

Deception of the Mind's Eye

A ZX Spectrum 128K Adventure Game

By Gareth Pitchford

Background

Mire'fut

Mire'fut (Pronounced 'my-ray-foo-t') is a land not unlike Earth. No actual idea of the true size of Mire'fut is known for there remains many uncharted regions, unexplored (or so it is assumed) by the Mirianians.

The main land mass is called Valhedia and it has the largest population. Despite this there are no large cities or towns as the majority of people still prefer to live in small settlements. Villages are often less than a few 'dirae' apart.

Very little is known of the islands of Mire'fut as few have been explored. There are rumours that they are inhabited by evil beings, though these have been dismissed as mere fairy stories. There are many other stories about the islands. The one named Zalakar is reputed to be the birthplace of magic, though in reality it was the island of Malheim.

Valhedia's history is vague. For many hundreds of years it was savaged by great wars. These seemed to have stopped with the arrival of the Zuacres, though it is not known whether this was due to any action on their part.

The Class System

Mire'fut has a strict class system of two distinct levels, though each has its own intermediate stages.

The low level - "Lase per'pa" - Consists of the common people of the land; the workers and the farmers.

The high level - "Las Tu'pa" - contains noblemen, scholars and the elite group of magic users known as Las Zuacres.

This rigid class system is further reinforced by the use of two languages in Mire'fut.

The 'common tongue' of Mire'fut, 'lase talmedila', is the language used by members of 'las per'pa'. The 'noble tongue', 'las holnaim' is a language very similar to English that is used by 'las tu'pa'.

It is a crime for any member of 'las per'pa' to utter words in the noble tongue. However, those in the higher class can freely speak both languages.

Las Zuacres

Las Zuacres are an elite group of magic users. It's said that they originated from a colony of scholars that once lived on the island of Malheim. Las Zuacres now have small groups in most of the villages of Valhedia and play an influential part in village government.

Las Zuacres have an inner system of rank based around symbolic masks. Zuacres of the highest rank wear masks constructed from the rarest, and often magically enhanced, metals. At the other end of the scale, apprentices merely wear masks made of fut'el; a clay-like substance.

For hundreds, maybe even thousands of years magic has played an integral part in the world of Mire'fut, largely due to the influences of Las Zuacres.

Little is known about the power of magic due to the shrouds of secrecy that Las Zuacres envelope it in. It remains as much as a mystery now to the majority of the population as it was when it was discovered by the scholars of Malheim island.

Magic is generally known to be a volatile substance. Zuacres are believed to be able to extract it from certain objects which have magical properties. However, as the magic forms an integral part of the structure of these objects, they cease to exist in a stable form when the magic is released.

The fact that magic had to be extracted before use was a nuisance to early magicians who had to carry the various magic objects with them. However, it was later found that it was possible to extract the magic and store it in an intermediate substance until use.

The first suitable substance discovered was the wood of the lar'zu, a tree native to Malheim (but since brought to Valhedia). Staffs and also spell books (using the wood of the lar'zu to construct its pages) were soon manufactured, and these are the main way of storing spells today.

The second substance found was christened quo'zul. It was a magical water, discovered when Las Zuacres moved to Valhedia. Present in certain springs, quo'zul will dissolve the magic from magic substances and store it in a manner similar to that of the lar'zu wood.

The major advantage of this method is that magic can be extracted from substances from which it could not previously be obtained from. The disadvantage, however, is that the magic stored in the quo'zul must be first transferred to into lar'zu in order for it to be wielded and focused correctly.

Game Instructions

Ensure that your machine is in 128K mode before you load the first section of the game. Below are a few useful commands:

VOCAB/INFO - displays command abbreviations.

HELP - will display a hint in certain locations. There is one problem, the hint will be in 'lase talmedila'!

CAST (name) - will cast a spell. A target is not normally needed.

RAMSAVE / RAMLOAD (abbreviated to RS / RL) allows you to quickly save your position to memory... useful to avoid those pesky sudden deaths! (Sorry!)

Credits

Deception of the Mind's Eye was written and programmed by Gareth Pitchford using Gilsoft's *Professional Adventure Writer* program. Thanks to Sharon Harwood for playtesting and to Scott Denyer for his support.

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Note about the *World of Spectrum* version

Deception of the Mind's Eye was originally designed as a two-part adventure for the ZX Spectrum 128K home computer.

This version of the game contains the fully playable and complete first half of the game. Part two of the game was written and designed but never fully programmed. A "demo" version has been included in the WoS version which contains the initial first few sections of the story.