

THE FINAL

BATTLE



ENGLISH



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THE FINAL BATTLE

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THE BEGINNING OF THE END...

The firelight licked at the dark cabalistic symbols that covered the walls of the chamber. A corner of the table, which was cluttered with alchemical apparatus - pots, test-tubes, a pestle and mortar, crucibles full of foul-smelling sludge - had been cleared away to leave just enough room for a man to set down his plate and eat. In one of two stiff mahogany chairs by the fire, sat an old man, bowed over a chess set. Nicodemus cleared away the greasy remnants of his meal.

The old man motioned towards the other chair.
 "Sit", he growled.
 Nicodemus sat.
 "Read to me!"

Nicodemus waited. He'd been Suzar's servant for decades - long enough to be bored senseless by the old buzzard's cheap, melodramatic magic tricks and more than long enough to know what would happen to him if he didn't comply. A moment later the book, as he knew it would, materialised on his lap. A history of Anar. Nicodemus watched it fall open at the required page. Then he began to read.

OF THE LEGEND OF THE SWORD

as recounted by Jerub, scribe and cleric of Anar.

It is written that, many centuries ago, the ancient Corsarians forged a magical sword and shield in the hope that their combined power would protect the land of Anar from evil. Other sources claim that as the metal of these mighty weapons was forged and beaten out, six crystals were formed, each of which contained one of our world's vital powers: land, warmth, water, good, universe and life.

All this was a legend like any other, until the machinations of a certain wizard, one Suzar, an alchemist and dabbler in the black arts, threatened to overthrow the prosperity of our world. His study of magic enabled him to transform the enemies who fell against him - and there were many - into mutant humanoids, a pitiful half-human army of mindlessly violent creatures. Using this unholy army he threatened to overthrow the king.

But in his wisdom, King Darius sent out a party of five adventurers on a quest to recover the legendary sword and shield. All Anar is familiar with the adventures of this party of determined men, how they succeeded in recovering the ancient artefacts, and finally overthrew the wizard by confining him in the smallest imaginable prison - a tiny teardrop. So are the mighty fallen.

"Fools!" shouted the old man. He jumped up and sent the chess pieces scattering across the chamber with his fist. Nicodemus' book snapped shut. The veins on the wizard's neck were swollen with rage.





"These idiots can't even get their facts right. Those crystals are a mere nothing. The sword and the shield wield ultimate power – whoever possesses them can do what he likes. As for a teardrop," Suzar sneered, "did they really think, I, the great Suzar, who has the power of the winds at his beck and call, who can strike whole armies down with one blow, who has sweated for years to become a master of the black arts, would be defeated by an elementary magical device like that?"

"They underestimated your powers, master," Nicodemus fawned. He forbore to mention that it had taken the wizard months to get out.

Suzar, suddenly tall and youthful, unable to contain his rage, was striding about the room. The firelight gave his coal-black eyes a supernatural glow – as if they were burning a hole in his gaunt, angular face.

"So, Nicodemus. You've known me a long time. What plan of action would you advise?"

Not for the first time, Nicodemus wondered why his master bothered asking. He was weary of being used as a sounding board. Whatever he said would just be a cue for Suzar to ram his own theories down his servant's throat.

"Well, master. Since, as you say, the crystals are of no significance, perhaps we should seek out the all-powerful sword and shield and use them to ensure that good King Darius will never speak ill of the great wizard Suzar again."

Suzar was ominously silent. Nicodemus swallowed. The memory of previous punishments was branded into his mind – he hoped he'd given the right reply.

"Not bad," boomed the wizard at last. Nicodemus breathed a sigh of relief. "But not good either." Nicodemus stiffened. With a flourish the wizard fished inside his long black cloak to reveal, like a court magician producing a rabbit from a hat, a heavy sword and its companion metal shield.

Nicodemus gasped. The workmanship was finer than any he'd ever seen. Power seemed to radiate from the metal like an invisible light. More than anything he wanted to touch it.

"You have them already," he whispered.

"What did you expect? That I'd spend several months incarcerated in a teardrop twiddling my thumbs? I've planned hundreds of years for this moment – years in which generation upon generation of pasty-faced kings grew fat living off my land, toadying to the will of the people and pussy-footing around the issues of power. Now my turn has come. Let's see the good people of Anar fight against the chilling blast of a wizard's incomparable wrath."

