

Swords and Sorcery

Flubbit stooped low and peered into the inky blackness at the bottom of the mossy flight of steps. Slime dripped from the ceiling and the whole place looked thoroughly uninviting. He paused a moment on the threshold, unsure of his next move. He thought of the old man in the village who, on his deathbed, had confided in Flubbit the secret of **the legendary catacombs of Zob**. Flubbit had betrayed the old man, his lust for power and wealth overcoming any sense of right or wrong he may once have had. With a steely scrape which sent a shiver down his spine he drew his broadsword and stepped down into the gloom.



Something wet and cold brushed his face causing him to start, but he pressed on, his thoughts only for the prizes which lay beyond. Slowly his eyes grew accustomed to the strange green light which seemed to come from the rock walls themselves. He could just make out strange shapes at the limit of his vision, and was startled when he thought he saw one of them move. All at once he came upon a large iron clad door, slightly ajar. A faint scent of attar was wafting through the chink between door and frame. Flubbit, bracing his foot against the wall, placed his fingertips into the gap and eased the door open.

Flubbit stepped inside, and was startled to find the door closing behind him. Too late to think about turning back now, he thought grimly.

Before him a long corridor stretched away into the gloom, the walls smoothly hewn into the rock. He grasped the hilt of his weapon more tightly and advanced, alert for any signs of movement ahead. After a few moments, the corridor turned sharp right and Flubbit peered carefully around the corner.

Finding the way clear, he boldly strode round the corner and made his way deeper into the labyrinth corridors, stopping only to peer down the turnings which appeared at intervals to left and right. After a short time, he became more confident, rounding bends without even checking what lay beyond. Until, that is, he suddenly found he was no longer alone.

To his surprise, his gaze was met by an old man, with long age-bleached whiskers.

"Greetings Stranger," the old man said.

What can I do now? thought Flubbit desperately.

"Er, Hello?". He tried, somewhat uncertainly.

The old man beamed at him and raised his right hand. An aura of electric blue, coruscating power seemed to gather at his fingertips. Flubbit stood mesmerised as the glow changed from blue through orange to a baleful red. Flubbit could see the old man still smiling at him through the angry glow.

"Die you slimy little seeker of the armour of Zob," cried the old man, still leering and with a careless toss of his wrist, the glow became a deadly fireball hurtling towards the transfixed Flubbit.

After only a second, Flubbit's charred bones clattered to the floor, his last memory was of the old man's face grinning maniacally at him. It was somehow familiar.....

**WHEN DARK CABALLUS HIS COUNCILS LEND US
LET NOT THE RED CLUPEA HARANGUE US
TURN US FROM WHAT SEEMS TREMENDOUS AND
THUS TO ZOBS GREAT TREASURE SEND US.**

Hail Adventurer! Welcome to the ever expanding world of MIDAS, the incredible new experience for enthusiasts of the quest. The events in which you are about to participate have never before been implemented with such realism. For the very first time, the computer plays the part of your eyes. It maintains a constant view of the catacombs as you walk around (unless you find yourself in the dark or are blinded!). Your view of the adventure world is smoothly animated to give the impression of a cartoon film. The other characters that you meet are also smoothly animated in **FULL 3-D**, as are the various animals which wander the corridors.

There are treasure rooms to plunder, caverns to explore, pits to avoid, and a host of other exciting things to see and do. Not everyone will pursue the same goals, but many will search for the priceless Armour, fashioned in distant antiquity by the **Master Armourer, Zob**.

Not all the beings you come across will be as unfriendly as **The Sorcerer** we met in the introduction. In fact, many will go out of their way to help you on your quest, and others can be bribed, threatened or cajoled into revealing their knowledge of the dungeon. You will soon learn to recognise from afar the characters you want to meet, and those better avoided!

Also to be found are many objects and artifacts which can help or hinder the adventurer. Each item should be examined warily, it helps to keep an eye on your strength and spell power whilst handling unknown objects. Some items, if handled for too long, will quite simply kill you! Other things you can pick up will give you tremendous powers, and the ability to deal with all but the most deadly of foes. Generally speaking, items to be found in any given portion of the dungeon will give you power appropriate to the experience you have gained in coming that far.

