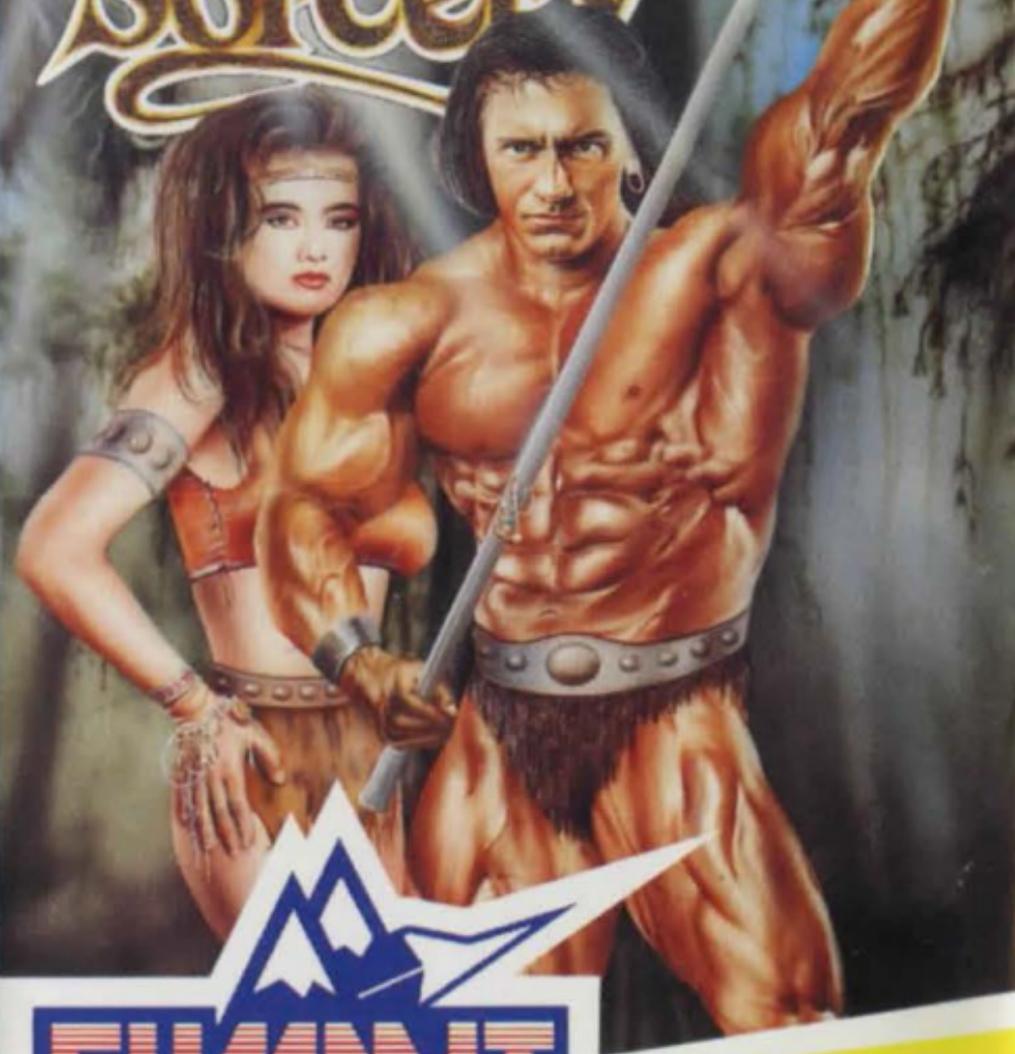


# Swords and Sorcery



**SWAN**

SPECTRUM



# Swords and Sorcery

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



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

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

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

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

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

"Greetings Stranger," the old man said.

What can I do now? thought Flubbit desperately.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Why not join the  
ALTERNATIVE CLUB**

Please write for more details to:  
**ALTERNATIVE SOFTWARE,  
Units 5-7 Baileygate Industrial Estate,  
Pontefract, West Yorkshire WF8 2LN**

## LOADING INSTRUCTIONS

### SPECTRUM

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

### AMSTRAD

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

### CBM64

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

© Summit Software  
All rights reserved.

No part of this publication/work or name and title thereto including the appearance and get-up thereof may be reproduced stored in a retrieval system or transmitted in any form or by any means electronic mechanical photocopying recording or otherwise without either the prior written permission of the copyright holder for which application should be addressed in the first instance of Summit Software.

**TAKE NOTICE** that Summit Software is recorded as asserting all rights of authorship in this work in accordance with the provisions of The Copyright Designs & Patents Act 1988.

**PROGRAMMERS** - If you have written a good programme for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!!  
SEND TO: The Evaluation Department, SUMMIT SOFTWARE,  
Units 5-7 Baileygate Industrial Estate, Pontefract, West Yorkshire.  
We will acknowledge receipt of your programme same day.



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

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

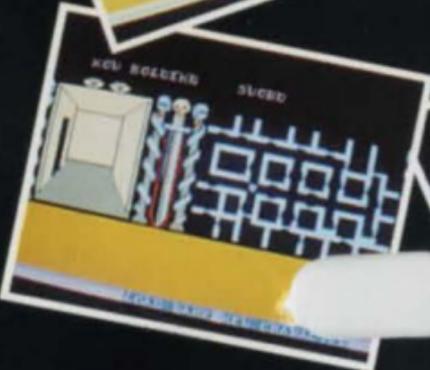
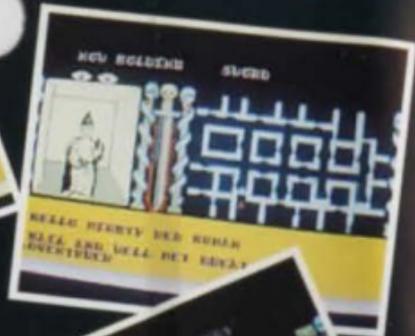
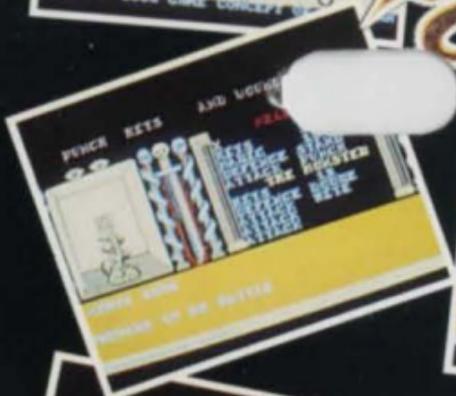
**Game Over 11** - "rather spiffy - blazingly colourful graphics which get increasingly imaginative the further progress - game-play nicely balanced - Zap Zap Zap away Spanish Gold!" - 82% Your Sinclair



SPECTRUM

# Swords and Sorcery

## SWORDS & SORCERY



SUMMIT SOFTWARE  
UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE  
PONTEFRAC  
WEST YORKSHIRE  
WF8 2LN

SCREEN SHOTS MAY BE TAKEN  
FROM A DIFFERENT VERSION

SUM 968