



OSTOS

USA



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Psygnosis Ltd, South Harrington Building
Sefton Street, Liverpool L3 4BQ
Tel: (051) 709 5755

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LOADING INSTRUCTIONS

IBM & Tandy

Look at the accompanying Reference Card. There you'll find instructions on how to load **Obitus** from a floppy disk, install it on a hard disk, and start up the program. When you have finished and are ready to experience **Obitus**, refer back to this manual for game controls.



Obitus is a gripping combination of RPG and arcade action. It places you in the role of Wil Mason as he finds himself mysteriously transported to Middlemere: a world of knights, trolls, dungeons, castles, wizards, princesses... and death. This world, although not his own, is disturbingly familiar, and it is one from which he must escape.

As Mason explores the four shires of Middlemere, he interacts with indigenous characters and objects in an effort to discover where he is and how he can get out.

THE LAND THAT TIME REMEMBERED

Middlemere was a prosperous land. It thrived under the rule of King Cirkassia, its people were happy and everything in the garden seemed rosy. But even though the king was pleased with his empire and for his subjects, he was not a happy man. He craved children; an heir to his throne, someone to watch over the kingdom he had so proudly built and skilfully cultivated. Unfortunately, he coveted a son so badly that it was to be the undoing of his prosperous dynasty:

Deep in the bowels of Castle Drakehurst, DomaKk the dark wizard worked his wicked ways. He hated to see a thriving land and so plotted

to bring King Cirkassia's domain crashing down. The news that the king craved children was just the opportunity DomaKk had been waiting for. He visited the king in the guise of a human being and most loyal subject, and, spouting incantations around the throneroom, promised Cirkassia a wife and heirs. The king was dubious but at the same time joyfully expectant. DomaKk kept his wicked word and he 'fashioned' a romantic encounter for the king. The ensuing marriage was spectacular affair the like of which Middlemere had never seen before.

Cirkassia became the proud father of four sons. However, as the boys grew, the envious trait evoked into them by DomaKk grew also. They learned to hate one another. In fact they detested each other so much that when eventually the king passed away the brothers began warring for possession of the land. None gained from the conflict and Middlemere was torn asunder, poverty and degradation was the result. The war continued for years, there seemed no end in sight. Meanwhile, DomaKk smiled and left for another temporal plane in which to cause havoc.

Then, one day, as if by magic, a strange contraption appeared in the exact centre of Middlemere. Dread of the strange machine quickly spread and the four warlords cowered in their castles for fear of retribution. But nothing happened, the machine merely existed. Eventually the more learned of the land realised the machine was no threat, in fact the warlords themselves saw potential in it.

Individually the four brothers visited the machine and took parts of it away. Each now in possession of a section of the machine, they discovered that ruling became easier as their subjects were so afraid of the strange contraption: those who held it, held power.

Soon the warring ceased and a truce was signed. The remains of the machine were securely stored and the lords divided Middlemere equally into four shires. They were suddenly and strangely content to rule one quarter of the land each, although the shires remained heavily patrolled... just in case.

A RAINY NIGHT IN MIDDLEMERE

Wil Mason cruises safely through the winding roads of Middlemere towards home. Night driving in the country is so much easier than in suburbia. Street lights dazzle and neons give him a headache, out here there's nothing to worry about but foxes and the odd nocturnal farmer.

This rain doesn't help much though. He tries to remember the last time it was so heavy. His first and last holiday in Snowdonia probably, it's always chucking it down there.

As the road gets narrower, Wil eases his foot off the accelerator to reduce his speed to better suit the conditions. The surrounding darkness, the rhythmic droning of the wipers and the splattering of the rain on the car combine to lull Wil into a relaxed state of mind. Something he's quite willing to give in to; anything to counter the stress of the last couple of hours. Trying to lecture medieval history to an uncaring group of 'mature students' is not the most rewarding of experiences. Perhaps it wouldn't be so bad if he didn't feel so passionately for the subject himself.

Soon be home...

His Volvo Estate is built for safety. Perhaps it is this sense of security together with his deep thoughts and the poor visibility that Wil fails to notice the branch in the road until the last minute. Snapping out of his musings, Wil overreacts and swerves madly to avoid hitting the branch... he succeeds and careers into the ditch.

Slightly stunned, Mason quells a burst of anger as he attempts to restart his seemingly undamaged vehicle and fails. For some minutes he continues to turn the key only to hear a progressively less healthy battery struggling to bring the engine to life.

Accepting the inevitable, Wil grabs his mac from the back seat and struggles to put it on. Slapping his hat on his head he leaves the relative comfort of his car to face the now torrential rain.

Knowing much of things historic and nothing of mechanics, Wil doesn't even consider opening the bonnet but instead heads off in to the darkness to find help. Spending the night in his car does not appeal.

Wil splashes along the road for some twenty minutes. There is no sign of life, no sound but for the wind and rain. Then, off the road to his left he sees a flickering light. Scrambling over the fence he heads towards it. Strangely the light gets no nearer.

Cold and wet, Wil considers turning back for the road when he comes across a crumbling structure.