Suzar was looking at him expectantly. Obviously another question was required. Nicodemus racked his brain.



"But master, permit me to enquire, what about those who attempted to destroy you? How will you wreak your revenge?"

Suzar's lips curled into a demonic smile. "I'm coming to that." He gestured at the fireplace where in the smoke it was just possible to make out the image of a forest scene. Nicodemus watched as a group of humanoids ambushed a party of adventurers – he recognised them as the foolish travellers who had succeeded in temporarily trapping Suzar in the teardrop. The humanoid attack was swift, efficient and bloody. Nicodemus gagged as they threw the dead into a pit. Three survivors, bruised and bound in chains were being marched in the direction of a ruined fortress, a dungeon Suzar often used. Nicodemus frowned. Something didn't fit.

"You look puzzled, Nicodemus." Suzar was obviously enjoying himself.

"Begging your pardon, master. You have the sword and the shield but even if the power of the crystals is a fallacy, some men may believe in it. These adventurers will surely attempt to escape and thwart you again. Why did you let them live?"

"Because, my dear Nicodemus," said the wizard, licking his thin, dry lips and motioning at the chess board on which all the pieces were now back in place, "I enjoy a good game."





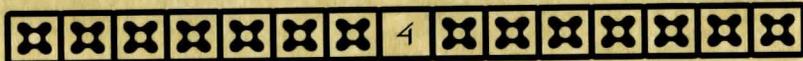
THE FINAL BATTLE THE LEGEND CONTINUES

It's been some months since you and your four companions discovered the whereabouts of the legendary sword and shield of Anar and managed to imprison the evil wizard Suzar in a teardrop. Now Suzar has escaped, murdered all but two of your friends and made off with the legendary sword and shield. You and the other survivors were captured by Suzar's humanoids and dragged off towards a dungeon. You suffered a bump on the head and everything suddenly went black.

When you wake up, your head's sore and there's no sign of your two companions. You're alone in the middle of a dank, dark, rubble-strewn cell - a humble starting point for what will be the most crucial battle Anar has ever fought - the ultimate confrontation between the powerful black arts and the weakened forces of good. To prevent Suzar's magic swallowing up your world, you'll have to find a way out of prison, rescue your two companions, and seek out and recover the six power crystals which alone have the power to bring Suzar to his knees.

The Final Battle is divided into two distinct sections. Part 1 of the game lets you travel through the landscape admiring the scenery and solving the puzzles entirely at your own pace. From this landscape, part 2 is accessed by a one-way passageway (it's only safe to pass through it at night) which takes you directly to the fortress of Anar. There you have until dawn to achieve your quest, destroy Suzar then escape from the castle before it collapses with him straight to hell.

Welcome to the Final Battle. The future of Anar lies in your hands.



SECTION 1 - TECHNICALITIES

LOADING INSTRUCTIONS

AMIGA

Insert the disk into the drive and switch your machine on.
The game boots automatically.

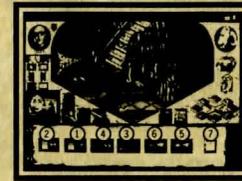
ST

Insert the disk into the drive and switch your machine on.
The game boots automatically.

DISK FUNCTIONS

Clicking on the disk functions icon from the main game screen brings up a further selection of icons.

FIGURE 1 - DISK FUNCTIONS



- | | | |
|-------------------|--------------|------------|
| 1. SAVE GAME | 2. LOAD GAME | 3. RAMSAVE |
| 4. RAMLOAD | 5. QUIT | 6. RESTART |
| 7. RETURN TO GAME | | |

SAVING A GAME

There are two ways to save a game in The Final Battle: temporarily to RAM or permanently to disk.

RAMSAVE saves your party's position to memory. This memory is lost when you switch off the computer or load in another game. To save to disk and keep a permanent record of your saved game you'll need a separate formatted blank disk. For either option click on the relevant icon and follow the on screen prompts.

LOADING A GAME

To load a game from RAM or disk, click on the relevant icon and follow the onscreen prompts.





QUIT

Click on this icon to leave the game and reset the computer.

RESTART

Click on this icon to abandon your current game and start again from the beginning.

(It should be noted that whilst the disk functions menu is on screen, game time is frozen)

SECTION 2 - HOW TO PLAY

The Final Battle is an adventure, but there's no need to use the keyboard to type in laborious commands. Every action performed by your party is entirely icon-controlled.