Just as different people will wish to follow different quests within **Swords & Sorcery**, so their characters will develop differently. For this reason the player has the facility to choose his or her name at the start of the game. As you progress and accumulate items and riches you have the facility to save the current state of your character to tape, thus minimising the upset caused by the loss of a dearly loved character.

Characters can be as varied as people are, with different abilities, personalities and experience. If you cast a lot of spells, then your characters ability with magic will improve, but only at the expense of your fighting skills. In the beginning it will probably pay you not to specialise too much because a magic user who is no good in a fight won't last very long when the going gets tough.

There will always be occasions when you have no choice but to fight; perhaps you will be cornered or perhaps you just enjoy a bit of swordplay. The combat sequences (M.F.I.F.F.) may seem a little complicated at first but you will soon get the hang of it. Basically you will select an attack and a defence to use and your opponent will do the same. The computer works out and tells you the result each time you trade blows. If you like you can ignore the details and get on with a bit of spell casting. Alternatively there is much to be gained from changing your attack and defence in response to your opponents choice.

Wounds heal in time, and there are safe places to hide whilst you recover, but don't let yourself starve.....

Space saving techniques have also been employed to considerable advantage in the storage of the creature images. For instance, if you multiply the number of images (around 600 of them) by their size, you arrive at a figure which is larger than the available memory inside your computer, and that is only the graphics! (Please don't call us - it's our trade secret!).

We hope the foregoing has given you a taste of a few of the many amazing facets of MIDAS. Read on for a more detailed explanation of how to operate the game.....

Why not join the ALTERNATIVE CLUB

Please write for more details to:
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Pontefract, West Yorkshire WF8 2LN

LOADING INSTRUCTIONS

SPECTRUM

Type **LOAD ""** then press **ENTER (INTRO)**.
Press **PLAY** on the cassette.

AMSTRAD

Press **CONTROL** and **ENTER (INTRO)** keys together.
Press **PLAY** on the cassette.

CBM64

Press **SHIFT** and **RUN/STOP** keys together.
Press **PLAY** on the cassette.

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We will acknowledge receipt of your programme same day.



The Last Commando - "a slick version of a classic arcade game. Everything is very colourful and there's some great presentation graphics and backgrounds - well worth forking out for - a classic game style your collection shouldn't be without!" - **CRASH**

Bismark - "the game brilliantly recreates the last days of its nautical namesake. An amazingly accurate simulation of naval warfare - it's atmosphere, playability and incredible degree of historical accuracy make it a real winner" - **89% CRASH**

Game Over 11 - "rather spiffy - blazingly colourful graphics which get increasingly agitative the further you progress - game-play nicely balanced - Zap Zap Zap away Spanish Gold!" - **82% Your Sinclair**



DODGE – A spell which increases the users ability to dodge blows, thus making him harder to hit, it adds to the effects of any armour being worn. It has a limited duration. *RANGE – Personal.*

UN-POISON – This spell will neutralise any poisonous substance imbibed/ingested or injected into the user, preventing it from doing any more damage (Poison damage is spread over a period of time). *RANGE – Personal.*

FREEZE (M) – The third of the damage spells, freeze is more powerful than fire and electrob. It does more damage. *RANGE – Line of sight.*

STRENGTH – This spell temporarily boosts the strength of your character making his blows do more damage, and making parrying more effective. *RANGE – Personal.*

DURATION – 1.5 MINUTES.

