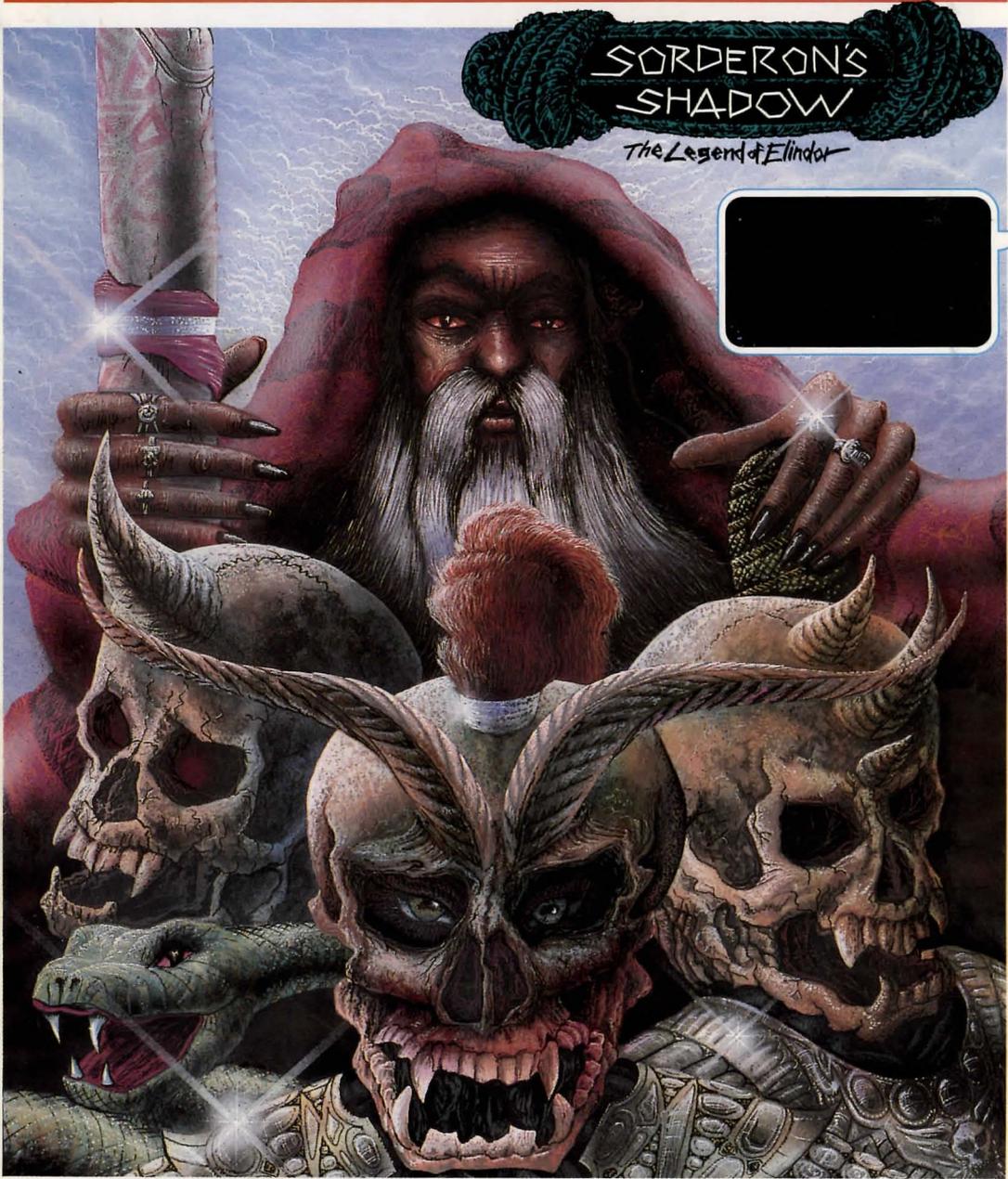


BEYOND

CHALLENGING SOFTWARE

SORDERON'S
SHADOW

The Legend of Elindor



Index

Introduction	3	Cursor Keys	6
The Chant of Karavor	3	Delete Keys	6
Your Adventure Briefing	4	Symbol Shift Key	6
Locations	4	Using Words	6
Food	4	Issuing Commands	6
Weapons	4	Useful Word List	7
Enemies	4	The Editor	7
Friends	4	Sentence Store	7
Gold	4	Abbreviated Words & Commands	7
Objects	4	Map	8/9
Clues	6	The Nine Tasks of the Un-Named One	10/11
Night & Day	5	Characters	12/13
Game Objectives	5	Objects	13/14
Overall	5	The Save Facility	14
Partial Victory	5	Official Cheat Sheet	14
Loading Instructions	5	Official Hints & Tips	14
Other Formats	5		
Play Screen	5		
Using the Keyboard	6		
The Direction Keys	6		

What kind of game is Sorderon's Shadow?

Sorderon's Shadow is a new kind of adventure game by Nick Eatock & Simon Welland. It combines landscaping exploration (first seen in Mike Singleton's Lords of Midnight) with the ability to talk with other characters. So its the first landscaping text adventure. And it features cryptic puzzles — the very stuff of adventure games — too! We hope you'll enjoy it.

Game Contents:

Rules booklet, cassette or disk and keyboard play-aid.

Credits

Design: Nick Eatock & Simon Welland
Character graphics by Denton Designs
Cover illustration: Richard Hopkinson, Garden Studios

Guarantee

If this tape or disk fails to load it will be replaced free of charge, if returned with details and proof of purchase. Send the cassette or disk ONLY to Beyond, 3rd Floor, Lector Court, 151 Farringdon Road, LONDON EC1R 3AD.

If the tape or disk shows any form of damage, whether physical or due to the use of faulty or dirty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

The unauthorised copying, hiring, lending, publishing in printed form or broadcasting of this cassette, disk or rules is prohibited.



The Legend of Elindor

INTRODUCTION

A fragment from "THE CHRONICLE OF THE DARK YEARS":