Curiosity takes him closer. The building is a tower, a very old one that, due to decay, has lost some of its height. Four doors lead in to the tower, one of which is ajar. Wil enters.

Closing the door behind him Wil finds himself in a surprisingly cosy, circular room with, thankfully, a watertight ceiling.

Removing his sodden mac, he sits on the dry floor and assesses his situation. The sound of the wind and the rain is pleasant from within the sanctuary of the tower... a wave of tiredness flows over Wil. Sleep soon follows.

He wakes to the sound of birds. The rain has stopped. Looking around he is surprised to find his mac... gone! In fact his whole attire has changed. His surroundings look the same, a little cleaner perhaps and the four doors look less worm ridden, but he's definitely still in the same tower. An attempt to open the doors confirms his worst fears: all four are jammed... or locked!

Puzzlement, concern then panic washes over Wil as he shouts at the tower and attacks the four doors in an attempt to escape. Eventually, worn out, he sits and thinks... sleep comes again.

Wil has no idea how long he slept but he wakes with a resolve to discover what's happened to him, where he is and how he can get home. The first thing to do is get out of this damn tower...

Is that a key on the floor?

INSTRUCTIONS

THE GAME

You are Wil Mason. Your objective is to learn of your whereabouts, discover a way through Middlemere and find your way home. It won't be easy - but with a little effort you should (eventually) achieve success. Good luck!

AN INTRODUCTION TO MIDDLEMERE

The world of Middlemere is a strange and frightening place - but if you're planning to get out alive, you'll have to become familiar with its ways. The first thing to remember is that you're in charge. Wherever you go, whoever you meet, you're the one who decides what happens next. Interaction with the characters and objects on screen is the key - as long as you're prepared to take the time to explore this world thoroughly and scrutinise everything you find, you shouldn't have any difficulties. Remember to take it slowly - if you rush about you might miss something vital early on and that could jeopardise your chances in the future. Should you encounter any friendly-looking locals along the way, don't be too proud to simply stop and have a chat...

THE SCENARIOS

As you make your way through the land of Middlemere, you'll encounter three different types of scenario (see below), each of which needs to be tackled in a slightly different way. If at any time you're unsure about what to do next, don't panic - simply consult the appropriate section in the guide. It contains all the information you'll need.

Maze Sections

The game has many maze sections which utilise incredibly smooth forward-scrolling techniques to portray your first-person-perspective movement. Items and characters encountered in these sections are interacted with via the icons at the base of the screen.

Parallax Sections

You run left or right across amazingly detailed parallax screens, shooting - with selected weapon - or avoiding adversaries bent on preventing your progress. Beware, for they conceal themselves.

Interior Sections

A combination of the above two sections, Interiors enable you to explore castles, abbeys and churches during your quest for escape. Interaction with characters is possible either via the icons at the base of the screen or by using whatever weapon you're currently carrying.

For more information about playing each of these sections, consult the instructions below.

MAZE SECTIONS

These are places where you'll have to use all your initiative: dark forests, sinister mines and gloomy dungeons. Look where you're going, try to keep a record of your movements and investigate everything and everyone you see. If you're thorough, you're bound to reap the benefits.

THE MAIN SCREEN

Main Window

Exploration, mystery, battle, conversation - this is where all the real action occurs, and the main window shows it all as it happens from your personal viewpoint. To interact with the characters and objects it displays, simply click on them using the mouse.

