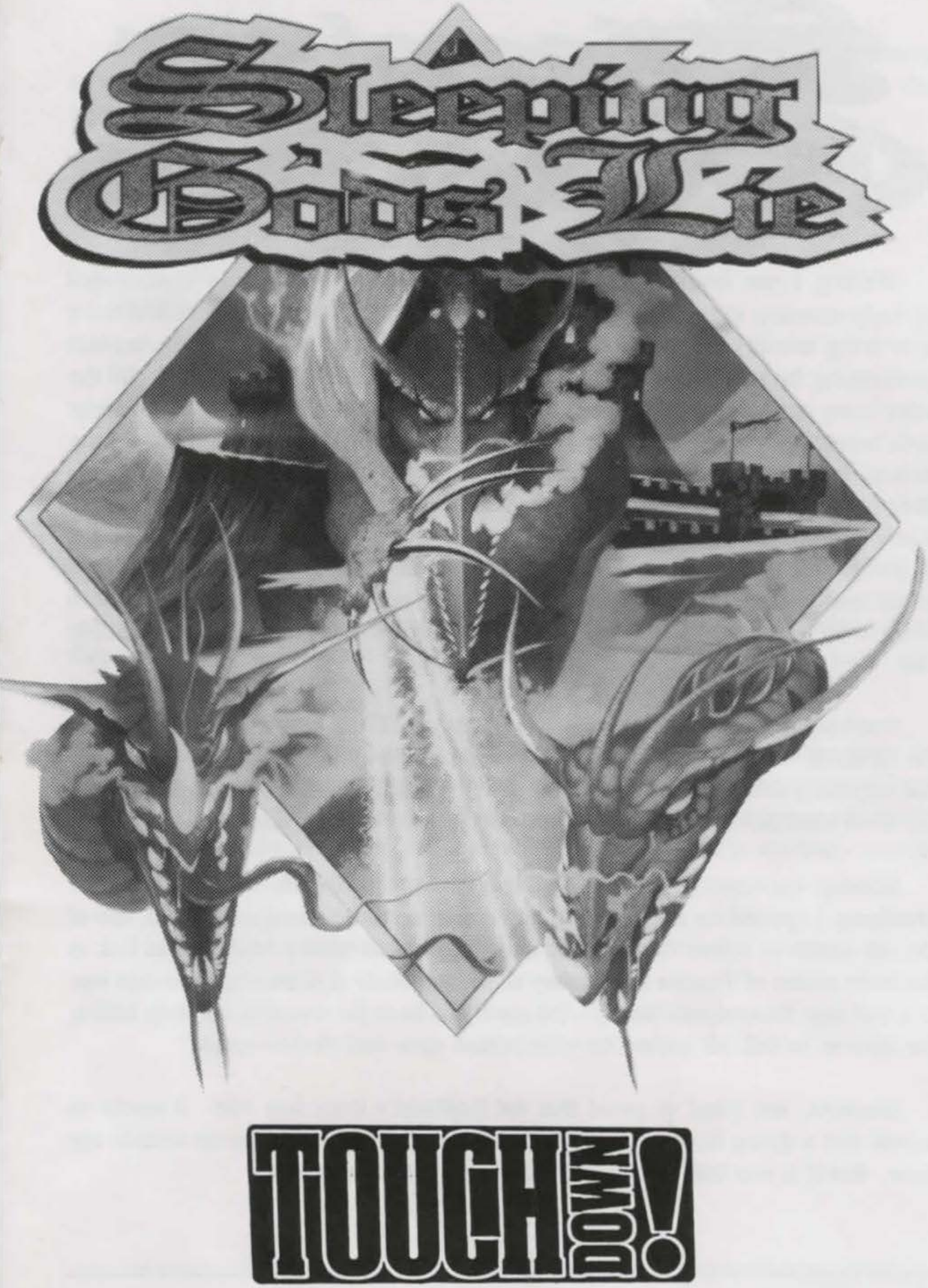

Sleeping Gods Lie
TOUCHDOWN!