"... At that time there came out of the east a surly hedge-wizard. Sorderon was his name. Caradach the Watcher took him into his household and together they plotted against the throne of good king Ba. Into the north Caradach sent his lieutenant, Manic Treeblower, to raise rebellion. To the court of king Ba he sent this Sorderon.

While Manic Treeblower made trouble, Sorderon addled the king's brain. Such sweet lies he wove that the king grew to mistrust those who were loyal and shunned the needs of the kingdom. At last Sorderon slew the king as he slept and stole away into the night. With him went the fabled scroll of Dorian, that which confers the gift or bane of immortality.

Sorderon read the runes and by fell magic learnt the secrets of the scroll. So the dark years began. In forgotten Baramund he lodged the scroll and by magic hid the city. To Caradach he went and slew him declaring:

"I am now master here. Let all that walks or crawls in Elindor bear tribute to me."

All those who stood against Sorderon he slew. Then in jest he raised them up again in parody of men. Of lords he made Kremen and of soldiers Krillan. Only the lords Plavor, Karavor and Aravor escaped his wrath. Plavor sought shelter in his keep beyond the lava lakes. Karavor and Aravor hid in the forest of Balinor. Sorderon's rule blighted all the lands of Elindor. The fields fell barren and men wept for the memory of good king Ba. All who were free awaited the coming of the un-named one."



I, Karavor the far-seeing, have chosen you to be the un-named one. Tonight you shall sleep in your own bed, but tomorrow you will awake in the land of Elindor. Many moons have waxed and waned ere I began to chant. Down the years I have called you to help us in our need. You alone escape Sorderon's dark rule for you are unknown and un-named. Help us and you shall learn the words of power which will return you to your own time.