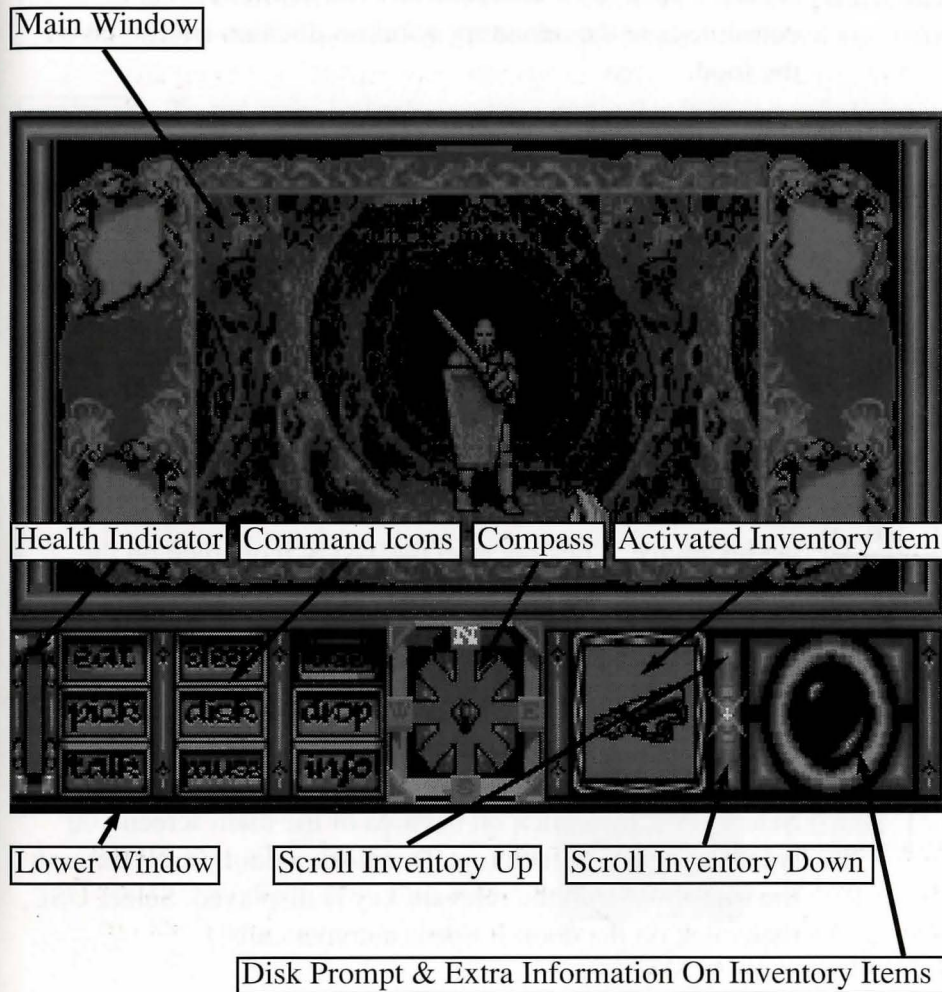
Lower Window

This is the part of the screen which provides all the most essential information (including your inventory and compass) and from which most of your actions are controlled.

Command Icons

These are the controls which enable you to specify how you want to interact with people and items on the screen. To perform a command, simply click on the appropriate icon using the hand-shaped pointer controlled by the mouse.

THE MAIN SCREEN



eat

To maintain your levels of personal energy, you'll need a steady supply of food. Make sure the item you wish to consume is in the inventory window, click on EAT, then on the food.

pick

Enables you to collect items from the ground. Click first on the icon, then on the object in the main window you wish to pick up. The item is automatically added to your inventory.

drop

Allows you to drop any objects in your possession on the main screen. Scroll through your inventory until the object is displayed in the inventory window, click on DROP, then on the area of the screen in which you wish the object to be placed.

talk

Middlemere is full of characters ready and willing to give useful advice. Click once on the TALK icon, then on the person with whom you wish to speak. If he or she has anything to say, it will be displayed in the lower window.

use

Frequently you'll find a use for one of the items in your inventory. Scroll through the inventory using the scroll arrows until the object is displayed in the inventory window. Select USE, then click on the area of the main screen you want the item to affect. (eg: To unlock a door, scroll through the inventory until the relevant key is displayed. Select USE, then click on the door. It opens automatically.)

sleep

Sleeping is one way of boosting your health and energy. To rest, click once on the SLEEP icon. Like most people though, you can only actually get to sleep when you're tired enough.

info

To get more information on a particular item it needs to be in your inventory. Bring it up in the inventory window, then click on INFO. A detailed item description will be displayed. (For further details see the section entitled THE INVENTORY.)

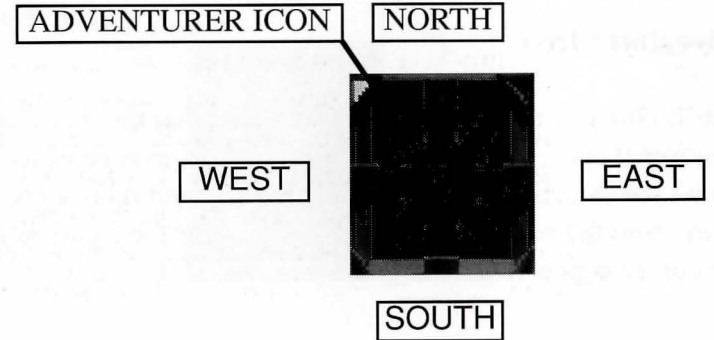
pause

Pauses the game.

disk

Enables you to save and load a game in progress (for more information see the section entitled SAVING AND LOADING)

The Compass



The compass is the means by which you move about the world of Middlemere. Clicking on the four compass directions allows you to turn left and right, walk forwards or backwards. The direction in which you're facing is always highlighted in red.

Walking Around

Click on North to walk forwards and South to walk backwards. As long as there's a path to walk along, you'll see the scenery change as you go by.

Junctions

The background of the compass is highlighted whenever there's a junction or several paths cross. This is the only time at which you can turn round to the left or right by clicking on the east and west icons. By clicking continuously on either E or W you'll get a full overview of the crossroads in eight compass directions. To follow a fresh path, simply make sure you're facing in the direction you want to go and click on N.

Adventurer Icon

You'll notice at the beginning of the game that there is a small figure positioned at the centre of the compass. This icon represents you. It shows the direction in which you're facing and represents your distance away from the nearest crossroads. Whenever the figure is at the centre of the compass you're standing at a junction of the ways.

Making The Most Of Your Compass

It's easy to get lost in Middlemere's mazes - everywhere you go things look pretty much the same and it's hard to keep track of where you've been. This is especially confusing at a junction - once you start twisting round and examining the exits it's easy to forget from which direction you came. To avoid this, make a mental note of your initial position whenever you hit a new crossroads - that way you can at least be sure you won't inadvertently retrace your steps. Better still, don't just rely on your memory - draw a map.