All you need is a mouse.

FIGURE 2 - THE MAIN SCREEN



- | | |
|------------------------------|----------------------------|
| 1. LOCATION WINDOW | 2. TEXT WINDOW |
| 3. SCROLL ARROWS | 4. MAIN CHARACTER PORTRAIT |
| 5. SECOND CHARACTER PORTRAIT | |
| 6. PARTY SHIELDS | 7. LOOK |
| 8. LISTEN | 9. MOVE IN/OUT |
| 10. MOVE UP/DOWN | 11. COMPASS |
| 12. MAP | 13. WAIT |
| 14. WEATHER UPDATE | 15. OPERATE |
| 16. THROW | 17. CONSUME |
| 18. ATTACK | 19. DISK FUNCTIONS |

LOCATION WINDOW

Gives a 3D view of each location, the characters and objects in it. To examine any visible object, position the cursor over it and press the left mouse button once.

Its description appears in the text window.



TEXT WINDOW

Gives a textual description of locations, objects, and characters as your party interacts with them. Any actions carried out are registered here.

SCROLL ARROWS

Click on the arrows to scroll text in the TEXT WINDOW up and down. The arrows will highlight if there is more text waiting to be read. Either click on the relevant arrow with the left hand mouse button or click anywhere on screen to continue.

MAIN CHARACTER PORTRAIT

The MAIN CHARACTER PORTRAIT always displays the character currently under your control. Move over the portrait and click the left mouse button for access to the INVENTORY screen (section 3); clicking the right mouse button takes you directly into that character's STATISTICS screen (section 4). To switch control to another member of your party click on that character's PARTY SHIELD. Their picture then appears in the portrait frame.

SECOND CHARACTER PORTRAIT

Displays characters, other than members of your team who are present at any location. When there is more than one non-party character, the game selects a target individual at which all actions like giving and fighting are automatically directed. To target them at somebody else, click on that character's image in the LOCATION WINDOW. If you want one of your own party members to become the SECOND CHARACTER, click on that person's shield and, keeping the left hand mouse button depressed, drag it into the portrait.

PARTY SHIELDS

Each member of your party is represented by a personal shield. When two or more party members are in your current location, their shields are highlighted. Should a recruited member die, a skull and crossbones replaces their flag. As an alternative to using the COMPASS directional icon, you can move a character to an exit, by clicking the left hand mouse button on his shield, keeping the mouse button depressed and dragging the shield to the exit.

LOOK

Click on this icon with the left hand mouse button for a brief recap of the current location description.

Click on this icon with the right hand mouse button then select a direction from the compass or other direction icons to look ahead. This often gives you clues as to what lies nearby before you enter an adjacent location.





LISTEN

Select this icon to pick up a location's sounds. This is often useful when standing outside a closed door before entering!

MOVE IN/OUT and UP/DOWN

Accessible exits in any of these directions are highlighted. Click on the direction in which you want to move.

COMPASS

Available exits in up to eight different directions are highlighted. To move, click on the icon which represents the direction in which you want to go. Hidden exits are only highlighted on the COMPASS once a member of your party has discovered them.

MAP

Selecting this icon brings up a full-screen map. For more information on how to use it, see section 5.

WAIT

Sometimes you may wish to rest your party or wait for a specific time. Clicking once on the WAIT icon rests your party for one move.

WEATHER UPDATE

A graphic presentation of current weather conditions and the time of day. Clicking on each item within the window gives a verbal description of the climate.

OPERATE

To operate or use an item click on the OPERATE icon. If you want to use two objects together, by tying a rope to a rock for example, click once on the operate icon, once on the first item and once on the second. Both objects in the location screen and in a character's inventory can be used in this way.

NB. To operate single items like windows and doors, there's no need to use the OPERATE icon. Simply double-click on the object itself. If a door is locked, the key inventory is automatically displayed (assuming you are carrying some keys at the time!). Click on the key you want to use.

Clicking the right hand mouse button on the OPERATE icon might give you some cryptic help at certain points in the game.



THROW

To throw an item, click once on the THROW icon and once on the target you want to hit. The inventory is then automatically displayed; choose the object you want to throw. If you've chosen to throw an item at a person, a diagram of that individual's body is also displayed. Select the part of the body that you're aiming for.