You are the hero of this game. The un-named one who, alone, can unite the Balords and bring about Sorderon's downfall. You awake in the strange land of Elindor as the game opens. Your first task is to follow the guide northwards. Stay close, listen to his words, do as he does and you will have taken the first step towards completing the game. Below we explain some key features which will help you enjoy the challenge of Sorderon's Shadow:

Locations:

Whenever you move to a new location the computer will list (in the text window) its contents. Pay close attention for in this way you will discover food, weapons, useful objects and people!

Food:

Your strength is represented by the apple symbol on the right-hand side of the screen. When the apple is white your strength is high, when it is blue you are weak. You recover strength by eating food, but you will need to look for it. You can nibble (automatically) from berry bushes, but the other foods of Elindor may be more exotic.

Weapons:

From time to time you will need to fight. Lets hope you discover some weapons as you roam the land of Elindor!

Enemies:

Krillan zombie warriors are likely to be your most common opponents. They are most numerous at night when the skull symbol (next to the apple on screen) is completely clear of the flames. You'll meet evil characters too. They reveal themselves by word and deed.

Friends:

You'll soon learn who your friends are. They will help you to fulfill your quest and can prove willing servants too. Firstly, you will be able to command them to perform tasks eg Type: Say to Ferris "Go north" (Enter) or Type: Say to Ferris "Take the harp and follow Moria" (Enter). Secondly, you can send friends off on errands eg Type: Say to Borak "Let us meet in the Domain of Frost" (Enter). You must then travel to that area and search for your friend (he or she may find you first). We have named some locations on the map but, as you explore you will find the names of other areas. Note them down for future reference.

Gold:

From time to time you will have to pay people. Keep an eye open for gold coin, Elindor's currency.

The Nine Tasks of the Un-named One:

These are the framework of the adventure. Ultimately, they will lead you to your objective: The means to return to your own time. They are explained in more detail on page: 10 of these rules.

Objects:

Generally, the nine tasks of the un-named one involve locating the whereabouts of magical artifacts.

Clues:

The nine tasks involve clues of various kinds. Most commonly these take the form of verse inscriptions on objects and places. Occasionally, the words of characters too will prove useful. We suggest you get a pencil and some paper to note these clues as the quest unfolds.

Night & Day:

The game is played in its own 'realtime'. During the day the sun will move slowly across the sky to denote the passage of time. At night the moon takes the sun's place. You can still move around at night but you will grow weary rather quickly. Since the concept of time has been applied to this game you will find that characters will carry on their own tasks around you. So you had better be quick on the typing when you encounter evil-doers.



Overall:

To slay the evil wizard Sorderon and return to your own time. The means to achieve this end is the spell on the scroll of Dorian. As you will read in the introduction the scroll is lodged in the city of Baramund. However, you must complete the nine tasks of the un-named one (see page: 10) before the location of Baramund is revealed.

Partial Victory:

At any time during play you can press the SCORE key (see using the keyboard, page: 6). This will give you a percentage indication of how far you have progressed to your final goal.

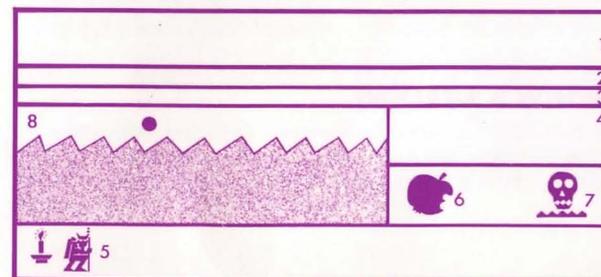
LOADING INSTRUCTIONS

Spectrum/Spectrum + : Type LOAD"" then press ENTER on the keyboard. Then press PLAY on your cassette player. WARNING: Remove all cartridges (i.e: KEMPSTON JOYSTICK INTERFACE) before loading this game.

Other Formats:

Owners of other micros should consult the addendum sheet for their machine.

THE PLAY-SCREEN IN SORDERON'S SHADOW



1. **TEXT WINDOW**
When the scroll is full a flashing symbol indicates that the SCROLL command should be used to view the whole text.
2. **3 LINE EDITOR**
3. **ERROR MESSAGES**
4. **NAMES THE CURRENT LANDSCAPE**
5. **CHARACTERS IN YOUR LOCATION**

Use the WHO keyboard command with cursor left or right to identify individuals.