The Inventory

The inhabitants of Middlemere are a careless lot. They've left dozens of useful objects lying about on the ground which any self-respecting adventurer would be glad to place in his inventory: gems, torches, weapons, arrows, daggers, riches, talismans, chalices, spells, GemStones, keys, food and strength potions abound.

The Inventory Window



The inventory window displays the object you are currently using. When you first pick up an object it is automatically displayed in the inventory window and whenever you want to DROP, EAT or USE an item it needs to be shown in the inventory window first. To scroll through the items currently in your possession click on the two arrow icons to the right of the window. To view all the items you're currently carrying click once on the INFO command icon and once on the inventory window.

THE MAIN INVENTORY



This displays all the items currently in your possession plus special statistics about the object in the inventory window. To find out about other inventory items there's no need to return to the main game screen - simply click once on the object icon in the inventory and the new stats will be displayed.

Object Statistics

Some information is more relevant to certain items than others.

Quantity - the number of identical items carried. Particularly helpful when keeping tabs on the number of arrows in a quiver or how many throwing daggers you have left.

Weight - the weight of the individual item. Carrying a lot of heavy objects may affect your health and fatigue levels.

Total Weight - this only differs from the individual weight when you possess two or more identical objects.

Value - the value of each individual item. Useful for assessing the quality of coins and jewels.

Total value - the combined value of all the objects of this type.

Nutrition - indicates which foods contain most energy.

Mystic - some items have special magical qualities. This rating gives an indication of how powerful they are.

YOUR HEALTH

All that running around and exploring tends to wear down your energy - especially if you happen to get injured on the way. Check the Health Indicator for a quick guide to your bodily well-being - the more red you can see the better you feel. If the red bar disappears, you're dead or about to die. For more information on your physical status click once on the Health bar to access your personal stats screen.

Personal Health Statistics



Once you've clicked on the Health Meter, the lower screen slides away and is replaced by the stats. These detail your strength, your current state of fatigue and the weight of your inventory. If you want to find out how you really feel, this is the place to look. Both your strength and fatigue bars are affected by injury, how much you're carrying, and whether or not you've recently had something to eat.

Keeping Healthy

The best way to stay healthy is to avoid injury and to eat plenty of food. If you're very weak, it may be a good idea to drop the heaviest items from your inventory - you can always come back and collect them later when you've recovered your strength. If your fatigue bar is high (over 50%) it's a good idea to get some sleep.

Keeping Time

The two other statistics displayed on the health screen are the current date and time. Luckily, life in Middlemere runs at a relatively slow pace so time never actually runs out - but it's obvious that the faster you complete your quest, the more you'll be held in general esteem.

Combat

There are plenty of characters to meet in Obitus. Stay in Middlemere long enough and you'll encounter trolls, slaves, soldiers, knights, mages, wolves, rogues, impalers and wizards. They're not all friendly and frequently you may find yourself getting into a fight. There is no special combat mode in the maze sections. All battle is controlled using the inventory and the USE icon. If you want to shoot a knight, for example, you simply select your quiver from the inventory, click once on USE and once on his body. It may take more than a single shot before he dies - just keep on firing until he does.

THE PARALLAX SECTIONS

In the parallax journeys that take place between different locations in the game, your view of the action changes. You now control a sprite running through a horizontally scrolling environment. In these parts of Middlemere your skill as a fighter will be challenged to the full - dodging missiles and firing arrows are par for the course. These sections are best tackled with a keyboard or joystick.

The Main Screen

As usual, this is where the action is. Wil runs from left to right, throwing his weapons, jumping and crouching to avoid enemy attack.

Weapon Selection Screen

This shows the type and number of weapons you are currently carrying. The missile you are using at the moment is displayed on the right. To



Health Meter

Main Screen

Weapon Selection Screen

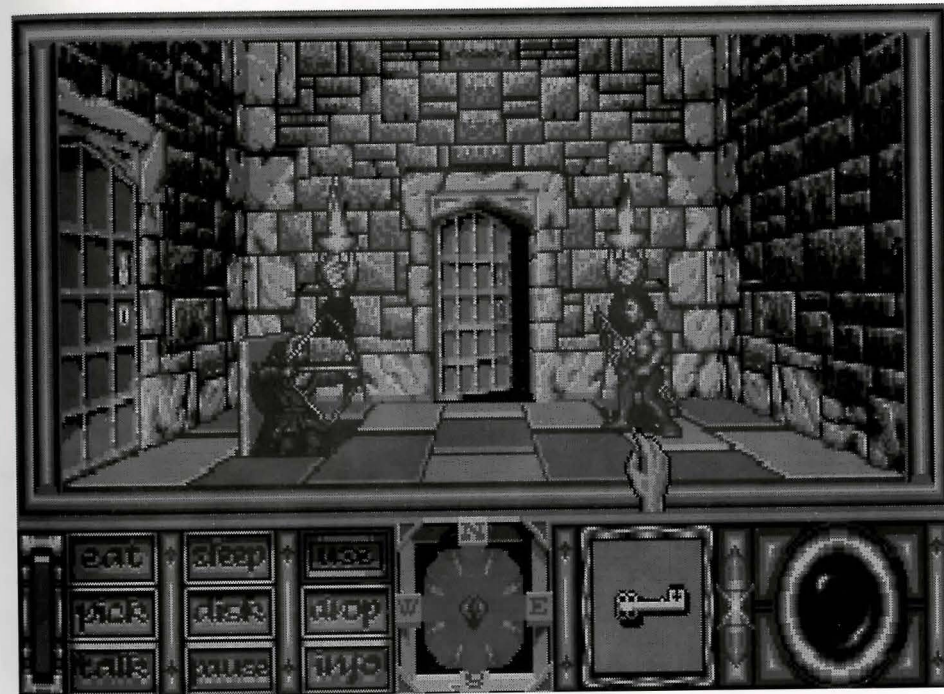
switch between weapons, pull down on your joystick and keep the fire button pressed. On the keyboard press **A** and the **Spacebar**

