



## EPILEPSY WARNING

PLEASE READ THIS BEFORE PLAYING OR ALLOWING YOUR CHILDREN TO PLAY THIS GAME

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns on a computer monitor whilst playing a game may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, you must consult your doctor before playing. If you experience any of the following symptoms whilst playing a computer game : dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, immediately discontinue use and consult your doctor before resuming play.



# FOREPLAY

It often helps to start with some sort of introduction so here we go...

Once upon a time It all started on the day of Simon's 12th birthday. He was having a party, not a modern rave party that 12 year olds have these days, but a quiet English affair with jelly and ice-cream, pin-the-tail on grandma and a magician called Marvelo. He specialised in pulling rabbits out of hats and making seemingly endless quantities of brightly coloured handkerchiefs appear from his mouth.

Simon took great pleasure in pointing out how these tricks were done to his awe-struck friends and eventually had to be physically restrained by his father to prevent Marvelo the Magician becoming Marvelo the Murderer.

When 'blowing-out-the-candles' time came, Simon wished for a Gameboy from his grandparents and for his older brother to fall down something deep and preferably spiky. He was surprised when later the doorbell rang and upon opening the door, he discovered a small scruffy looking dog wrapped up in shiny paper. After unsuccessfully trying to install his friends Tetris cart, he was persuaded that it was not a new Gameboy after all.

The dog (he called it Chippy) had a strange book in it's mouth that no-one could read. His parents hadn't the heart to tell the young boy the dog wasn't for him and that they had no idea from where or whom it came. It was after all the target for the boyish sadism found in all youngsters. The family adopted the dog and the book was dumped in the loft and forgotten...

Until now ...

# GETTING STARTED

To enjoy Simon the Sorcerer you will NOT need lightning reflexes, nor an IQ of 175 nor the courage of the Great White Bear. It could help if you have a sense of humour but it's not essential.

Oh yes, a computer with the following requirements would be handy as well.

- 386 DX-16 or faster 100% Direct X compatible PC
- Windows 95 or 98
- 1 MB RAM
- VGA graphics capability
- A hard drive
- A CD-ROM drive
- A mouse

Obviously, in order to use these items, you will require a fully operational central and peripheral nervous system, all vital organs and at least one hand (or compatible).





## using the mouse and keyboard

If you don't know by now there is no hope for you. Feel free to chuck your real computer out of the window and go back to your games console. We're sure the Queen of the Fungus people (or whatever) would appreciate it.

Seriously though, the mouse is used to select ICONS on the screen, these will be explained in greater detail later. It is also used to move Simon around the area he is currently in.

Some keys will also be of assistance depending on your musical tastes or reactions.

Pressing M turns the music off or on (it's a toggle, i.e. pressing it changes to the opposite of it's current state).

Pressing S turns the sound effects off or on (it is also a toggle as above).

## installation instructions

- Insert your shiny new Simon the Sorcerer CD into your CD-ROM drive
- The setup wizard (no pun intended) should start automatically.
- If this does not happen, then do the following :
  - Double click the 'My Computer' icon on your desktop
  - Double click the your CD drive (usually labelled D:)
  - Double click the program 'SETUP.EXE' in the window that appears.

The helpful installation wizard will guide you through the setup procedure, just follow the on-screen instructions.

## starting to play

Once the installation process is over then you're ready to play. You can run it by either clicking it from the Start Menu (under Adventure Soft) or by running the SIMSTART file on the CD.

The first thing you should observe happening is the credits. We recommend that you watch these as they may provide vital clues to the game (and because we're just a bunch of attention seekers). If you can't bear to watch all of them then press the right mouse button to skip the whole thing. Just don't say we didn't warn you.

After the credits the opening sequence carries on from where the Foreplay left off. Pressing the right mouse button can also skip this.

See the APPENDIX for help if you have any problems.

## playing the game

As will become apparent, your goal is to rescue Calypso the wizard who has the power to return you to your own world. You take on the role of Simon a young boy suddenly thrust into a universe of fantasy and magic... that's about all we can say without ruining the story. Don't worry, all things will become clear as you progress through the game.





## moving about

In order to move Simon around the screen you need simply to highlight the WALK TO icon by clicking in it and then clicking on the area of the screen where you wish Simon to move. He will walk to that point or as near as he can get to it.

WALK TO is the default verb when the pointer is over the screen window and LOOK AT is the default verb when the pointer is over the Inventory.

## doing stuff

All the other verbs enable Simon to perform a variety of actions on a variety of things.



You will notice that by moving the pointer over certain areas of the screen the ID bar will tell you what is under the pointer. Simon can only interact with objects identified by the pointer.