CONSUME

Food and drink are an important source of health. Click first on the icon, then on the item you want to consume.

ATTACK

To attack a person or an object, click first on the ATTACK icon and once on the target. This brings up your character's inventory of weapons plus the options to punch and kick. Attacking an object usually means that you want to break that object in some way. Target objects can be selected from the location screen or your inventory.

To attack a person, click either on that individual's graphic in the location window or, where relevant, directly on the SECOND CHARACTER icon at the top right of the screen. Once a human has been selected, a diagram of their body flashes up. Click on the area you want to damage most.

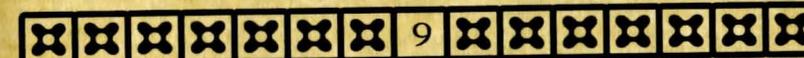
There is another form of attack. If you want, you can try biting characters and objects by selecting the CONSUME icon with the left hand mouse button then selecting the desired target.

A player can use a range weapon (e.g. sling) if it is in their inventory and they also have the required ammunition (e.g. a stone). Just select the weapon and it will be loaded with the ammunition automatically.

(It should be noted that magic users are not proficient in attacking people. Instead of an ATTACK icon, they have a CAST SPELL icon. If you select this icon with the left hand mouse button then you will be presented with a list of spells. Select the spell to cast. A target is not required).

DISK FUNCTIONS

Select this icon for access to the DISK FUNCTIONS menu. For more details on how to use it to save and load games, consult Section 1 - Technicalities.





SECTION 3 - THE INVENTORY

Clicking on the **MAIN CHARACTER** icon with the left mouse button, brings up that character's inventory. All objects placed in your inventory are automatically classified into four different categories: food, weapons, keys and miscellaneous. Click on the relevant icon to view the objects contained in each.

FIGURE 3 - THE INVENTORY



- | | |
|----------------------|-------------------------------|
| 1. LEFT SCROLL ARROW | 2. RIGHT SCROLL ARROW |
| 3. CLOSE ICON | 4. RETURN TO TEXT WINDOW |
| 5. FOOD | 6. WEAPONS |
| 9. ITEM IN INVENTORY | 7. KEYS 8. MISCELLANEOUS |

TO PLACE AN OBJECT IN THE INVENTORY

Bring up the inventory screen. Position your cursor over the item in the location screen that you want to pick up, press the mouse button and keeping the button depressed drag the object into an empty inventory window. The object is automatically placed in the correct inventory category. If there are more than four objects in a category, the left and right scroll arrows can be used to scroll through them.

TO REMOVE AN OBJECT FROM THE INVENTORY

Bring up the object in the inventory. Click over the object you want to move, press the mouse button and, keeping it depressed, drag the object into the location screen.

CONTAINERS

There are a number of objects which can contain other items (e.g a pouch, chest of drawers etc). Move the cursor over the item either in the graphic location or your inventory. Press the right hand mouse button to 'open' the container and reveal its contents. To close the inventory window of a container you select the **CLOSE** icon. To return to the text window select the **RETURN TO TEXT** icon. Objects in your inventory which are containers will have a mark in the top right hand corner of the inventory box to indicate this.

TO LEAVE THE INVENTORY Click on the **RETURN TO TEXT** icon.



SECTION 4 - THE STATISTICS SCREEN

Clicking on the **MAIN CHARACTER** or **SECOND CHARACTER** icon with the right mouse button brings up that character's statistics screen. This provides a brief description of the individual plus vital information on their strength, bravery, intelligence, weight and so on. If a character is injured in any way, this is shown on the diagram of their body.

You can click on any part of the body to get a textual description of that areas current state.

GROUP

Your party is capable of moving as a group or as several individuals. Click on the **GROUP** icon to toggle between group or individual movement.

RUN/WALK

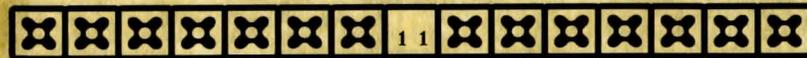
Toggles between walking and running mode.

CLOCK

Shows the current time of day.

GREETINGS

In certain game situations you may think it useful to greet another player with a quick hello. Where someone has information to impart this may initiate a conversation. To do this, make sure the person you want to speak to is displayed in the **SECOND CHARACTER** portrait and click on it with the right mouse button to bring up their **STATISTICS SCREEN**. Click on their **GREETINGS** icon to say hi.