Health Meter

The red energy bar represents your state of health. It decreases whenever you take a direct hit. When it reaches zero, you die.

INTERIOR SECTIONS

The icon control system in the interior exploration sections is identical



to the one used in the mazes. Only the main action screen is different. As in the Parallax sections of the game, you can actually manoeuvre Wil around the screen. He can walk about exploring the rooms, avoid other characters, and make his way through passages and doorways. You can control this part of the adventure directly using either the joystick or the keyboard, or with the mouse using the compass at the base of the screen. Since, in this case, they give you greater flexibility and accuracy of movement, we recommend joystick or keys.

ADVICE FOR NEW ADVENTURERS

If you've never played a game like Obitus before, you may find yourself wondering where to start. Here are a few words of advice just in case you ever find yourself well and truly lost.

* The most important thing to remember is that you're here to explore. Middlemere is a place of danger and mystery but you won't discover its secrets unless you seek them out.

* Pick up everything you see - you never know where you could be going and the most unlikely items may come in useful later on.

* Keep a track of your movements. If you think you're going round in circles, take note of your compass directions and start to make a map.

* Keep an eye on your energy. Rushing into combat when your health is very low is a sure-fire recipe for disaster. If you find yourself suffering a lot under enemy attack it's not always advisable to stand and fight. Running away could be a better option.

* Beware of the unexpected. This is an adventure after all and all sorts of surprises could be lurking in the bushes or hiding under the floors.

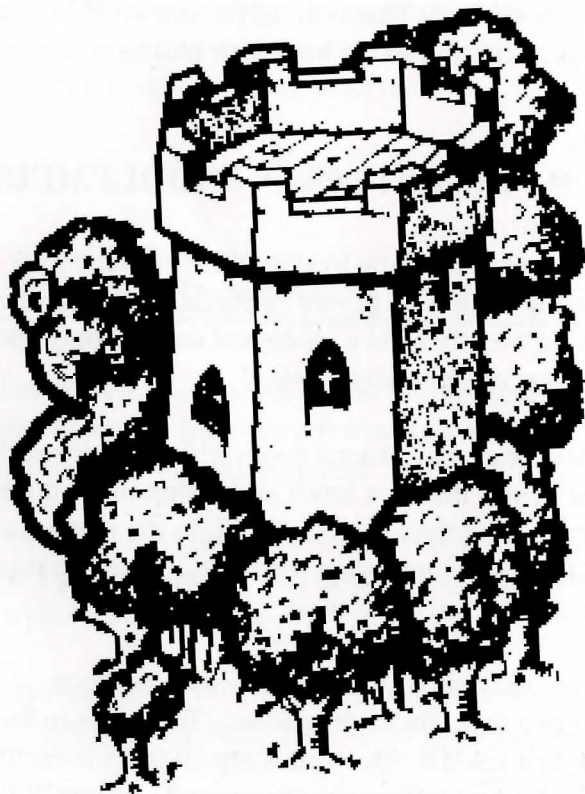
YOUR FIRST STEPS IN MIDDLEMERE

If you're still unsure exactly how to start, this is a short walk-through for the first few screens of Obitus. If you've played any kind of adventure before you shouldn't really need a guide and using it may spoil your fun - read on only if you're genuinely stuck.

Wil Mason's quest begins in a round room with four closed doors. On the floor in front of you there's a key. Get it using the command icon PICK, and insert it using the command USE, in the north-west door. If the key doesn't fit, you're not trying the right door. Keep turning around until you're actually facing north-west.

When the door opens, elect to Proceed into Falcon Wood. You look out on to a dark, forbidding forest. Turn once to the west and explore the path that leads north-west. Keep clicking N on the Compass until you reach a dead end. Examine the ground and you'll find an apple. When you pick it up it automatically enters your inventory. You can eat it if you like, using the EAT command.

You can now explore, pick up objects, and use items from your inventory - and that's really all you need to know. Now all you've got to do is find your way about - happy adventuring!



