

adventure for any amstrad

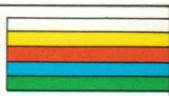
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SWORDS & SORCERY



**DISK
Version**

GAME CONCEPT OF THE YEAR 1985
(NEWSFIELD PUBLICATIONS)





SWORDS and SORCERY

Swords and Sorcery represents the first example of the ultimate in graphic adventures using the unique MIDAS system.

Swords and Sorcery differs from other adventures in that you guide your character through the unending corridors of the underworld on a quest for material, physical and/or spiritual power. The choice is yours.

You begin as a novice with limited abilities in the use of magic, sword play and stealth (lock picking, thieving etc).

As you wander the corridors, you will encounter beings meek and mighty, discover untold wealth and worthless trash. Some objects will increase your powers, whilst some will be dangerous and still others will be protected from pilferers (you!) by fiendishly ingenious traps, all designed to help or hinder you on your pilgrimage to power and glory.

There are quests within quests within Swords and Sorcery, for those who want to follow them. Some are given others must be found, and some are lost causes. There are many ways of opening the gate between the levels of the dungeons. Some are obscure and easy, others obvious and dangerous. The most profitable paths are both. The Ultimate goal of many will be to find the lost armour of Zob, which was un-made by its maker, and its parts scattered across the levels. What, where, how, who and why are answers to be found. All that is known is the prayer of the seekers:

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

You need never tire of Swords and Sorcery – when this dungeon can no longer hold you, the next awaits... there are a series of expansion modules planned to extend your enjoyment indefinitely. See Instruction Manual for full details.

MIDAS ADVENTURE CONCEPT

1. Stunning 3D graphic animation.
2. A unique fully interactive adventure language using the latest ARTIFICIAL INTELLIGENCE techniques.
3. State of the art data compression techniques enabling enormous scenarios and vocabularies to be incorporated.
4. Real time Interactive Conflict Sequences. Talk to your opponent, attack them, flee them and even confuse them.
5. Develop your own unique player characters. For example – specialize in magic, swordplay etc.
6. Total expandability – your own characters can be transferred to future adventures and new opponents, scenarios and objects can be added to all the games.

A selection of your opponents



SKELETONS:

Skeletons are largely mindless; they have been magically animated to attack anyone they meet. There are two varieties: those with swords and those with shields which are usually tougher



WIZARDS:

Two types: the greater and lesser varieties. The greater is identified by the fact he uses more powerful spells. They disdain hand to hand combat and will always attempt to keep their distance and cast spells. They wear no armour and carry little equipment so can move quite quickly



ZOMBIES:

A Zombie is an animated human corpse: it is always hostile and can wield a sword. Since they are already dead, killing them can be difficult. Female Zombies are not uncommon.



ARMOURD WARRIORS:

Three types: those with a single sword, those with sword and shield, and worst of all those with two swords. Almost wholly hand to hand combat oriented.



SWORDS & SORcery

andy
armstrong



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