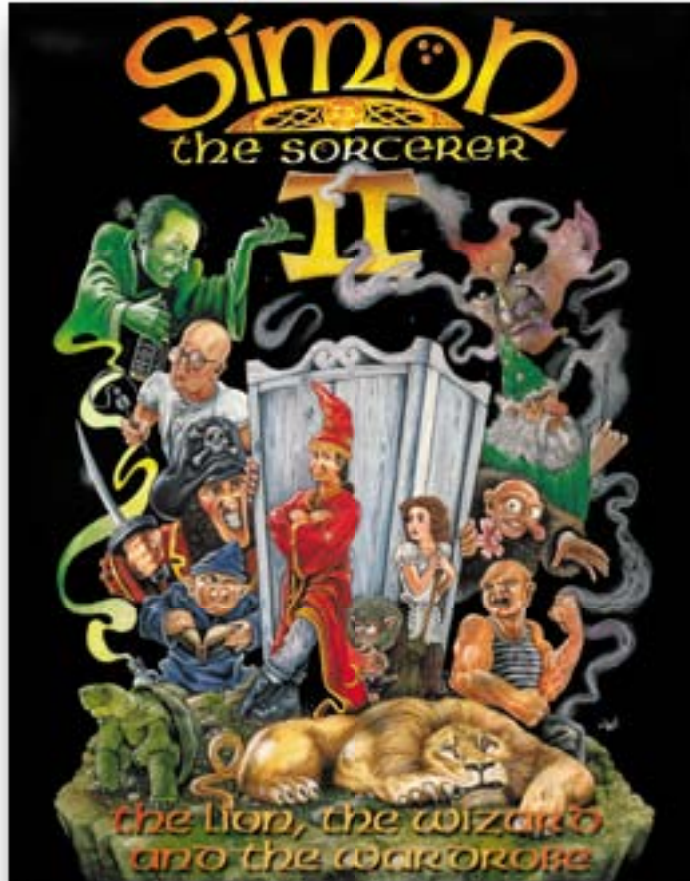


Simon the sorcerer II



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.





Simon the Sorcerer II

the story so far...

(aka Buy the first game you tight fistid git)

the quick version

Simon is a young boy accidentally transported to a strange land. He has loads of adventures... blah, blah, blah and rescues some people etc, etc. and kills Sordid the evil bad wizard who surprise ...surprise, wants revenge from beyond the grave.

the dull version

Rather than launch into a typical 'once-upon-a-time' story of Simon's previous exploits we have included an audio transcription of a meeting he had with a psychiatrist shortly after his previous adventure.

Doc: "Let us go over zis once more... You vere magically transported-"

Simon: "Teleported"

Doc: "Teleported to another world?"

Simon: "Another dimension, I think."

Doc: "Another dimension verre you met ze goblins and dvarfs-"

Simon: "And a dragon."

Doc: "A Dragon and if I read my notes correctly, some talking voodvorm?"

Simon: "Woodworm"

Doc: "Voodvorm, yes"

Simon: "And a woman that changed into a pig."

Doc: "And ze pig-voman and er...Ze Billy goats gruff, a tree vot talked, and some vizards."

Simon: "I vas, sorry was, a wizard."

Doc: "You vere ze vizard?"

Simon: "I had to rescue another wizard."

Doc: "Another vizard? So there is two vizards?"

Simon: "And a bad wizard."

Doc: "A bad vizard as vell?"

Simon: "Did I mention the demons?"

Doc: "Of course, ze demons and ze little green one vot is eating mud."

Simon: "And I ended up pushing the bad wizard into a pool of lava."

Doc: "Ah yes! And you is saving everyone, ja?"

Simon: "You're not taking me seriously are you?"

Doc: "Of course, of course. I is believing every bit of it."

Simon: "Even the bit about the gameshow host at the end?"

Doc: "That is vot I is getting paid for. Vot is you saying the bad vizard is called?"

Simon: "Sordid. Look, I know this all sounds a bit unlikely but-"

Doc: "Not at all. Not at all. I is seeing lots of people like this every day of ze veek."

Simon: "Thank Goodness for that. I thought I might be going crazy. Ha ha ha."

Doc: "I is thinking a nice holiday would be doing you good, ja?"