Sleeping Beauty

Waking, I rose from my pallet and gazed at my room through the mist created by early-morning eyes. Some leaflets had been pushed through the door and were now lying untidily on the floor. The smaller of the two was a crude pamphlet proclaiming the writer's intention to take on the power of the Archmage despite the latter being backed by the full force of the Imperial court in Morav. I smiled bitterly: such bravado never seemed to achieve anything, except for the disappearance of the author. Presumably the pamphlet had been delivered earlier in the night in an attempt to avoid capture. The other item was, surprisingly enough, an advertisment. It seemed incredible to me that in this time of plague and oppression the sycophants of Morav still managed to produce and deliver such trash. Not that they would get much custom around here: more than half the occupants of the city had been dragged off by the agents of the Archmage to face an unknown but doubtless terrible fate.

Suddenly, I heard the crash of something heavy falling against the door. Fearing the agents of the Archmage, I reached for my back door key, intending to slip away and hopefully avoid capture - but the key was missing. I waited, sweat cool against my brow, and braced myself for a last-ditch stand I already knew to be hopeless.

Silence. Cautiously approaching the door I could hear the sound of tortured breathing. I opened the door a crack, and saw to my amazement a Kobbold, one of the old creatures whose dealings with humankind had been a fundamental link in the trade routes of Tessera before they all mysteriously dissapeared. This one was in a bad way, bruised and bloody - the crash had been the sound of his body hitting the door as he fell. He looked up with pained eyes, and tried to speak.

Emperor, and I had no proof that the Kobbold's story was true. It seems so unreal that a dying Kobbald fleeing Imperial demons should turn up outside my door. But if it was true - to wake the Sleeper! I had to try.

"Hold on", I said. "I'll get something to help you."

"N-no", he whispered. "Just listen. We Kobbolds - we have been attempting to wake the Sleeper, N'Gnir, but it is difficult. We needed a device from this kingdom. Four of us were sent to get it....but the demons....all dead."

His head dropped.

"Hold on", I said. "You're not finished yet. I have some herbs....."

"No time. Just take.....device.....to Sleeper. Go."

He pressed a small object into my hand.

"Wait!", I cried. "Where is the Sleeper? Where do I go?"

A barely audible hiss escaped his lips. I pressed my ear close.

"Hermit....."

He was dead. I looked at the object in my hand. It seemed to be nothing more than a curiously-wrought iron bangle, marginally too small for my wrist, inlaid with intricate lines of jade.

I considered his request. Unauthorised travel had been illegal ever since the Archmage had declared a state of emergency in the name of the Emperor, and I had no proof that the Kobbolds story was true. It seemed so unreal that a dying Kobbold fleeing Imperial demons should turn up outside my door. But if it was true - to wake the Sleeper! I had to try.

LOADING AND INSTALLATION

Atari ST

Insert disk A (the program disk) into drive A and switch on or reset the machine. After a short loading sequence you will be presented with a small menu offering the choice of:-

New Game: This selection starts a new game. Follow the on-screen instructions.

Resume Game: To continue a previous game, click on resume game and follow the promp to with respect to disk changes.

The game may be loaded from the ST DESKTOP - double-click on SGL.TOS. The memory will be very limited on a 520 ST: it is better to auto-boot. To install the game onto a hard disk or double-sided disk please read the file called Read.Me on disk A (the program disk). Refer to the section in your computer's instruction manual titled Opening a data file and select SHOW to read it or PRINT to get a printout.

Amiga

At the Workbench prompt, insert the program disk into the internal drive DF0:. You will be presented with the same options as for the Atari ST. The game may be loaded from the Amiga Workbench - double-click on the SGL icon. On an Amiga 500 make sure that no other software is running. It is preferable not to have an external drive attached. To install the game onto a hard disk open a window with disk A and double click on the icon labelled READ.ME.

