

# Simion<sup>TM</sup> the sorcerer 3D

ENGLISH



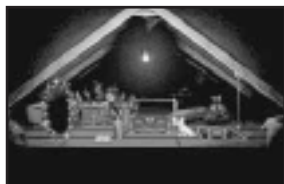
## THE STORY SO FAR...

### Last time... on Simon the Sorcerer!

Since it's been a while since we last delved into the realm of sarcasm and sorcery, it seems appropriate to do a quick recap on what's been happening to our hopeless hero in case you didn't buy the first games.

Simon's life was pretty ordinary once • he did ordinary 12-year old boy things, thought ordinary 12-year old boy thoughts\* and lived a basically unremarkable life until, on his birthday, a dog appeared on the doorstep carrying a package in its mouth. He eagerly peeled off the wrapping paper and discovered that it was a strange and mysterious book. Thinking nothing of this, and being unable to read the weird symbols contained on its pages, the book was removed to the attic and the dog was subjected to the strange blend of affection and harmless torturing usually afforded by boys to their faithful companions. It was some time later, when the dog

went missing and was eventually discovered by Simon in the attic, with the strange book open on the floor in front of it, that things really started to go a bit Pete Tong.



For some reason, Simon could now understand the meaning- less hand-written language on the pages and, his curiosity getting the better of him, he spoke the words of an incantation that would change his life forever!

There was a flash of light and a rather cheap looking magical portal opened up before him (graphics were all 2D in those days). The dog jumped inside and Simon followed, hoping against hope that it would lead to a land without maths homework, where a boy could have adventures and meet bizarre and interesting characters and where it rained pizza on a daily basis. He was almost completely right, except about the pizza.\*\*

As it turned out, the dog belonged to a kindly old wizard called Calypso who, as kindly old wizards do, was being held captive along with many of the lands other great heroes by an evil sorcerer known as Sordid. It was, of course, inevitable that he would save the day, vanquish Sordid, using the time honoured 'Pit of Fire' technique and be returned home safely and without a care in the world. And that's really where it should have ended...

But the Gods (in this case Profitos and Cashinor) will often play games with the lives of men and our by now rather unwilling hero, soon found himself the subject of a barely believable attempt by Sordid to claim his revenge from beyond the grave!

It so transpired that a young farmer's son, whose ignorant and simple minded father\*\*\* did not recognise the magical potential within the boy, and burnt one of Sordid's old spellbooks, accidentally reviving the evil wizards spirit. This boy was called Runt. He and Sordid left the farm and hatched a cunning plot to bring Simon back to their world by way of a magical wardrobe.



Although Simon was brought back as intended, he materialised in the wrong place and was sent off on a new quest by Calypso to find some magical fuel, required to enable the wardrobe (in which he travelled) to complete the journey back home. Once again, he fell foul of Sordid and ended up losing his body to the evil sorcerer who then departed to our

dimension, leaving Simon bodiless and nicely set up for the sequel you've now got in your hands.

\* Such as: What's this and why does it do that when I fiddle with it?

\*\* Which would be fun at first, but a lot less so, when the cheese had turned.

\*\*\* Some things stay the same, no matter what dimension you live in.



## FIRST THINGS FIRST

### The ReadMe File

The Simon the Sorcerer 3D CD-ROM game has a ReadMe file where you can view updated information about the game. To view this file, double-click on that file in the Simon the Sorcerer 3D directory found on your hard drive. You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then on Programs, then on MicroProse, then Simon the Sorcerer 3D, and finally on the ReadMe file option.

### Setup and Installation

1. Start Windows® 95/98.
2. Insert the Simon the Sorcerer 3D disk 1 into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "Simon Setup.exe" file on the Simon the Sorcerer 3D CD-ROM and double click on it.
4. Follow the remainder of the on-screen instructions to finish installing Simon the Sorcerer 3D.
5. Once installation is complete, click on the Start button at the bottom of the screen, and choose Programs "MicroProse" Simon the Sorcerer 3D" Simon the Sorcerer 3D to start the game.

Note: You must have the Simon the Sorcerer 3D CD-ROM in the CD-ROM drive to play.

### Installation of DirectX

The Simon the Sorcerer 3D CD-ROM requires DirectX 7 or higher in order to run.

If you do not have DirectX 7 or higher installed on your computer, select the option to install a new version of DirectX when asked if you'd like to install one.

## The Start Menu



You can access the Start menu in two ways, either by selecting Simon the Sorcerer 3D from the START menu (note: the game must be installed first) or by inserting the game CD with auto-run enabled. This panel contains various options:

### Start Game

Unsurprisingly, this option starts the game. Which is why it's called Start Game.

