About the game

The Witch is a game developed for the ZX DEV MIA-REMAKES competition. It was started in 2018 and completed in 2020. The idea was to create a remake of the well known classic ‘Cauldron’ from Palace Software. The version which was entered into the competition lacked music and was a bit rough around the edges.

After many tweaks and lots of testing, development of the game was completed in 2020. The result of all that hard work is this ZX Spectrum game: **The Witch** full version

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Story

You have waited a long time for tonight and now you could become the witch queen, at last. You will need the golden broom but it is guarded by the pumpkin king. Only a special potion from your cauldron will give you the power to put an end to his reign.

You know that the ingredients are scattered throughout the crypt, the volcanic cave and the underground river. But in order to enter those dangerous places, you will need the keys.

Don't crash into the trees, and avoid the bats. Evil plants and many other creatures will try to stop you. If you face these dangers with courage and wisdom, you will achieve your goal.

Controls

The keys for the game are:

Q - Up
A - Down
O - Left
P - Right
Space - Fire

Sinclair and Kempston joysticks are also supported. These can be selected in the intro screen.

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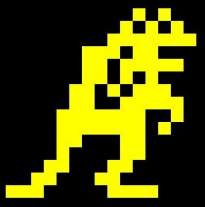
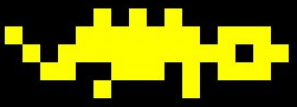
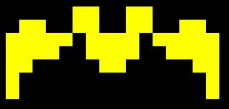
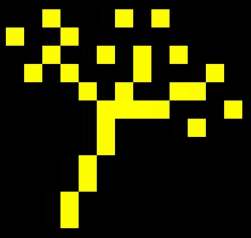
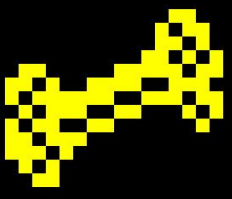
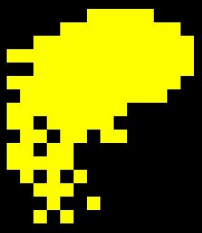
How to play

You will need to explore the world in your quest for all the ingredients:

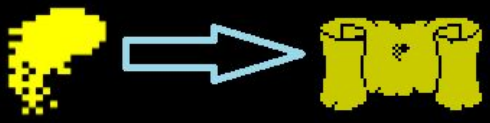
Juice of toad	
Eye of newt	
Wing of bat	
Hemlock root	
Piece of bone	
Molten lava cooled in the cave	

There are also a lot of enemies that will try to stop you. Don't let them succeed!. You can fire magic at them but this action is limited, so you have to use your powers wisely. If you lose all your magic, you will lose a life.

You cannot fly through the treetops, nor can you land on rocks or the water. Smooth grass makes for a fine landing zone.

There are four different keys that give access to each of the underground zones. Those keys are located around the surface and your first goal should be to find them.

Keys open doors of the same colour. Be ready to face whatever you find when you open those doors.



If you collect an ingredient, it will be displayed in the left scroll.

You must pour all the ingredients into your cauldron at your hut to cast the spell.

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When the concoction has all its components, a cauldron will appear in the scroll at the top right corner. That means that the magic protection is up. It doesn't make you fully invulnerable but you would be foolish to meet the Pumpkin King without the potion, as a simple contact would mean certain death.

If you succeed and banish your pumpkin nemesis, you will be able to seize the golden broom. It grants its owner the right to use the lost spell. Legends say that you would need three lives to master it, but if you somehow manage to cast it, you will gain enough power to become the next witch queen.

The lost spell will appear when you get the golden broom. Make sure you don't forget those arcane words, as you will need to enter them when you load the epilogue on side B of the tape

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Tools

AGD 4.7 - Jonathan Cauldwell

Musicizer 1.9 - David Saphier

Perilla - Sergio Llata (thEpOpE)

ZX-Modules - Claus Jahn

Retro-X (Windows32) version (Alpha 8) - Chmielewski Leszek Daniel (LCD)

About the authors

Coding, graphics, design	**Manu128k**		**@Manu128k**
Main AY chip music	**PaK-Zer0**		**soundcloud.com/pakzer0**
Game testing	**Fuencix**		**@Fuencix**
Loading screen	**Jarlaxe**		**@JarlaxeRetroGa1**
AY music for best ending	**DarkHorace**		**@oongamoonga**

Acknowledgements

A big thank you to all the people that gave a helping hand when it was needed on forums, groups or through DM:

Allan Turvey (AKA Highrise)

Ariel Endaraues

Beyker

Cmal

Cristian González

David Saphier

Einar Saukas

Errazking

Greenweb Sevilla

Hitm4n

Jaime Grilo

Jonathan Cauldwell

Jordi (@dontbugster)

Llewelyn

Lukebord1

Nitrowing

Nono (AKA PCNONOGames)

PeterJ (from Spectrum Computing)

Rafa Vico Costa

SalvaKantero

Sebastian Braunert

Sergio thEpOpE

A modest and anonymous-by-choice proofreader

Also thanks to content creators and those people behind the Spectrum related sites. All of them help to keep this old computer of ours alive.

Kudos to Nik-0, who granted me permission to use one of his songs. It wasn't used in the end but thanks anyway.

Retroworks (Pagantipaco + Utopian) - They gave people in RetroMadrid 2018 quite an inspiring talk about game development, and I must say it was a big push for me, even if I couldn’t follow their advice thoroughly.

I would also mention that IvanZX did a terrific job hosting the ZX-DEV competitions, and still does a lot of encouraging work in favor of the ZX Spectrum homebrew scene. Maybe he will consider hosting a new competition in the future.

Finally, thank YOU for playing this game. We hope you have fun :)