PC Compatibles

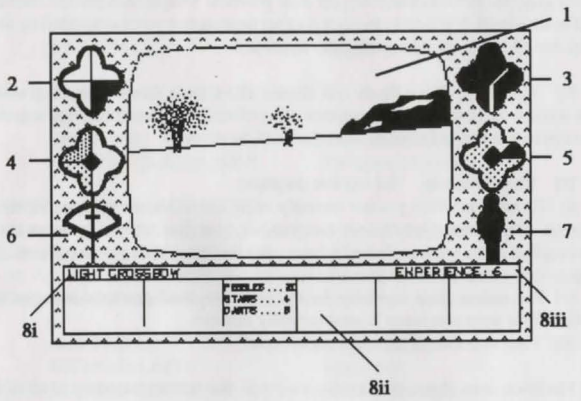
Boot the machine with MSDOS version 2.0 or higher. Insert the program disk into drive A and type SGL. The options will be presented as for the Atari ST. To install the game onto a hard disk place disk A into drive A and type in TYPE A:READ.ME or to get a printout type in COPY A:READ.ME PRN:.

PLAYING SLEEPING GODS LIE

Playing Sleeping Gods Lie is very simple: everything may be accomplished by movement and the firing of weaponry. If you walk over an item which may be carried, you will automatically pick it up (see the notes on weaponry and clothing). Often characters will attempt to talk to you: pay close attention to what they have to say, as it will often be useful. To travel between landscapes in Tessera you should approach likely exits at the edge of your current playing area, though it will sometimes be necessary to fight characters and creatures guarding these exits. Otherwise, you will progress by defeating assailants, conserving your strength and using your wits.

SCREEN LAYOUT

Figure 1 shows a typical layout of the main game play screen and each section is described below:



[1] Viewing Area: This shows what you actually see in front of you, and so it is the single most important part of the screen. As you reach the edge of the playing area, the screen colours lighten.

[2] Compass: This shows the direction you are facing.

[3] Clock: One Tessera hour corresponds to roughly five minutes of our time. The day is divided into twelve hours, starting at dawn. There are nine hours of day and three of night. Below the clock the Tesseran date is displayed. The year is divided into 17 months of 17 days, with each month named after one of the Old Gods.

[4] Pie Chart of Stamina: This is an indication of your physical well-being; it can be increased by sleep, rest or food and decreased by strenuous effort, arduous conditions (such as extremes of temperature) or wounds from battle. The colour of the pie will redden as your condition deteriorates.

[5] Pie Chart of Magical Presence: This becomes more powerful the more magical devices you collect. Your presence will be more obvious to creatures such as demons who can detect magic.

[6] Weapon: At the start of the game you will only have your bare hands, but as you progress and find weaponry the most powerful weapon that you are carrying will be displayed. If you wish to select another weapon that you have picked up then press the F2 key until it is graphically displayed.

[7] Clothing: Your figure will display all of those items of clothing which you acquire on your travels. If any two items of clothing cannot be worn together (for instance a hat and a helmet) the first will be dropped.

[8] Text Window: The top line displays:

[i] The weapon which you are currently using and its status: loading, reloading or empty. The reload time of some weapons is longer than others. If you run out of ammunition for a weapon, but still have ammunition which you can throw, the display will inform you that you are using your bare hands.

[ii] The ammunition currently being used. The most powerful ammunition available for your weaponry is automatically selected.

[iii] Your experience rating, or game score.

The lower area of text displays your ammunition and an inventory of all of the objects you pick up (except weaponry and clothing). When you pick up an interesting object, or if anyone wishes to say something to you, it will display a message for you to read for a few seconds.

CONTROLS

Atari ST and Amiga

You can move within Sleeping Gods Lie by using your Mouse, Joystick (in port 1) or Keyboard. The view of the playing area is a first person view from the player's eyes. You may freely move about the landscape by moving the on-screen cursor up or down to move forwards or backwards respectively; and left or right to rotate left or right respectively (note that the cursor is self-centering for left-right movement). The cursor also displays the aiming direction for your weapon. To fire simply press the fire button. You should find this method of control very easy to master.