SECTION 5 - THE MAP

Click once on the **MAP** icon on the main screen to access the full-screen map. It only displays locations that have actually been visited by members of your party.

When you first enter the map screen, the main character's current position is always in the centre of the screen and marked by a cross.

PARTY SHIELDS

Clicking on any of the other party member's shields displayed on the left of the screen, takes you to that party member's position on the map.

REGION SELECTOR ICONS

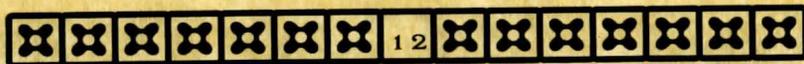
The **F**inal **B**attle contains three different mappable regions: the ruins, the keep and the wilderness. Click on the appropriate icons to toggle between them.

THE GOTO ICON

This is a quick way of transporting characters between locations. Click once on the shield representing the character you want to move, once on the area you want them to move to and finally on the **GOTO** icon itself.

The character starts to move automatically through the necessary locations to get to the designated area. The locations are shown in the **LOCATION WINDOW** as you move through them.

If any problems are encountered on the way, you automatically regain control and the **GOTO** function is broken off. If you wish to return to it, you'll have to initiate it from the beginning again.



SECTION 6 - IMPORTANT FACTORS

THE WEATHER

Climactic conditions in the land of **A**nar are highly changeable and it's important to take into consideration the weather and the time of day before carrying out certain actions. If it's raining, for example, or has recently been wet, climbing a tree with a wet bark is almost impossible.

TIME

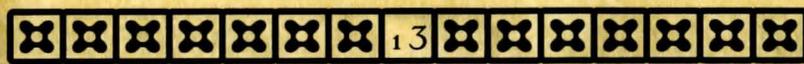
All actions in **T**he **F**inal **B**attle are carried out on the basis of a real-time system. Bodies decay, candles burn out and fires die as they would in the real world. How long a journey takes depends on the weather, the conditions of the ground and a character's strength. A walking distance of three miles across a piece of wasteland takes about an hour. The same distance can take between an hour and a half and two hours depending on whether you're following a winding forest path or climbing a hill. If you decide to run rather than walk a particular distance, a third of the time is lost, but the amount of energy used up is doubled.

SPLIT-SECOND DECISIONS

In certain situations you won't have much time to react. If you're under surprise attack from an enemy or surprised by a natural disaster like a rockfall, you'll have a limited number of seconds to react before the attack is carried out or the disaster occurs. Leave it too late and you've forfeited your chance to make a move.

PLAYER STATISTICS

All a character's statistics are taken into consideration when you ask them to perform a specific action. For example, even though he might be at 80% strength, the boy **J**ack might still find it difficult to break down a door because his overall weight isn't that high. Make sure you choose characters physically appropriate to a particular task.





SECTION 7 - THE CHARACTERS

STEROFF - WARRIOR - AGED 28

King Darius appointed Steroff leader of the original expedition to recover the ancient sword and shield of Anar. His success in that venture makes him an obvious choice for party leader the second time around. Steroff is exceptionally strong and many years of practice have turned him into a skillful archer and swordsman.

PAGAN - WARRIOR - AGED 34

Pagan and Steroff are the only surviving members of the original party who went in search of the legend of the sword. A rough and strong adventurer who bears the scars of many old battles, Pagan is particularly adept at using a sword.

CRYSELLA - WARRIOR - AGED 18

CrySELLa has good cause to bear a grudge against Suzar. On Steroff's last quest, she was rescued from his clutches in the nick of time and won't baulk at the chance of using her skills as a thief, an archer or a swordswoman, to wreak her revenge.

HUMANOIDS - CREATURES OF DESTRUCTION - AGE INDETERMINATE

Created by Suzar from the bodies of his fallen enemies, humanoids are savage machines of destruction directly under the wizard's magical control. They know no mercy and have absolutely no will of their own. Whoever encounters them should be prepared to fight.

Mirrorsoft/Imageworks are always seeking game designers, artists, programmers and writers. If you think your skills are equal to the demands of Britain's leading 16-bit software company, contact Graeme Boxall on: 071-928-1454.





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