Simon: "Well. Actually, I could do with one. It takes it out of you. Saving the world, I mean."

Doc: "I am knowing this great hospit- I mean hotel vere you could go to...relax."



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Simon: "That sounds like a good idea."

Doc: "And I is having this nice new jacket to be giving you as well."

Simon: "I see..."

ooh... what is this disk thing then???

That shiny round thing you may have noticed is actually a South American Armadillo Frisbee used to determine whether a younger suitor is eligible to take the princess of the ruling tribe's hand in marriage. The objective is to render an adult armadillo unconscious using only three Frisbees and half a coconut from a range of 20 metres. However, for some reason unknown to local tribesmen, Western explorers passing through this area would often use them like this: -

1. They placed the shiny round thing in the shiny round thing shaped holding device that in turn fitted into a big grey box. (they put the CD in the CD drive).
2. They fiddled about with a long thin plastic thing attached to the big grey box and caused symbols to appear on a square grey box with a glass front (They got their computer into a fit state to run games i.e.they quit any applications other than Windows).
3. They waited for the Setup Wizard to start. For some of them, the Setup Wizard did not start automatically. These people resorted to Plan B, which went as follows :

Double click 'My Computer' on your desktop

Double click your CD-ROM drive (usually labelled D:)

Double click the program 'SETUP.EXE' from the window that appears.

The magical and mystical one known as the Setup Wizard did then guide them painlessly through the installation process.

When it was finished, they did run the game in the future by double clicking the file called 'SIMSTART' on their game CD.

getting started

After installing and setting up your CD then you're ready to experience the latest in state-of-the-art adventuring (well, it was state of the art in 1995. Now it's known as 'Classic'.). You'd be well advised to take the week off work, cancel the milk and papers and take the phone off the hook.

Are you sitting comfortably?

Then let's begin...



Simon the Sorcerer II

playing the game

Simon the Sorcerer 2 is an adventure game. That is to say, you have adventures in it. After the opening sequence the game will begin straight away with you controlling Simon (that's the guy in the red outfit with the stupid hat). You are told during the intro to find some Mucusade in order to power the magical wardrobe which will get you home and that the castle is the best place to start looking.

