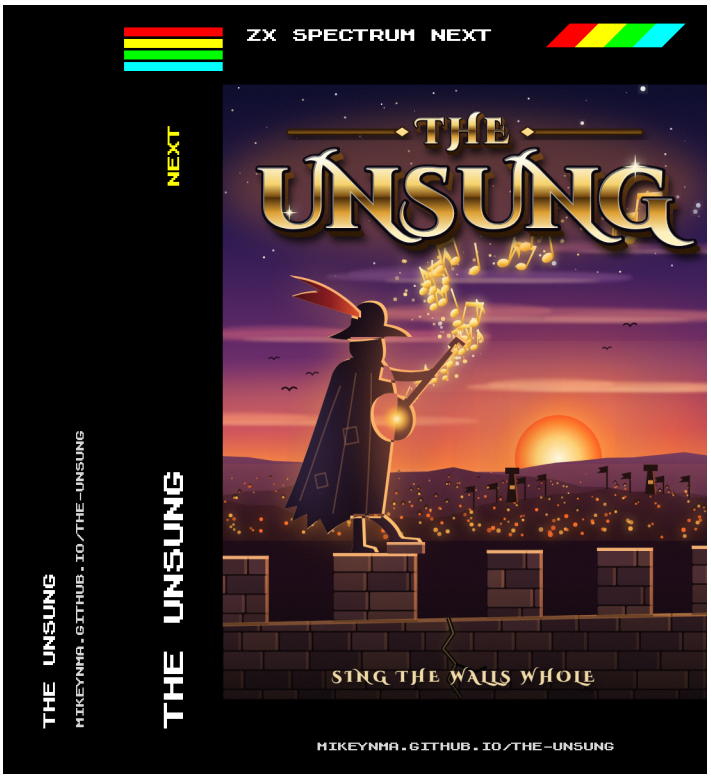
Cut on the corner marks; fold on the dashed marks. The front faces out, the flap goes behind.



The leaflet: cut out, fold in half, and slip it into the case behind the inlay.

THE STORY

Someone is bottling the songs of Mardle-on-Wend, and the city's walls crack as they go. The horde of Kesh the Unhurried is forty days away.

Only Ren, a down-at-heel bard with a sarcastic lute, still remembers the old songs. Gather a party, go down beneath the city, win the songs back and sing the walls whole.

LOADING

Unzip unsung.zip and copy the unsung folder to your Next's SD card. The .dat files are the game's pictures: keep them beside unsung.nex. Pick unsung.nex in the Browser and press ENTER. A 1MB or 2MB Next.

The game saves to UNSUNG.SAV, beside it.

KEYS

Q forward, A back, O and P turn. 1–7: a hero's sheet (I their things, B their spells). C: cast or sing. M: the map. R: make camp in a dungeon. N: music, then sound, off and on.

In menus: a number, or Q A and SPACE. A riddle: type the answer.

HOW TO PLAY

You start in the Heroes' Guild: pick A new start, then Leave. Step into a door to go in. The Drowned Fiddler is along the street; its cellar is the way down.

A fight: Fight, Talk or Run. Talk can end it: be polite, offer gold, or what they want.

Every step moves the clock on. Save at the Guild.

TIPS

Ren sings till his throat is dry: a drink at the Fiddler, or a night's rest.

Dark places need a light: a spell, a song or a lantern.

Lose a fight and the party wakes again, most often at the Fiddler. Sister Prudence's chapel raises a fallen hero, for a fee.

ABOUT

A free game for the ZX Spectrum Next, written in Z80 assembly. Includes material from the System Reference Document 5.1 by Wizards of the Coast LLC (CC BY 4.0).

mikeynma.github.io/the-unsung