PEACE – This spell decreases the hostility of an opponent, making a friendly encounter more likely. *RANGE – Line of sight.*

WALL – This powerful spell conjures a block of stone immediately in front of the player, and can be used to block a corridor completely. The block remains in place so long as the caster stays in the quadrant and does not use another WALL spell. *RANGE – 10'. DURATION – Until dispelled.*

ESCAPE (M) – This allows the user to teleport himself away from danger. The place of arrival is random, but will usually be in a corridor in the same quadrant. Useful in real panic situations. *RANGE – Personal.*

BLAST (M) – The most devastating of the damage causing spells, blast will take the target three quarters of the way towards death, (if he fails to resist). The amount of damage done is thus not fixed, but is dependent on the power of the monster. *RANGE – Line of sight.*

DEATH RAY (M) – This spell kills anything that is not already dead, if it does not manage to resist its effects.

DRAIN – This spell reduces by half the targets fighting skill, making it much harder (often impossible) for it to hit you.

RANGE – Line of sight.

BARRIER – This creates a magical barrier which prevents monsters from passing through but allows you to continue to cast spells at the monster. The barrier is only one corridor wide. *RANGE – 10'. DURATION – Until dispelled.*

9. MONSTERS.

A Selection of Your Opponents.



(H-T-H-C – Hand to hand combat).

COMMON MONSTERS – Some monsters are found throughout the dungeon albeit with different degrees of power.

ARMoured WARRIORS – Warriors come in three types, those which wield a single sword, those with a sword and shield and worst and toughest those with two swords. Warriors are almost wholly hand-to-hand combat orientated.

MAGES – There are two sorts of mages, the lesser and greater varieties. They are visually identical and the greater is recognised by the fact that he uses more powerful spells. Mages disdain hand-to-hand combat and will always attempt to keep their distance and cast spells. Due to the fact that they do not wear armour or carry much equipment they also move quite quickly.

SKELETONS – Skeletons are largely mindless, they have been magically animated to attack anyone they meet. There are two varieties, those with swords and those using sword and shield, which are usually slightly tougher. Skeletons are purely H-T-C orientated.

SPECIFIC MONSTERS – LEVEL ONE

SPITTING SNAKES – The spitting snake is a large snake that both spits blobs of poison at opponents and also has a poisonous bite. It will avoid H-T-H-C and attempt to keep back and spit at you.

CATMAN – The catman is a ferociously brave cat headed humanoid wielding a sword. Catmen prefer H-T-H-C and are enormously greedy for bribes.

CAT WARRIOR – These are the elite warriors of the catman race. They generally fight with two swords, and their armour makes them a difficult opponent. They also suffer from rage.

FIREY SNAKE – The firey snake is a ferocious snake formed fire spirit. Fire snakes breathe fire which is highly destructive to one possessions. Fire snakes avoid H-T-H-C preferring to breathe fire from a distance. Needless to say the he is not affected by fire based spells.

SERVANTS OF SET – These unwholesome snake man hybrids are the result of the activities of the Priests of Set. They are highly magical and generally unopposed. Their bite is poisonous.

WARRIORS OF SET – Relatives of the Servants, these creatures have followed the path of the warrior rather than the magic.

REVENANT GUARDIANS – These unfortunate creatures were once adventurers like yourself. They have been bound into perpetual service as guardians, and though their flesh has long since rotted away their powers remain strong. Beware lest this happens to you! They are not quite identical to skeletons.

NAGA SPIRITS – Naga Spirits are human headed snakes from Indian mythology. They have poisoned bloods and know a little magic. They are mostly hostile and very greedy. Watch out for them!

VIPER – The viper is the least dangerous of the snakes encountered it neither spits poison nor breathes fire it does have a poisoned bite which is not entirely innocuous.

ZOMBIE – A zombie is an animated human corpse that always howls and wails a word. Since they are already largely dead, killing them can be difficult. Female zombies are not uncommon.

LEVEL TWO
Up to now things haven't been too bad. Now the gloves come off!

BIGFOOT – The Bigfoot, or Sasquatch as it is sometimes known is a strange giant sized creature. Its attack is its kick which not only injures the victim but boots him away from the Bigfoot. The Bigfoot likes nothing better than to play football with any adventurers met.

GIANTS – Giants are tall, strong and not necessarily handsome. They are usually hostile. Due to their great strength it is ill advised to let them fill you too much. Warning! There are three types of giants, they all look the same, they are not!