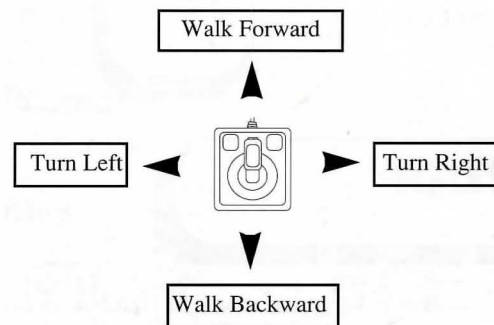
THE CONTROLS

Obitus is very simple to control. All the icons are manipulated by pointing and clicking using the hand-shaped pointer that is controlled with the mouse.

All other controls are as follows:

MAZE SECTIONS

Joystick:



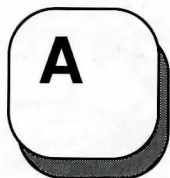
Alternatively use the mouse to click on the relevant compass directions (see **COMPASS** for more details).

Keyboard:

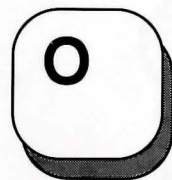
Please Note: **Q, A, O, P & Spacebar** are the default keys, however they are redefinable, see your reference card for details.



Walk Forward



Walk Backward



Turn Left

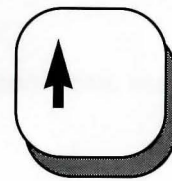


Turn Right

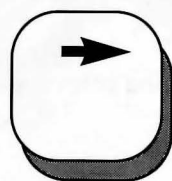


Fire/Click

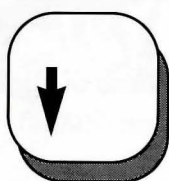
Cursor Keys (on the numeric keypad) control the Hand Icon:



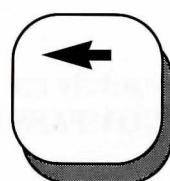
Up



Right



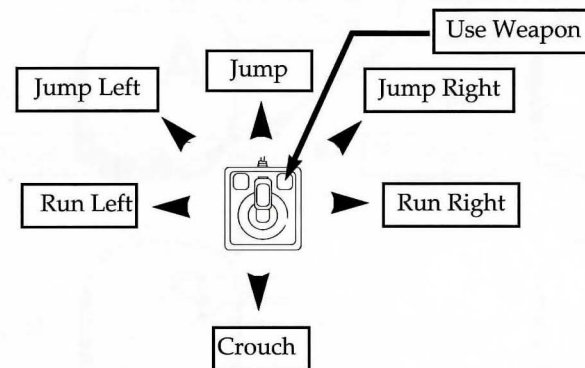
Down



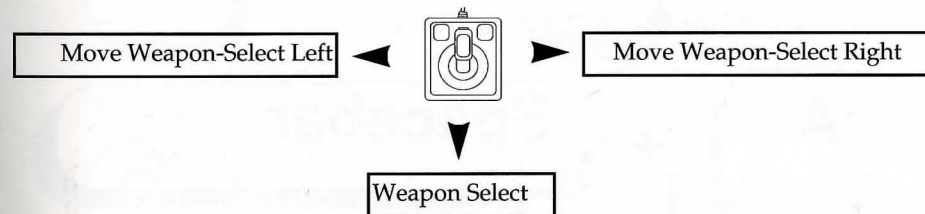
Left

PARALLAX SECTIONS

Joystick:



Joystick (with fire button):

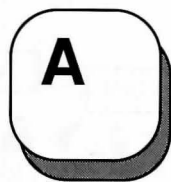


Keyboard:

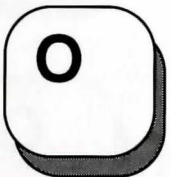
Please Note: **Q, A, O, P & Spacebar** are the default keys, however they are redefinable, see your reference card for details.



Jump



Crouch



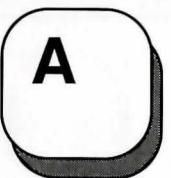
Run Left



Run Right



Fire



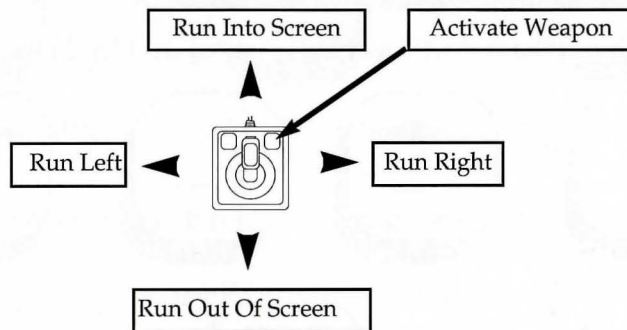
+



Weapon Select

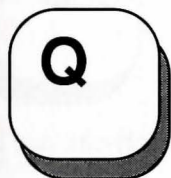
INTERIOR SECTIONS

Joystick:

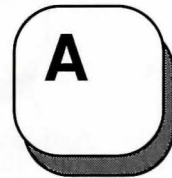


Keyboard:

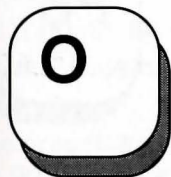
Please Note: **Q, A, O, P & Spacebar** are the default keys, however they are redefinable, see your reference card for details.