The keyboard controls are as follows:

ARROW UP	Move forwards
ARROW DOWN	Move backwards
ARROW LEFT	Rotate left
ARROW RIGHT	Rotate right
SPACE BAR	Fire
HELP	Options menu
ESCAPE	Toggle game pause

In dialogue boxes:

RETURN:	To accept the option
UNDO [ST]	To reject the option
DELETE [AMIGA/IBM]	To reject the option

PC Compatibles

Movement can be controlled either by keyboard, Analogue Games Adaptor joystick, Amstrad joystick, Microsoft mouse or Amstrad mouse. If you are playing on an Amstrad 1512 or 1640 then you do not need to install the mouse driver, although it doesn't matter if you do. Keyboard controls are as follows:

KEYPAD UP	Move forwards
KEYPAD LEFT	Rotate left
KEYPAD DOWN	Move backwards
KEYPAD RIGHT	Rotate right
SPACE/ENTER	Fire
ESCAPE	Options
PAUSE/SCROLL	Toggle game pause

Options Screen

To access the options screen, press the Help key on your Atari ST and Amiga, or the Escape key on your PC compatible. The options screen allows you to load and save your game position and to quit or return to the game. You may save your game position at any time, and we recommend that you do so at regular intervals if you are making progress. In load or save game mode, you may select desired directories, drives and file names by moving the pointer to highlight your selection and clicking on the relevant area of the screen. In the case of entering directory and file names, you can type in the information and enter it by pressing return.

Useful Key Presses

F1	SLEEP	**F2/ALT**	CHANGE WEAPON
F3	SPEED UP	**F4**	SLOW DOWN
F5	50Hz	**F6**	60Hz
F8	LOAD	**F9**	SAVE
F10	QUIT	**SHIFT F10**	QUICK EXIT

SLEEP: You may chose this option at any stage in the game. Time progresses much more quickly in sleep mode, and your stamina will recover. The rest of Tessera does not sleep, however, and you will be woken if you are attacked by any assailant.

CHANGE WEAPON: This option allows you to select the different weapons you may have collected.

SPEED UP: With this option, you will move at twice your normal speed. However, since time passes more quickly, all of the other characters move faster as well. In this mode the hands of the clock turn red.

SLOW DOWN: This option returns you to normal speed.

50Hz/60Hz: These options allow you to change the monitor scanning speed, allowing the picture size to be changed.

LOAD: This option brings up the LOAD options menu.

SAVE: This option brings up the SAVE options menu.

QUIT: This option allows you to quit from the game.

QUICK EXIT: This option allows you to quickly exit from the game.

KINGDOMS OF TESSERA

The world of Tessera is composed of eight separate Kingdoms, with each Kingdom comprising up to six external landscapes. Try to make a map, as you will often have to return to a previous landscape to solve a problem. Your major task will be to work out how to get from landscape to landscape and from Kingdom to Kingdom in your search for the sleeper. Once you travel to a new Kingdom, you will not be allowed to return to a previous one.

For those of you who are mathematically minded, the Kingdoms map like a four-dimensional hypercube, or Tesseract. But fear not, because a Ph.D. in mathematics is not a prerequisite to succeeding in the game. If you cannot wait to find what you may encounter, here follows a brief description of Tessera.

Caila and Taira

The quiet, green Duchy of Caila remained long untouched by the changes imposed by the Archmage but now, even here, the population has been depleted. The main population centre was the great city of Thurin, one of the few outside The Urban City of Morav, and this is still the player's home. Taira is an altogether wilder place, and was always less populous. Its major claim to fame is the Magic Tree, whose magical powers are renowned.

Sylvar

Once a thickly forested zone, Sylvar has been much thinned by over-enthusiastic deforestation, with the result that many of the trees are heavily prejudiced against human civilisation. This is the home of the fierce Sylvar dwarves, who may be found on the surface, but prefer to inhabit their subterranean caverns. Deep in the woods lies the Fountain, source of all arboreal intelligence.

