all opponents.

*INVULNERABILITY MUSHROOM*

Makes you invulnerable for a while.

*FREEZE MUSHROOM*

Freeze all opponents

*NEGATIVE MUSHROOM*

Drains a bit of your energy supplies

*GEMS (Crown, Ring, Brooch)*

Gives extra points

*GREEN POTION*

Supplies extra weapon range

*YELLOW POTION*

Supplies extra weapon power

*RED POTION*

Supplies extra weapon speed

**GAME KEYS :**

**P** ---) PAUSE (ON/OFF)

**ESC** ---) Commit suicide

**SPACE** ---) Enter weapon menu

**M** ---) Toggle sound effects/music/both