Run Into Screen



Run Out Of Screen



Run Left

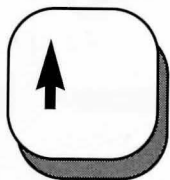


Run Right

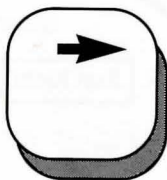
Spacebar

Fire/Click

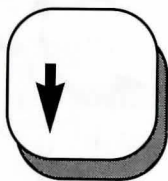
Cursor Keys (on the numeric keypad) control the Hand Icon.



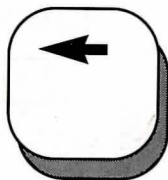
Up



Right



Down



Left

Function Keys:

When pressed, the function keys activate the following icons:



Activate eat icon



Activate sleep icon



Activate use icon



Activate pick icon



Activate disk icon



Activate drop icon



Activate talk icon



Activate pause icon



Activate info icon

The following keys (on the numeric pad) emulate your mouse buttons:



Left Button



Middle Button



Right Button

Saved Games

To save a game in progress or load a previously saved game, click on the Disk icon and follow the on-screen instructions. If you are saving a game for the first time on to a floppy disk please ensure you have a blank formatted disk in your drive. If you are saving on to your hard drive, the program will automatically save the game into the Obitus directory.

Please note that you may only save or load a game when the Disk icon is available to you: i.e. Not during the Parallax Sections.

Falconwood, the start of a long journey!

Welcome to *OBITUS*! I am Glyphyx your guide. I will try to help you get through Falconwood without harm. Be warned, however, that I do not know everything about the wood, and can travel with you no further than the edge of the Hobmoor! Much of what I have to say may be of general assistance throughout your adventure, so ready your bow and follow me.....

(Notice how your COMPASS works: you can see yourself represented within it, in an overhead view. The COMPASS direction indicators (N,S,E or W) serve two purposes: To the tiny figure (you) within the compass, the direction indicators show the direction you are facing (the direction indicators illuminate as you face a specific direction and the whole display gets brighter as you reach the centre of each trail junction). They are also action buttons representing directions to move or turn in: N translates to Move Forward, regardless of what compass direction you are actually facing. S is Move Backward, W is Turn Left, and E is Turn Right. You can use the mouse both for manipulating objects and for moving, or you can use a combination of mouse and joystick: mouse for object manipulation and joystick for movement. Another word of advice to you my friend, MAKE A MAP, or use the one in your manual. Experienced travellers know the value of a good map. I have found that parchment ruled with a grid is most handy for charting one's progress!

Here is the sanctuary of the Tower, you are safe from any danger.

Beyond its four doors lies a huge realm of mystery. PICK up that silver key, there on the floor. Face each door and try the key in each ("click" on USE and point to the door to unlock it) it will work in one of them. There! Beyond lies Falconwood, a dark forest of many twisting paths.

We are ready to begin our quest. You have a bow, but lack arrows....You will find the small map in your manual invaluable. Refer to it often and use it to mark your progress. Let's begin our journey by searching along the Northeast path; perhaps one of the wood's denizens has dropped something of value there. Yes, there is a quiver of arrows. PICK it up, you will find it very helpful, let's continue on this trail to the next junction.

(You can get information about your possessions by entering INFO mode and "clicking" on the square window to the right of your compass. Notice that your bow doesn't show up, even though you really do have one! You can make an object you carry "current" (allowing you to USE it quickly) by using the scroll arrows to the left of the object window, or by selecting the object from the full inventory display and then exiting back to the main view.

From here we'll follow this path around to the left: follow me to the Northwest until we get to the next trail junction where we will go West. Look, there's a coin on the ground. PICK it up. We must continue on to the next trail junction and then proceed Southwest to the next one. Pause here and look around. There, look to the Northwest, I see some cherries. PICK them up and then proceed to the Southeast, to the next junction, Let's pause here again and look around. There to the West, an

apple, PICK it up. It will taste good when you are very hungry, and this is not the only fruit which grows in Falconwood.

(Remember this during your travels: just because you follow the path does not mean that all objects will be conveniently placed in plain view! When at junctions, try turning to the left or right to see if you can find object off to the sides of the path.)

We have now walked in almost a complete circle. To the East is the path back to the Tower and to the West are more apples...

Hssst! I hear movement ahead! To your North stands a Knight, and down the path to the Southwest lurks one of the King's Bowmen... Knights in their heavy armour you would do well to avoid, until you are more practiced with your bow, but the King's man should be an easy mark. Select an arrow, and get ready to USE it... Now move Southwest until you can see him clearly... There he is! Point to him and "click" your left mouse button to loose your arrow at him. And again! Bravo! For a beginner you are handy with the bow. PICK up his arrows and add them to your quiver....

Follow me now past his bones to the next junction, and then turn right, continuing up the Northwest path. Nearby, there dwells a handsome maid name Maladina, I'll show you the way to her abode. Turn to the Southwest here, and walk to the next junction. Look to the North, there she is. She has spoken of your coming, and has a gift for you. TALK to her, and collect your gift.

