

LAND OF MIRE MARE
© 2014 by Luca Bordini

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.

In the Land of Mire Mare three volcanoes are on the brink to burn the whole territory. In order to avoid a disaster, Sabreman will have to find and use three magic jewels.

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!

Along the way, the adventurer can bump into strange Mushrooms: they give 30% of chance to be recharged and score 100 points. But if it's not a lucky moment, the rest of chances will bring to death.

Various collectibles can be found around the land. Three of them represent special pledges which can be exchanged to pick up jewels, the others will only increase the score.

Once a pledge is exchanged with a jewel, it will be no longer possible to pick up the same object. If inventory is empty, jewels cannot be collected.

Enemies can be defeated by three different weapons:

SWORD - defeats most of the monsters;

AXE - useful to extinguish fire flames;

STAFF - defeats gas bubbles.

A lava hourglass is shown at the bottom of the gameplay, it represents a timer before the next volcano explosion. The hourglass countdown refreshes every time a jewel is thrown into the pit.

Good luck!

CONTROLS

- 5 - Move left**
- 8 - Move right**
- 6 - Move down**
- 7 - Move up**
- 0 - Use weapons / Pick up / Exchange objects**

Keyboard controls correspond to a cursor joystick. The game uses Kempston & Sinclair Interface II joysticks as well.

NOTES

The inspiration for this game was seeded by Jarrod Bentley's graphic mockups previously released for a Retro Gamer article about Mire Mare.

Land of Mire Mare was reviewed in the March 2014 edition of Retro Gamer magazine, issue #127 / page 104, scoring 85%.

In December 2014 Chris Wilkins planned a physical tape release of Land of Mire Mare, as one of the rewards for his Kickstarter project "The Story of ZX Spectrum in Pixels vol.2". To celebrate the event, which is dedicated to collectors, the author built a special edition of the game, including a dedicated menu and an extra enemy sprite.

CREDITS

- Program by Luca Bordoni**
- Authoured with Arcade Game Designer by Jonathan Cauldwell**
- Graphic inspiration & Sabreman sprite by Jarrod Bentley**
- Start tune by Chris Cowley**
- Music by Mister Beep**