Clever huh? This is greyed out until the player has installed the game and setup the game options.

### Install/Reinstall

Installs the files needed and sets up shortcuts for playing Simon 3D. In the case of a re-install, Saved Games are not removed and the initialisation file created by the Front End remains untouched.

### Uninstall

Removes all game files except for saved games and the setup initialisation file. This does free up space on your hard disk but also hurts our feelings, so consider the consequences before proceeding.

### Setup

This menu lets you setup important game options, some of which cannot be changed from within the game itself. This means that if you want to change these options, you will need to exit the game and re-run the setup program from the Start Menu.

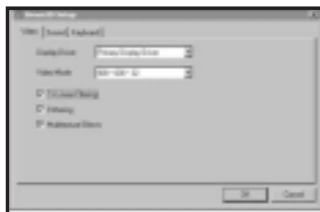
### Exit

Quits out of the Start Menu and returns the user to the Windows desktop.



## The Setup Menu

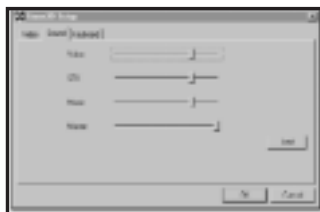
### Video Options



Select your Display Driver from the drop-down list - you can also change various settings that your video card may support. Look at the ReadMe for more information on this. Essentially, the more stuff you have switched on, the worse the frame rate of the game will be. Disable options in this panel to increase game speed at the expense of pretty graphical effects.

You should also select which resolution and colour depth best fits your computer before proceeding to the game.

### Sound Options



You can set the volume for the voice, effects and music in this menu. Hit the Test Sound button to hear music, sound effects and voices playing together to make sure your settings are correct.

### Keyboard Options



You can re-define your controls from here. The default keys are:

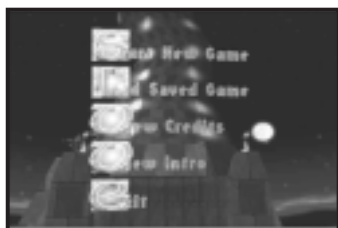
Forwards	-	↑
Backwards	-	↓
Turn Left	-	←
Turn Right	-	→
Action	-	Ctrl Enter
Use Item	-	Alt
Examine	-	X
Crouch	-	Z
Lookaround	-	Tab
Walk/Run	-	Shift
Sprint or Jog Toggle	-	Caps Lock
Cycle Through Inventory Items	-	C
Cycle Backwards Through Inventory Items	-	Shift C
Open SpellBook/Inventory	-	Spacebar
Skip 'most' messages	-	Bksp



## THE MAIN MENU

Once the game is started successfully you will see a brief introduction sequence that can be skipped through by pressing **[Esc]**.

The next screen that appears is the Main Game Menu that contains a number of options, which can be selected by using the **[↑]** **[↓]** and **[Enter]**.



<b>New Game</b>	Starts a new game of Simon the Sorcerer 3D.
<b>Load Game</b>	Enables the loading of an existing Simon the Sorcerer 3D game from the SpellBook Menu.
<b>Intro Sequence</b>	Watch the intro sequence to the game again. Because it's that good. And if you get bored, press <b>[Esc]</b> drop back to the Main Menu.
<b>Credits</b>	Displays the game credits, which for some reason best known to yourselves you may wish to see. Once again you can skip back to the Main Menu by hitting <b>[Esc]</b> .
<b>Exit</b>	Quits out of the game and back to the Startup Menu.

## GAME CONTROLS

These are the standard controls for Simon the Sorcerer 3D. There are various parts of the game when these will change for a brief period when something 'special' is happening, but you'll be advised of those as you go along by Simon's Fairy Godmother, Shelly.

### Moving About



Simon's basic movement controls are the four arrow keys, which represent walking forwards, backwards and turning left and right.

### Moving About Faster



Simon will jog instead of walking by pressing the 'Run' key (default is **[Shift]**).

### Moving About REALLY REALLY Fast



If you want Simon to Sprint instead of Jog when you press the 'Run' key, just hit the 'Sprint Toggle' key (default is **[Caps Lock]**). Pressing it again will return the function of the 'Run' key to jog mode. Be warned though! Simon's Sprint should only be used outdoors because it's really, really fast!

**Note:** This function is not available in all of the zones.



If you want to skip messages you can do this by pressing the **[Bksp]**, although this does not skip all messages.