In order to do something to an object, first select the verb you wish to use. It appears in the ID bar. Secondly select the object you wish to use it on. It replaces the verb in the ID bar. Thirdly click the left mouse button to perform the action. Either something happens or Simon tells you the result of his action.

Some verbs require the input of two objects, e.g. if you select USE then two objects usually need to be selected in order to make something happen. After the first object is selected a prompting instruction (in this case With What?) appears in the ID bar. Another object must be selected to complete the action.

Clicking twice on an area of the screen with no objects in or completing an action returns you to the default verb.







The verbs available are as follows:

WALK TO: Tells Simon to WALK TO an area of the screen. This is, of course, completely obvious.

TALK TO: Bet you can't guess what this one does. Figure it out for yourselves.

GIVE: Instructs Simon to give an object to another character in the game. It there for requires selecting an object and then a character.

MOVE: Tells Simon to push or pull an object selected.

LOOK AT: Speaks for itself really doesn't it?

USE: Instructs Simon to use two objects together. It requires selecting two objects.

WEAR: Instructs Simon to don an item of clothing.

REMOVE: Opposite of wear,

CONSUME: Instructs Simon to eat or drink something.

PICK UP: Doesn't really warrant much explanation.

OPEN: Er... open something?

CLOSE: Opposite of open.

## *talking to people/things:*

Sometimes Simon has to initiate a conversation by himself and sometimes people start talking to him. What the person says appears on screen next to them. Simon is usually given a list of choices, overlaying the verb bank and inventory, of which he can choose one to say.

The conversation continues until Simon or the person decides otherwise and selects a quit option such as:

"I really don't want to speak to you any more."

This usually leads to the end of a conversation. If Simon wishes to re-enter conversion then he must select TALK TO and the person to whom he wishes to talk.

## *saving on shoe leather*

As we all know, shoes can be expensive. However, luckily for you, we have included a map feature in the game. Simon receives a magic map at the start of the game. This can be used to jump instantly to the important points of the game once they have been discovered.

As Simon walks around the game he adds drawings to the map, representing certain key locations. By selecting the USE Map it is possible to jump straight to those locations by clicking on them with the left button. If you change your mind about using the map then click on compass in the bottom right hand corner to return to the game.

The map is only available when Simon is free to move around. If he is trapped the map cannot be used to escape.





## *save/restore & pause*

Simon has in his possession a magical postcard. By selecting USE Postcard, the save, load and quit options become available. NB The game is also paused whilst accessing these features.

By selecting SAVE you can store your current game on hard disk. Simply click on SAVE and then on either a used save game slot or an empty one. Now enter the name of the file you wish to save and press enter. Voila! It's all done.

By selecting QUIT you are admitting defeat and should commit ritual suicide immediately. If, however, you have a valid reason (e.g. the sudden death of a close friend or relative) then this function will return you to Windows.

## *cure for déjà vu*

The option to cut through a scene, seen in a previous game, is sometimes available. By clicking the right mouse button during some of the lengthier sequences of animation the game will jump to the end of that sequence.

We do not recommend using this feature unless you have played the scene before as you could miss vital clues.





## credits

Written and Designed by Simon Woodroffe  
Produced and Programmed by Alan Bridgman and Mike Woodroffe  
Lead Artist – Paul Drummond (and Cover Illustration)  
Simon Animations by Kevin Preston  
Artistic Department – Maria Drummond, Karen Pinchin and Jef Wall  
Music by Media Sorcery  
Assistant Producer – Tricia Woodroffe

Manual & Cover by Simon Woodroffe and Laurence Miller, Acrobat conversion by Andrew Brazier  
Play testing by Sylvia Parry, Alix West, Jon Woodroffe, Matt Gardom and Scott Yates

## character voices

Chris Barrie – Simon  
Roger Blake – Druid, Owl, Sordid, Calypso & Host  
Paul Codish – Dodgy Geezer, Chippy, Goblin Guard, Woodworm 1 & 3  
Tony Dillon – Goat, Dwarf Guard 1, Woodworm 2, Goblin Chief, Head 1 Shopkeeper, Wizzard 1, Drunk Dwarf,  
Sparky the Teleporter, Tree & Mirror; Brett Gordon – Goblin 1, Dwarf Assayer, Treasure Dwarf  
Dee Graham – Barbarian, Bard, Dr. von Jones, Wizzard 4, Barman, Gerald and Gollem  
Jon Haines – Woodcutter, Swampling, Oaf, Head 2 Shopkeeper, Wizzard 3, Singing Dwarf & Max  
Rena Kaye – Female Warrior 1 & 2, Witch & Repulsar  
Steve Keen – Guard 2 & Foreman Dwarf  
Patrick Kelly – Troll, Wizzard 2, Dragon & Attendant.

Produced by Adventure Soft Publishing Ltd.

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