HOUSES OF HELL – Houses of Hell are evil canines with the ability to breathe fire. They are quite happy to engage in H-T-H-C. Not Nice! AVOID!

ICE PHANTOM – Ice Phantoms are skeletal creatures from the depths. They avoid H-T-H-C preferring to freeze the victim from a distance. P.S. They hate adventurers.

TIGER – Now what can you say about Tigers? Lets see... they bite and claw and have been known to eat men! Well, they are not as bad as some of the denizens of the depths, which is probably a good thing.

MINION – The Minion is a monstrous devotee of the Death Gods. It attacks with claws and bite, all of which is poisonous.

ORGE – The Orge is a lesser giant being less powerful in general. Orges are not known for their intelligence and like Goliath. Handle with care.

TITAN – A Titan is a very intelligent giant who knows magical spells. Sometimes known as: Muggins Bare, the Titan is a very strong and fearsome opponent. Exit stage left running flatout!

TROLLS – Trolls are mostly slime creatures who prefer to live in damp vaults. They eat anyone they meet. Preferable to Tense which is a slightly less desirable.

WEREWOLF – The Werewolf is very much as represented in folklore as a large and unduly ferocious wolf. Not to be mistaken for Hounds of Hell unless you like being burned alive!

WOLF – The Wolf is neither as bad as the Werewolf or the Hounds of Hell. All in all that has to be a major advantage.

10. TREASURE.
Thus far you have discovered that many foul and evil beings guard the catacombs of ZOB. Now you will discover what they guard within the dark and dusty vaults.

IN the various chambers you will find in addition to the creatures a large range of objects both enchanted and mundane. Particularly of interest are the various components of The Armour Of Zob which you are questing for. In addition there are gold and platinum monies to add to your wealth! Most important are the various enchanted items which will assist in your attempts to defeat the guardians.

SWORDS – There are a variety of magical swords to be found. Enchanted swords hit the monsters more easily. Some creatures may only be injured by special enchanted weapons.

SHIELDS – Shields are useful to help parry attacks and prevent opponents injuring you. Certain rare shields provide protection against spells and special attacks.

STAVES – There are a variety of staves, most of which are magical. A staff is a magical device which is designed only for magicians (ie. those specialising in magic) and is of little value to a warrior.

BROOMS – Brooms are very useful for sweeping floors. It is recorded that some rare brooms are magical.

SPEARS – A magical spear is a useful weapon in all respects. A few rare spears have additional special properties.

HORNS – Horns function in various ways, they can be very useful.

HELMETS – Magical helmets are very rare, of great value and an aid to wearers.

BOTTLES – Bottles contain all manner of things, wine, water, magical potions, etc.

GEMS – Certain gems store spells within and are of great value to warriors.

RINGS – There are many varieties of enchanted rings: some of middling value and some of great puissance. But which one to wear?

FIGURINES – Certain figurines may be found: some may be enchanted. Their purpose and value are obscure.

CROWNS – One of the most useful magical devices is the Crown Of Defeating Magic. It will identify enchanted items.

AMULETS and PEPERANS – Such items normally do not function directly but act passively to modify the outcome of certain events.

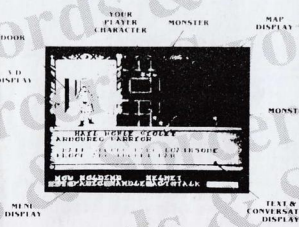
THE BOOK OF ZOB – Know, Oh Traveller, That even shouldst thou find And gather each and every part The Armour of ZOB: Thy Quest Shall be as naught if thou have Not also the Book of ZOB.

ARMOUR – Within the vaults it is possible to find enchanted armour to ward off the attacking blows of your adversaries.

CLOAKS – Every traveller knows where his magical cloak is!

CAVEAT – Caveat is Latin for Beware! During recent times ZOB has also distributed a number of harmful or flavoured enchanted items within the vaults. Be on your guard!