**Note:** Occasionally when you use this key some of the animations/game sequences become untidy.

## Using Stuff



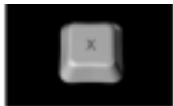
Simon needs to use things all the time throughout the game so this key is really important! The 'Action' key, (default is **Ctrl**) or **Enter**), causes Simon to use or attempt to use the object that is within his line of sight. You can tell if there is an object 'in focus' by the icons in the top right hand corner of the screen which shows you what Simon can currently interact with.

## Using Simon's Stuff



Once Simon has picked up an object, he can place it 'in hand' (see 'On Screen Display' later for definition) by accessing the inventory screen. You can also cycle through all inventory objects (default is **C**). When an object is selected to be 'in hand' then it will appear in the 'in hand' icon box in the top right hand corner of the screen. To use whatever item is in this position, then press the 'Use Item' button. If Simon currently has an object 'in focus' (see 'On Screen Display' later for definition) he will attempt to use the 'in hand' item with that object, otherwise he will use the 'in hand' object by itself.

## Examining Stuff



If you want Simon to give you a description of an item 'in focus' then press the 'Examine' Key (default is **X**).

To examine items in the inventory, simply move the highlight over the item and a written description will be displayed as well as a 3D representation of the object.

## Crawling About



Simon can also crouch down and crawl around on his hands and knees to fit through low spaces, hide behind objects and reach things he may not otherwise be able to. The 'Crouch' key (default is **Z**) toggles between crawling and walking modes. When crawling, the game automatically defaults to the First Person Camera for easier navigation.

## Using Lookaround Mode



If you want to examine areas of the game through Simon's own eyes, instead of using one of the pre-set camera positions, then simply press and hold the 'Lookaround' key (default is **Tab**). You can then use the directional arrow keys to look up, down, left and right. In this mode, it will allow for providing clues that might otherwise be missed.

## Clambering Up

There are some surfaces that Simon will need to climb up onto to reach a new level. This will happen automatically provided Simon is walking. You have to release the movement key and re-press it to make Simon do this - you can try it out in the first room of the Chamber of Life by standing ontop of the Alter.

## The On Screen Display



There are three boxes displayed in the top right hand corner of the game screen:

The one on the left has a 'G' above it and this indicates how many 'Groats' Simon is carrying. Groats represent cash in Simon's world. Normally it'd be gold pieces but we wanted to break the mould a little.

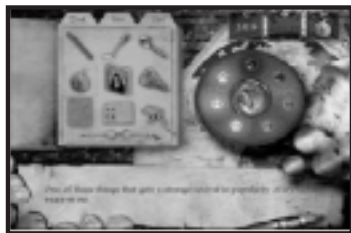


The Middle box has a little eyeball above it. This shows the icon that Simon currently has 'in-focus'. This means the item that Simon is currently looking at on the screen. Hitting the 'Action' key uses this item. When Simon sees something of interest, his head will turn to look at it and an icon representing what it is will appear in this box. Occasionally, when there are two items close together, two icons will appear, one above the other. Simon can only focus on one thing at a time, so pressing the 'Examine' key will switch items and give you a description of what it is he is looking at.



The one on the right has a hand above it and this indicates what Simon is currently carrying 'in-hand'. Pressing 'Use Item' will attempt to use what Simon has in his hand with what he is looking at. You can press **C** to cycle through objects in your inventory instead of going to the Spell Book.

## INVENTORY AND THE SPELLBOOK INTERFACE



Simon's inventory and various other options are all contained within his SpellBook, which he carries from the start of the game. The default key to open the inventory is the **Spacebar** and this will bring up the SpellBook Interface.

This interface provides access to various different game functions via the three tab pages at the top

of the book. Use the directional keys to move the highlight over the required tab and press 'Action' to select that part of the SpellBook. The three tabs and their functions are as follows:

### Disk Options (Disk)

This page enables you to either 'Load', 'Save' or 'Quit' the game and these options are selectable using the highlight and the 'Action' key.

'Load' enables you to select from a list of previously saved games and load one of them. Simply select the game you wish to load with the highlight and press 'Action' to load that save game.

'Save' enables you to save the current game. Once selected, simply move the highlight over the game slot you wish to use and press 'Action'. A cursor will appear which you can use to enter the name of the saved game. You can delete the names of existing games using the **Bksp** key but this will also delete the existing save, so be careful!

'Quit' will exit the current game and return you to the Main Menu. You will be prompted to confirm this before exiting.

