

LAND OF MIRE MARE

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NOTICE

This game has to be considered as a tribute. It's inspired by the unreleased Mire Mare game & characters created by Ultimate Play The Game in golden 80's.

INSTRUCTIONS

The mission is to find three enchanted jewels which have the power to turn off volcanoes, then throw them into the Well of Mire Mare, in order to break the curse.

Sabreman's vital energy is represented by a water bar, which will decrease when a collision occurs with an enemy.

Each jewel is defended by a deadly Guardian: a Knight, a Gargoyle and a Fire Eagle. Watch out for the Guardians, because they are invulnerable!

In order to pick up a jewel, our hero has to leave a pledge, which can be found around the land. Once a pledge is exchanged with a jewel, it will be no longer possible to pick up the same object. If Sabreman has no items to be exchanged, jewels cannot be collected.

Rising enemies can be defeated by weapons. Three main weapons can be collected: a Sword, an Axe and a Staff.

Sword - kills all enemies except fire flames and Jewel Guardians.

Axe - is useful to extinguish moving fire flames, but can also be used to open wooden doors instead of keys.

Staff - can defeat all enemies including fire, except Jewel Guardians.

Along the way, our hero can collect some bonuses: water glasses and bottles restore the energy, keys open wooden doors (each key works only once, opened doors will close again). The keys are not unlimited, so use them sparingly! If Sabreman is running out of keys, he can use the Axe to open wooden doors.

Be careful and... good exploration!

KEYBOARD CONTROLS

Q - Move left
W - Move right
E - Move down
R - Move up
T - Use weapons / Pick up / Exchange objects

The game uses Kempston & Sinclair Interface II joysticks as well.

CREDITS

Authored with Arcade Game Designer by Jonathan Cauldwell.

Programmed by Luca Bordini.

Very special thanks to Jarrod Bentley for graphic support and Mister Beep for having provided a splendid soundtrack!