6. **STRENGTH** The Apple symbolises strength: White = High. Green = Medium. Blue = low.
7. **SKULL OF TIME** When the skull rises completely free of the flames it is midnight and Krillan hordes are abroad.
8. **LANDSCAPING WINDOW** Shows land in selected direction. Illustrates people and places.

USING THE KEYBOARD IN SORDERON'S SHADOW

In this game you use the keyboard in two ways: To type special commands when you encounter a character or place. Or to issue a number of useful, single key, commands. Look at the play aid to see which key does what. Below we have outlined what these various commands do.

The Direction Keys:

Allow you to look around the landscape. When you press MOVE you will move into the landscape you have selected.

Cursor Keys

On the Spectrum 48K these are accessed using caps shift. These keys enable you to select a stored sentence in the editor or a character in the character window.

Delete Keys

Allow you to delete letters to the left or right of the cursor. On both the 48K Spectrum and Spectrum + these keys are accessed through CAPS SHIFT.

ALL THE FOLLOWING KEYS ARE USED IN CONJUNCTION WITH SYMBOL SHIFT

- Q** Moves you one location into the chosen landscape.
- W** Pauses the game. Press ENTER to continue.
- E** Who? Allows you to identify a character(s) in your location. When pressed a green cursor appears. Move this over the chosen character with the cursor keys. Then press ENTER. The computer will tell you the character's name.
- R** Inventory. Gives you a list of all the objects you are carrying.
- T** Score. Gives you a % indication of how far you have progressed towards the game's objective.
- Y** Count: Tells you how many gold pieces you are carrying.
- U** Day. Tells you how many days have passed since you came to Elindor.
- S** Save. The save procedure is described elsewhere within this booklet.
- F** Load. Enables you to load a saved game back into the computer. This procedure is described on page: of this booklet.
- M** Scroll. If the text window at the top of the screen fills too quickly, the game will pause and a flashing arrow will appear next to the text window. Press SCROLL and more text will appear. If you do nothing for ten seconds the computer will automatically display the new text.

USING WORDS IN SORDERON'S SHADOW

As you explore Elindor you will encounter characters and places. People and creatures appear in the character window at the bottom of the screen (see diagram page: 14). Locations are named on the right-hand side of the screen above the apple and skull symbols.

Issuing Commands

You can talk to characters or explore locations using the game's vocabulary of seven hundred and fifty words.

Simply type your command or question on the computer's keyboard. The words will appear in the blue editor window at the top of the screen. Mistakes appear in the red error window immediately below this (use the editor — see below — to make amendments). Then press ENTER to execute the command. The computer's response appears at the very top of the screen in the yellow scroll window.

Example

1. Typing a 'doing' command for yourself:
Type: Take gold piece (Enter)
2. Typing a 'doing' command for a character:
Type: Say to Manic "Take gold piece" (Enter)
You will find you are able to issue quite precise commands too:
3. Type: Take all except the gold piece (Enter)
4. Type: Say to Manic "Take urn & gold piece" (Enter)

A list of some of the most useful words held in the computer's word-store is shown below. There are many more, so experiment — the computer will tell you if it doesn't understand.

USEFUL WORDS

Movement

Ascend, chase, climb, descend, down, east, enter, follow, go, leave, mount, north, north-east, north-west, run, south, south-east, south-west, swim, up, west.

General Actions

Approach, attack, bow, break, burn, bury, carry, cut, dig, distract, drop, eat, examine, get, give, greet, hold, hit, hide, inspect, inventory, kill, lift, light, offer, rest, rub, pray, sit, sleep, stab, summon, take, wear.

Useful Words

Count, list, load, look, pause, pay, quit, save, say, shout, speak, use, who.