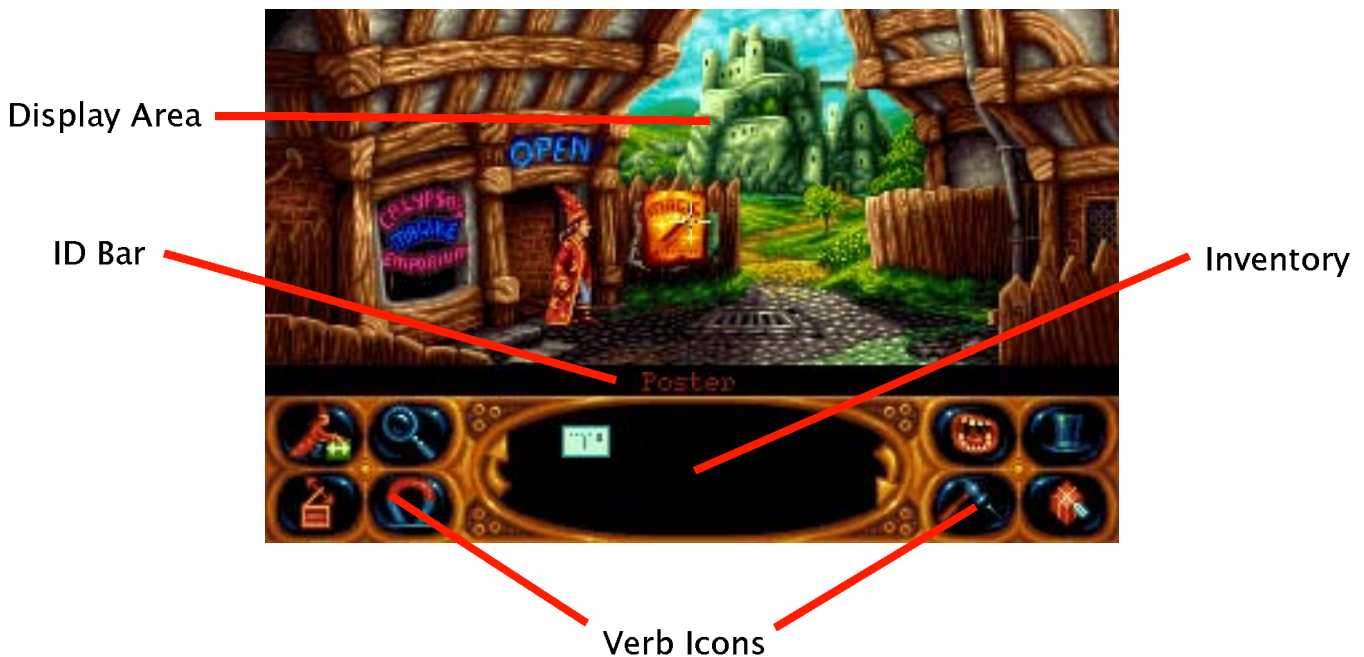
getting about the place

In order to move Simon around the screen then simply click on the required area with the mouse pointer and Simon will walk there if he can. If you have a Verb Icon selected then it will be cleared back to the walk crosshair when you do this. Be warned, Simon 2 now features scrolling locations so always check around the edges.

In some areas walking off the side of the screen will take Simon to the map. This map is an overhead view of the area Simon is currently in. By moving the pointer over the map then other areas can be discovered (text describing the area will appear when the pointer is moved over it) and by clicking with the left button then Simon will walk to it. The map of the city can be scrolled left and right by moving the cursor to the edges of the screen.

i'm a control freak!!!

Controlling Simon is made simple by our brand new, revolutionary, totally original interface. Yes, just when you thought you'd seen them all then along comes another one that's completely the same...almost. Simon is now controlled by means of a panel of 8 icons at the bottom of the screen (they're the ones that neatly frame the inventory in the middle). By clicking on any of the icons then the pointer will change to represent it and then by clicking on an area of the screen Simon will attempt to interact with it in the way you have specified.



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LOOK AT – This verb enables Simon to Look At stuff. This is no big surprise to anyone I'm sure. It is also the default icon when the cursor is over the verb bank and inventory.



PICK UP – You probably won't even read this one so I won't bother offending you by telling you what it means.



PUSH / PULL – This one covers both pushing and pulling things.



OPEN / CLOSE – Use this verb to open or close things depending on the state they are currently in. For all you neurally challenged people out there, that means it opens something that is closed and vice versa... Vice versa means other way around, Mr. Gump.



TALK TO – Select this verb to open communication channels with other characters in the game.



USE and WITH – This is the most versatile of the verbs as it covers all actions between things in the game. Most things cannot be used by themselves but must be used with something. If the first object selected after highlighting Use is of this type, then the cursor will change to the With icon (a question mark). The next item selected will be what Simon attempts to use with the first object selected.



GIVE and TO – This verb is the most original feature in Simon 2 as everyone else puts it in with USE. We decided to put them separately as there is quite clearly a difference between giving someone a chainsaw and use a chainsaw with someone. This is to say nothing of the fact that having seven verb icons wouldn't look very good... anyway, selecting an object after highlighting Give will result in the cursor changing to the To icon (also a question mark funnily enough). The next thing selected (it should be a person if this verb is to have an effect) will be the target to whom Simon attempts to give the object.



WEAR – Last and definitely least is wear. This, fairly obviously, would be used in the unlikely (nearly unique actually) eventuality that Simon will want to don a new item of clothing.

features, features, features

In Simon the Sorcerer 2 we did actually manage to come up with some brand new adventure game features!!! Cue extra marks for originality from certain magazines. Of course, we've also included a load of old ones but hopefully no one will realise that.



The logo for Simon the Sorcerer II, featuring the title in a stylized, golden font with a small wizard icon above the 'o' in Simon. The Roman numeral 'II' is positioned below the title. The logo is flanked by decorative golden braided borders.

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the f10 feature

This imaginatively titled feature is so called because it works by pressing F10. Just to prove how much attention we pay the media, we have responded to the typical magazine criticism of adventure games i.e. Where are those hit boxes? (Hit boxes, for those people who have just been dug up and places in Natural History museums, are the areas of the screen you move your cursor over which are relevant to the game in some way.)