### Inventory Access (Inv)

This page enables access to the objects that Simon is carrying. By moving the high- light using the directional keys, you can select items and move them to the 'in hand' position using the 'Action' key. A text description of the selected item will appear below. If you wish to use two inventory objects together then put one item to the 'in hand' position and select the other using the highlight box and then press the 'Use Item' key.

It doesn't matter which order you place the two objects if a combination is possible.

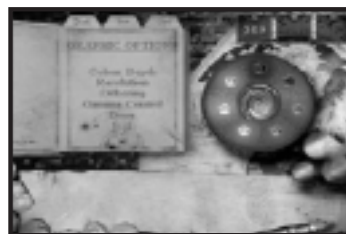
The new object that is formed will appear in the 'in hand' position.

An alternative way to use the interface is via the Mouse which can be used to quickly select headings and items. In the inventory, two items can be quickly combined by selecting one and then double clicking on the other.

### Game Options (Opt)

There are many different game options, which you can adjust from within the SpellBook. These are located in the Graphics, Sound, Control and Game Options menus.

## GRAPHIC OPTIONS



Graphic Options is split into different sections, which control the appearance options within the game.

### Colour Depth

This option lets you set the colour depth of the game to either 16 or 32-bit. 32-bit mode will look better but is more intensive on the processor so may cause slowdown on slower machines. Also, note that not every graphics card can support 32-bit colour depth.

### Resolution

By increasing the resolution the game is running in, you can increase the graphical quality, although this could result in a reduction in performance depending on your hardware. In some cases, even decreasing the resolution could result in a worsening of performance! Muck around with it.

## Dithering

Turning dithering off will result in a sharp decrease in the graphical quality of lighting effects and cause undesirable 'banding' effects on textures in return for a slight speed increase on some systems. By and large, it's not going to be worth it.

## Gamma Control

Enables access to a gamma control setting, which will increase and decrease the brightness of the game to suit your graphics hardware. If you are having problems seeing Simon in darker areas then increase this setting and if the graphics look washed out then decrease it.

## SOUND OPTIONS



### Sfx Volume, Music Volume and Speech Volume

These three settings all contain various different sliding bars, which adjust the volume ratios of music, sound effects and voices. Set them to levels that best suit your ear configuration. Note that the lowest volume setting is equivalent to 'off'.

### Sound Test

This button will play a voice line sample and a selection of sound effects and music, so you can get the balance correct.

## GAME OPTIONS

### Subtitles



If you'd rather play the game with text subtitles displayed at the bottom of the screen then this option should be set to ON. If you wish to play with JUST subtitles then set this option to ON and reduce the voice volume in the Sound settings to a minimum.

### OTHER SPELLBOOK CONTROLS



Hit **[Spacebar]** any time to enter the Spellbook from within the game. Hitting **[Spacebar]** again will exit you back to the game. Pressing **[Esc]** within the book returns you to the 'Parent' screen of the current subsection you are in.





## OTHER FUNKY GAME STUFF WE THOUGHT YOU SHOULD KNOW!

### LifePads



Whilst Simon cannot 'technically' die, it is possible for him to be splatted, electrocuted, eaten, blown up and ripped limb from limb. When this happens, he will automatically be restored at the location of the nearest LifePad. This sort of thing only happens on a few occasions throughout the game so when you see a Pad, you can bet something dangerous is around the corner.

### The Map

Later on during the game, Simon will be able to get a Rainbird to carry him around the world in speed and comfort. By using the Rainbird Horn, this magical creature will appear and he will be transported to the world map where you can control its movement. The bird can land on a specific landing pad focussed on by Simon, indicated by a glowing texture.

### Telephone Box Teleportation

Thanks to the miracle of modern magical science, special phone boxes have been scattered around the Forest and City areas of the game to enable rapid transporation from place to place within them. When Simon enters one of these then a special zone map will appear from which the player can select their appropriate destination - marked as green dots. The red dots represent boxes that are Out of Order (Bloody kids... Nothing better to do than vandalise things... Wasn't like that in my day.... Etc. Etc...) although they will be repaired later in the game.

There are also handy Black 'Ooo! Look at me! I'm a point of interest!' Dots which indicate areas that should be visited and don't have a Phone Box associated with them. The green flashing ones really catch your eye don't they? Well they should. Go to these first because they indicate the next place you need to visit.

### Rainbirds



Rainbirds are very touchy creatures however and refuse to work at nights. They're also extremely scared of dragons and won't go anywhere near them. The Rainbird can only pick Simon up when there is no roof blocking the way.