The Editor

The game's editor will prove a useful play-aid. It features:

A Sentence Store

You can store up to three sentences. So, during play, you will be able to access or amend earlier commands. The cursor number shows which command you have accessed. When you write a new command the oldest command held in memory will be deleted.

CURSOR UP, DOWN, LEFT & RIGHT. DELETE LEFT & RIGHT.

These keys enable you to select stored sentences and individual words. You can then delete letters to the left or the right of the cursor. New letters can then be typed into the space. Simply press enter to issue the amended command.

Abbreviated Words & Commands

The editor allows you to abbreviate words, eg North east may also be written NE. You will soon learn which words the computer accepts in abbreviated form! This feature also allows you to shorten sentences when talking to a character: So on meeting Manic Treeblower you might write the command, Say to Manic "Take gold piece" (Enter). The computer will display Manic's response and you may wish to continue the conversation. However, now you need only type, "Take sword" (Enter).

SORDERON'S SHADOW

The Legend of Elinor

KEY

-  — IMPASSABLE MOUNTAIN
-  — MAGIC PLAIN
-  — IGLOO
-  — MARSH
-  — FOREST
-  — DUNE
-  — PIT
-  — LAKE
-  — LAVA LAKE
-  — DEATH COLUMN
-  — TIME ARCH
-  — MOUNTAIN
-  — TOWER
-  — WATCHTOWER
-  — TOMB
-  — CAVE
-  — ICED LAKE
-  — WINDMILL
-  — CASTLE
-  — HEXAGON
-  — WELL
-  — CHURCH
-  — HUT
-  — DEATH PLAIN
-  — PLAIN





THE NINE TASKS OF THE UN-NAMED ONE

The framework of this adventure are nine heroic tasks which you must complete to achieve the overall objective. During play you will discover cryptic verse inscriptions or hear the words of characters. These are clues designed to lead you through the tasks. Note them carefully for future reference.

However, we all know that cryptic clues can, on occasion, prove baffling. Below we have published a play-aid. It's an outline of all the tasks. The first seven need to be completed in sequence. The final two can be undertaken at any time. All people, places and objects exist and may be detailed elsewhere in this booklet or on the map. For those of you who get completely stuck, help is at hand, turn to page: 14.

Initiation

1. The Guide:

As you awake in Elindor a guide will go before you. Follow him north, stay close and pay heed to his words.

2. A Mark of Loyalty:

Bear greetings to the headman. Shirk not the task he sets you.

3. Gathering the Free Lords Of Elindor

Aravor Shapechanger:

Summon the Balord Aravor with Lonar's help.

Nolindor's Prism:

Seek but one swift shoe from the stable of Supral the farrier. It alone will ease Tannor's bane. Then cross the forbidden marshes and seek Nolidor's home.

Kerral The Clubgiant:

A mighty warrior was he who now lies sleeping in Guarral. Seek first, Hydral prince of Bagul. In his keeping is a treasure desired by Morkoth. Bear what you find to Morkoth who is called the healer. Find with him the means to summon Kerral from his dreamless sleep.

In the depths of Guarral lurks the green wyrm. Seek him out for he is the key to the place where Kerral lies.

Borak The Bowman:

Of Borak and Kerral the bards sing. Now Borak skulks by another's name and the bow is lost. Until Borak and Kerral are re-united with their dearest treasure neither will aid you.

Seek out the men of Balinor and listen carefully to their words. One alone will give you good counsel. Then journey to a lake in Kirran and talk with Aurrican. He can reveal that which will reveal Borak the bowman.

Take Borak and bow north to Kerral. One of these two will lead you to Plavor last of the Balords.

4. The Staff Of Power:

The staff of power is lost and must be made again. It alone may command the gate of death to open against Sorderon's will.

The Log Of Sakal:

Seek out Samus and pay him well. He can lead you to a place where you will find a woodcutter's tool. Return this to the land of its naming. Heed well the inscription, then gather up the log of Sakal. Next seek for Polad the Woodformer and bid him carve the staff. Bear this back to Plavor.