(When meeting another in these lands, you must approach closely before information can be exchanged. Dangerous in many cases, but it cannot be avoided... Some folk may seem fierce, yet pose no threat... Others seem friendly, but will attack before speaking! (Be prepared!)

Ahh! the Keys! A gift of rare worth. Now follow me Northeast, and hurry, for time is of the essence. You should also nock another arrow: Danger may be closer than you think.. Turn North and LOOK OUT! Another bowman! Kill him, collect his quiver, and proceed North. At this next junction, you have three choices: To your left, West, is another Knight who holds a torn parchment (page) you will need. A second path goes Southwest from here. And to the Northeast there are more apples on the path to the centre of the wood. Realise that not all your enemies can be vanquished with only one or two arrows!

(If you begin to feel fatigued, or suffer many wounds, it would be wise to stop and eat or, if the situation warrants, sleep for a while. Fatigue is normal but may be aggravated by carrying too heavy a load.... You can get detailed information about your health by "clicking" on the Health Indicator Bar.)

You sent the Knight to the skies, I see. Now stow the parchment, and ready your bow. Turn Northeast and go to the next junction. Pause here for a moment and look around. Notice the path heading North: We will return here soon. Now continue Northeast, and then turn East to find Odin, who will attempt to block your passage through his domain... He will TALK but must be killed for you to be able to reach the place where he has hidden a potion.

Odin is no longer. Good! I think the potion he hid is nearby, along that Northeast path ahead...Remember to be aware of your surroundings! Many a traveller has overlooked gold while searching for silver!

(Potions may save you, and potions can kill, Use them when the time is right!)

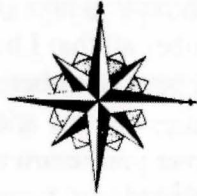
We must turn back now, for beyond lies Abbotsleigh, for which you are not yet prepared! Turn back Southwest to find the centre of the wood. Follow me quickly, for I know the way well: Southwest, then West, and Southwest again. Now North, until the path ends. Look around. Beyond the forest to the West lies Hobmoor. Turn right and go Northeast to the next junction. Now turn East to find Odin's twin, Otto, near the end of this path. He is as taciturn as his brother, and he too hides something you will need. Shoot him quickly and step over his bones to find food and a torch. Turn completely around and return West, then go Southwest and West again, to enter the central glade.

Here are many paths: to the Northwest lives the Green Man, he too has been awaiting your arrival. Go and see what he has for you.. A blue gem! Valuable, but a sizeable load.. Keep is safe for trading! Let's back up now, and turn right, for North of the centre are more apples. Search beyond them for more arrows on a Northeast path, then return here (either back straight up and turn South, or go to the Abbotsleigh exit and turn Southwest to retrace your steps). Southwest from the centre are more arrows, I think and to the Northeast a villain did drop a silver bar while fleeing a hideous creature. Yes, that's it! Now come this way

West, to the western edge of the wood: I have seen some daggers lying there - take them with you for added protection!

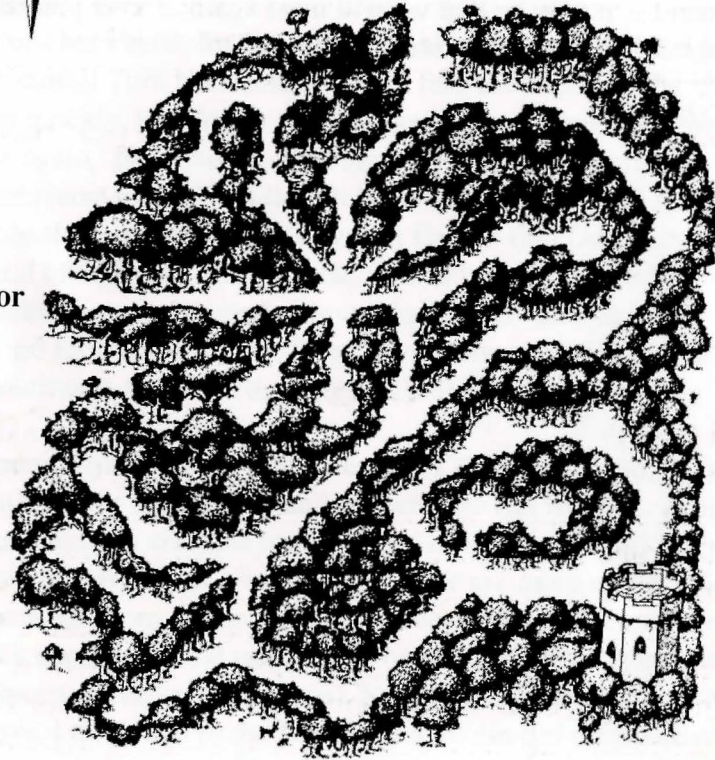
Here at the edge of Hobmoor, where Eldor waits to advise you now (turn Northwest), I must leave you to your journey. Remember all that I have told you, and do not tarry upon the Moor, for you will be outnumbered there. Keep your arrows for Eldon Mines where enemies are few and singly found... It may be that we will meet again, if ever you return to Falconwood. 'Till then, Fare well, my friend!

A Guide to Falconwood



To Abbotsleigh

To
Hobmoor



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