Delanda

The lakelands of Delanda used to be home to a thriving community of fishermen and sea farmers. The passivity of the waters made it ideal territory for ferrymen, some of whom still ply their trade - although it has become a dispiriting task - mostly transporting agents of the Archmage from place to place.

The Misty Mountains of Simala

The mist-enshrouded Simala Hills form the home of some of Tessera's wildest creatures, yet in olden days proved popular for winter holidays for the wealthy of neighbouring Morav. Now, the snow demons hold solitary sway, save for the occasional sighting of the wierd sisters, who seem to regard the area as a home-from-home.

The Urban Capital of Morav

The city of Morav, the capital of Tessera, is home to the Imperial Family and nearly a quarter of the entire human population. However, doors remain locked, and the inter-city areas have become barren from neglect. All exits from the level have (supposedly) been closed except for the one in the Palace, which is so heavily guarded that only a magician could possibly hope to get to it without permission.

The Deserts of Sunderabad

Sunderabad had been reduced to desert long before the current Archmage ever assumed command, through natural climatic problems and over-exploitation of natural resources. Nonetheless, it is home of the Priests of Pha, chief of whom is the Archmage himself. Many have sought peace of mind by joining the sect, whose mysterious Pyramids dot the landscape hiding strange and arcane secrets.

The Catacombs of Estamane

In certain ways, almost the opposite of Sunderabad, Estamane (known colloquially to the Moravese as 'Hel') is a cold place of mists and ice. It is rumoured to be the abode of the dead, and certainly there seems to be a large body of evidence supporting this view. Few wander outside the catacombs onto the surface, possibly because of the rumour that the Three Fates live somewhere in Estamane, stirring the vast, black cauldron in which they brew up the lives of men and women.

The Coratinian State

Much like a cross between Caila and Delanda in their heyday, the Coratinian States are now in a mess. The need for the Waking is the disaster here, and by a cruel fate this is where the Sleeper lies. The response of a Nature pushed beyond breaking point has been the main reason for the Kobbold's failure to perform their task - and the reason for your quest. Strange, warped creatures roam an even more warped landscape. Who knows where your quest will end?

WEAPONS

For the technically minded player, and the curious, we provide a list of weaponry, ammunition, armour and accessories that you will find during the course of the game. May God's strength be with you!

The weapons are ballistic in nature, and more powerful ones should become available as the game progresses. You carry simultaneously all weapons which you have picked up, and although the most powerful is automatically displayed, you may select the weapon of your choice (see Useful Key Presses).

Ammunition and Accessories

Pebbles	Lead Shot	Pellets
Throwing Stars	Darts	Poison Darts
Bolts	Flame Bolts	Arrows
Flame Arrows		

Armband of Strength	Throw Accuracy Gauntlet
Belt of Lung Capacity	Pouch of Renewal
Quiver of Renewal	Amulet of Channeling

The damage incurred by a particular weapon will be incremented by the power of the ammunition available.

Armour and Accessories

Travel Cloak	Leather Tunic
Chain Shirt	Metal Plate
Helmet	Dragonskin
Adamantine Armour	Greaves
Sheild	Robe of Camouflage
Gloves	Hat
Glasses of Ultimate Cool	Necklace
Circlet of Concentration	Amulet of Protection
Boots of Speed	Bracelets
Sandals of Water walking	

The diagram of the following page shows a list of the weapons available in the game, together with their respective specifications.

Name	Speed	Range	Damage	Reload	Renewal
Bare Hands	30	30	5	5	NO
Sling	33	30	15	10	NO
Staff Sling	35	70	17	10	NO
Blowgun	38	80	10	10	NO
Light Crossbow	45	160	25	20	NO
Shortbow	40	100	20	10	NO
Heavy Crossbow	60	200	50	30	NO
Longbow	50	240	30	10	NO
Rod of Flame	∞	180	50	5	100
Fireball Wand	55	200	60	10	70
Lightning Staff	∞	250	90	20	150
Dragon Spear	75	250	100	5	120
Ring of Annihilation	∞	400	150	10	1000

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