THE MAIN DISPLAY



THE STATUS DISPLAY



11. THE DISPLAY
The display is divided into four areas:

The 3-D DISPLAY in the top left hand corner of the screen shows what your character can see in front of him as he moves around and fights.

The MAP DISPLAY in the top right shows your position and facing on the map and that of the monsters currently active. Note that the monsters in rooms which you have not yet entered are not displayed. During MEELEE or when the STATUS action is performed the map changes to the STATUS DISPLAY.

The STATUS DISPLAY has two different formats. The top half always shows your characters current status. The format is:

TOP LINE – Either STATUS or MEELEE depending on whether or not combat is in progress.

SECOND LINE – Your characters name.

THIRD LINE – e.g. HIT 29. This is the amount of damage you can take before dying. It will go down when you take damage but slowly regenerates.

FOURTH LINE – e.g. MAGIC 15. This is your magic power level. You expend these points when casting spells. They also regenerate.

FIFTH LINE – e.g. ATTACK HACK. This shows your currently selected attack.

SIXTH LINE – e.g. DEFENCE DODGE. This shows your currently selected defence.

The bottom half of the status display shows one of two things. When you are in MEELEE and there are another monster in front of you it shows the HTS, ATTACK and DEFENCE of the monster. At all other times it shows the MAGIC NUMBERS. These are numbers representing your skill levels in various fields. It is up to you to work out which one corresponds to what and use this knowledge to help identify magic items by observing their effect.

THE TEXT DISPLAY
This displays the name of the location you are in, any spoken text, and sundry other text messages.

THE MESSAGE DISPLAY
This consists of the two lines above the MENU. It is used for entering messages to tell you what is going on. It also gives the results of outgoing and incoming spells. If nothing else is going on the name of the item you are holding is displayed.

THE MENU
This is the bottom line.

12. MEELEE.
Meelee (hand to hand combat) occurs whenever there is a hostile monster who wants to fight in front of you, or when you go to fight by selecting HCT or EFFECT RESISTED. The sequence of events is as follows:

- 1) A text message 'PREPARE FOR BATTLE' appears on the text display.
- 2) The STATUS DISPLAY replaces the map with the world MEELEE in the top right.
- 3) The message ROUND 1 appears on the message display.
- 4) Your attack flashes on the status display.
- 5) The result of your attack flashes up on the message display.
- 6) The monsters attacks are flashed and results of each printed.
- 7) Back to 3) for round 2. And so on. Until death.

The result of any spells you cast appears in the message display as either **FULL EFFECT** or **EFFECT RESISTED**. When spells are cast at a type of spell and whether or not you take the full effect are printed on the message display.

Note that there are some contact effects, e.g. poison which occurs when certain monsters hit. These are dealt with as spells.

REAR ATTACKS
When you are attacked from the rear or side the message 'REAR ATTACK' and the result of the attack are printed on the message display.

Movement in MEELEE
When in melee you can only turn at the end of each round. The monster will get a couple of free blows. However when you earn the defence RETREAT things get easier.

DYING
When your character is killed, you will not have to start all over again. You will see the message "...your life is over. I give you another life" and are sent back to the start location to try again. Your inventory remains as it was before death, but that is not to say there are not dire penalties. We leave you to discover them.

13. SAVING and RE-LOADING a character.
As you will become aware, SWORDS & SORCERY takes a lot of hours to complete. If you wish to save your progress more than one type of character. To help you we have incorporated a LOAD/SAVE feature that stores your character at any point in the game, and allows you to reload it and carry on playing when time permits.

To Save a Character. – Insert a blank tape in your recorder, take a note of the tape counter. Select **ACT** on the **MAIN MENU**, press **PLAY** & **RECORD** on the recorder, then select **SAVE GAME** of the **ACT MENU**. When the **MAIN MENU** reappears, stop the tape.

To Load a Character. – Re-load the game. Insert the tape with the saved character and game position into the recorder, and set the tape to the correct counter reading. Select **LOAD GAME** from the opening menu and press play on the recorder. When loaded, the game resumes from the point it was saved.