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 attak energy, these will be three different smart bombs.

Spiral Bomb
Spirals away from the player.

Crystal bomb
Crystals spread out on screen and than 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 your 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