The Crystal Of Dawn:

Xirith lord of Fire lurks by a lake in the Domain of Frost. He alone can reveal the means to slay the red wyrm. Armed and ready look for the caves of Rissan and seize a treasure.

5. How Sorderon May Be Overthrown

The orb of Caradach, the seeing stone, knows all.

Tracker:

Look for one called Tracker in his keeping is the stone. Within it lies the knowledge to end Sorderon's reign.

The Two Tools

Journey to a cave in Misery. Beyond lies a beetle with which you can bargain. Next look for Manic Treeblower, Caradach's friend. He holds something you want. Return what he gives you to its rightful owner. She will give you the first part of Sorderon's bane.

From Harakir take the corn and cast it into the lakes of fire. By this means you will know where to seek the second tool. Follow the light in the dark, North-east. Dark, clammy and close is the resting place of what you seek, beneath Besmir's hollow.

6. Assault On Sorderon's Lair

Lead Plavor, Karavor and Aravor, their allies and weapons of power against Sorderon. The Staff of Sakal may open the gate of death, but Garick is its key.

The Labyrinth:

The hell mirror is the portal to your task. While freemen fight above seek the south way and cast the trident into the stunted bush. Thus forgotten Baramund, your goal, will re-appear.

7. The Scroll of Immortality

The ancient scroll of Dorian bears the words which spell Sorderon's doom. Journey to Baramund in Elinold. Seize the scroll and read its runes. Northwards flees Sorderon. Chase him northwards to the gap of hope. Confront him and speak aloud the words of Dorian.

Sorderon transformed, is the final key. Have his body taken to the ring of misery. Read aloud his words and return to your own time.

THE LESSER TASKS

8. Plavor's Desire

Mark well the inscription on the urn. Within lies Tolgar's eye. A lord of Runecraft was he. When you hold the eye seek out the caves in Triton and see what is written there.

9. The Ring of Life

In return for the eternal flame Tigorath will find the Harp of solace. Then seek Farris. Give her the harp and bid her play within a ring. The ring of life will appear to you. Wear it and be protected from Nimorkil.



CHARACTERS

During the game you will encounter many characters. You will be able to talk with them or fight. Some may prove useful allies in fulfilling the nine tasks of the un-named one. Below we list some of the more important.

- **AURRICAN** → The wind elemental. He may part the waters of a lake in Kirrin to reveal an object you need.
- **BORAK THE BOWMAN** → Kerral the Clubgiant will not aid you until he is reunited with his friend Borak. This character goes by another name in Balinor. And he won't follow you until you find his bow.
- **HYDRAL PRINCE OF BAGUL** → The water elemental who may cause something you need to appear.
- **KERRAL THE CLUB GIANT** → Will carry you across the lava lakes before Plavor's castle.
- **LARRAS THE WITCH** → An evil character. Nevertheless she will swop something you need for something she needs.
- **MORKOTH THE HEALER** → Has something which will help you speak to Kerral.
- **MANIC TREEBLOWER** → An evil character who has something you need.
- **PLAVOR** → Leader of the Balords. Lives in the castle beyond the lava lakes.
- **POLAD WOODFORMER** → You need him to fashion the staff of Sakal.
- **SAMUS** → A winged horse who will bear you to the location of something you need.
- **SORDERON** → Slay him with the words on the scroll of Immortality to return to your own time.
- **TANNOR THE LAME** → Will lead you across the Forbidden marshes in return for something which is useful to him.
- **TUMBAR THE DRAGON** → Will help you reach Kerral.

— XIRITH →

The fire elemental. He will melt an ice-lake in the domain of frost to reveal something you need.