By simply tapping the F10 key then all hit boxes currently on screen will be displayed for your pleasure (they are represented by little white stars). The game will pause for your convenience whilst this is happening. After a couple of seconds things return to normal again.

the anti déjà vu feature

In many places during Simon 2, long animations and dialogues can be skipped through quickly by pressing F5. Pressing the right hand mouse button also has the effect of killing the last line of text and going on to the next one (for all you super-fast readers out there). This sounds a bit naff in the talkie version as the line will be cut off in the middle so don't say we didn't warn you.

the 'turn that infernal racket down' feature

Music getting on your nerves? Try pressing the 'M' key. It'll make a world of difference. Incidentally, pressing it again will reverse the process. Cor...

You can settle for altering the music volume by pressing the + or - keys on the numeric keypad.

And this is just in! By pressing the 'S' key, you can toggle the sound FX on/off. Not that anyone would want to... By pressing the 'B' key, you can toggle the background sound FX on and off. These are things like the background chatter in MucSwamplings.

the 'solidarity, Brother' feature

If you feel guilty about owning a CD-ROM and would rather play without the full 'Talkie' soundtrack, you can put text mode on instead by hitting 'T'. Congratulations, you've just wasted five pounds! Pressing 'T' again will restore the audio.

saving/loading/pausing options

In order to perform these functions, Simon is equipped with a magical postcard from the beginning of the game. By using this (Use Postcard), the game will pause and you will have the option to Save, Load or Quit the game.

By clicking on SAVE you will be able to save your current game and by clicking on LOAD then you will be able to load a previously saved game. QUIT causes your computer to self-destruct but, of course, you already knew that.





personal problems

Girls in their late teens/early twenties can write to Simon at Adventure Soft as long as they use scented paper and put little hearts instead of dots above the l's. Simon does not guarantee to answer all problems but does guarantee to laugh at any of the really tragic ones.

puzzle problems

You can ring Adventure Soft on 0121 308 8900 to apply for a Hint Book. Included in the box is a Hint Book Application Card thingy which you could fill in. If you decide to phone with an order then please have your MasterCard/Visa/Switch card on standby – believe it or not, we have better things to do than wait for you to discover which pair of trousers you left your wallet in.

You could also email us on support@adventuresoft.com with any problems, criticism or abuse.

the last word

We sincerely hope that you enjoy playing Simon the Sorcerer 2 (hereafter known as StS 2) although it doesn't really matter now as, unless you're playing illegally, we already have your money.

If you are playing an illegal copy of StS 2 then we would hope you're hating every minute of it and would like to extend a warning. StS 2 features the latest 'Destroyer' copy protection. The effect of this makes the nastiest viruses feel like a birthday present. You may think you're clever....but are you as clever as we are?

Don't say we didn't warn you...





Simon
the Sorcerer
II

credits

Written & Designed by Simon Woodroffe
Produced & Directed by Michael Woodroffe
Programming and Coding by Alan Bridgman
Additional Programming by Simon Woodroffe
Graphic Processing by Chris Downes, Michael Woodroffe and and Matt Gardom
Artwork by Paul Drummond, Jeff Wall, Steven Rutherford, Kevin Preston, Graham Stead and Maria Drummond
Cover and Advertisement Art by Jeff Wall
Music by Dave Punshon
Digitised Sound Effects by Michael Woodroffe
Manual Written by Simon Woodroffe, Online conversion by Andrew Brazier
Assistant Production by Tricia Woodroffe
Adventure Soft Mail Order by Tricia and Lorna Spink
Playtesting by Sylvia Parry, Jon 'Crystal Religion' Woodroffe, Alix West, Paul Bedson and Matt Gardom
Additional Playtesting by most of the Above
TALKIE voices by Tony Dillon and Patrick Kelly

character voices

Simon – Brian Bowles
Calypso, Sordid & Runt – Roger Blake
Additional Parts by: Jay Benedict, Douglas Blackwell, Julia Brams, Rupert Degas, Tony Dillon,
Paul Mark Elliott, Jonell Elliott, Jon Haines, Constance Lamb, Martin Sherman and William Vanderpoye.

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