OBJECTS

Magic objects play an important part in the game and are vital in achieving certain of the nine tasks. Listed below are some of the more important artifacts and their uses:

- **AMULET OF PROTECTION** → Makes the wearer invisible to the Krillan.
- **BOW OF BORAK** → Arms Borak, Kerral's friend. Not hidden on dry land.
- **CRYSTAL OF DAWN** → Part of the staff of Sakal.
- **EYE OF TOGAR** → Reveals the secret of the runes carved above a cave in Triton.
- **GRIMOIRE OF SORROW** → The witch's spellbook.
- **HADES MIRROR** → Transports the bearer into the labyrinth beneath Sorderon's castle.
- **HORSE-SHOE OF ZEPHYR** → Heal's Tannor's bane.
- **ORB OF CARADACH** → Reveals the means to overthrow Sorderon.
- **PRISM OF NOLIDOR** → Commands elementals and allows its bearer safe passage through marshes.
- **STAFF OF SAKAL** → With the crystal of Dawn Plavor can fashion this into a magic weapon.
- **SCROLL OF IMMORTALITY** → Lies within Baramund in Elinold. Bears the spell which seals Sorderon's doom.

— **SORDERON'S HEX STONE** →

When carried to the ring of Misery reveals the runes by which you may return to your own time.

— **TRIDENT OF TIME** →

When cast into the pool beneath Sorderon's castle causes forgotten Baramund to re-appear. Lies hidden from the sun.



If you want to save a game in progress, here's what you do:

1. Press the SAVE key on the computer's keyboard.
2. Insert a blank tape into your cassette player.
3. Press RECORD on your cassette player.
4. Press ENTER on the computer's keyboard.
5. The computer will then save your game.
6. After saving is complete the computer automatically enters its verifying mode and waits for you to rewind the tape.
7. Rewind the tape, then press PLAY on the cassette recorder. The computer will now verify that it has saved the game. At any point you can abort this process and return to play by pressing the BREAK key on the computer keyboard.
8. If the game did not save the computer will flag a VERIFY ERROR and return you to the game. If you wish to try and save again repeat steps 1 to 7.

TO LOAD IN A SAVED GAME

1. Press LOAD on the computer's keyboard.
2. Then press PLAY on your cassette player.

SORDERON'S SHADOW – OFFICIAL CHEAT SHEET

We are quite sure some players will be stumped — some of us were! So we have prepared an official cheat sheet. This details all the verse clues and exactly what you have to do to complete each task. Send for it only in desperation to: Beyond (Sorderon's Shadow cheat sheet), 3rd Floor, Lector Court, 151 Farringdon Road, LONDON EC1R 3AD. PLEASE ENCLOSE A SAE.

SORDERON'S SHADOW OFFICIAL HINTS & TIPS

We hope to publish hints and tips for this game in the next issue of our newsletter (publishing during November). If you wish to contribute we would welcome your hints and tips (and find some kind of payment-in-kind if we publish them).



BEYOND

CHALLENGING SOFTWARE

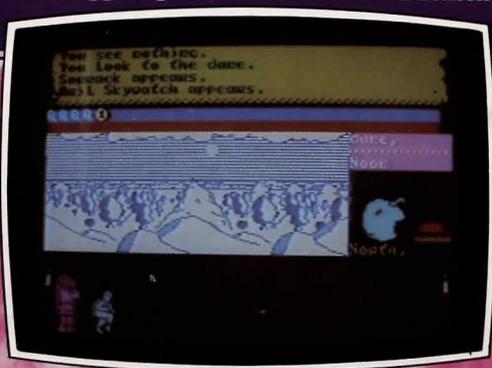
THE FIRST LANDSCAPING TEXT ADVENTURE!

Artificial intelligence – characters have their own personalities

4100 locations = A staggering 33000 screen-views

Features graphics by Denton Designs

Text editor, 750 word vocabulary, 3 sentence command recall.



Sorderon the wizard is evil. He's immortal too. You must survive through nine heroic tasks before you find the means to slay him. Will you accept the challenge?

Sorderon's Shadow is a new kind of adventure game. It combines landscaping techniques (first seen in Mike Singleton's Lords of Midnight) with a sophisticated text editor. So now you can see every step of your quest and talk with characters too.

Copyright Beyond Software 1985

