



od'st-i, n. long adventurous journey,
series of wanderings; epic tale
described in ancient writings

DYSSEY



Manual



ODYSSEY

Introduction

Many years ago, so long that memories have long since faded and all records have been lost in the mists of time, there was a powerful king who, aided by a trusty wizard, reigned over seven islands, each inhabited by strange creatures, and subject to powerful forces that only the wizard could master.

One day a son was born to the king, a son who would one day be heir to the throne and the untold riches of the kingdom. But the king also had a brother, an evil man who sought the throne for himself, and was prepared to do anything to get what he wanted.

One day the evil brother, aided by a band of criminals, stole the wizard's spell book, murdered the king, and seized the throne. But the wizard managed to escape, taking with him the young prince.

Year after year they lived in exile, as the wizard gradually taught the boy everything he could remember from the spell book. Then, one day, the wizard - who was by now very old - said to his charge "I am not long for this world, but I can rest in peace, for I have taught you everything I know. Go now, and seek your rightful inheritance.

"You must visit each island of the kingdom in turn before you face your wicked uncle in battle. Though he will use the spells from my own book, you can outwit him by using your skill and cunning.

"To succeed will require both courage and endurance - but win you must, to avenge your late father, the king."

As our hero turned and left, he thought he saw a tear in the corner of the old man's eye. He knew they would never meet again - at least, not in this world.

Getting Started

Odyssey is a one-player game. You control your character using a joystick. Before loading the game you should format a disk for use as a Save Game disk.

To load the game place disk 1 in Drive 0, then reset the computer. The loading sequence will pause after the title screen appears and the music has begun to play. Press the joystick fire button to continue loading.

Remove disk 1 and insert disk 2 when instructed. When the map screen appears the main loading sequence is complete. However, leave disk 2 in the drive unless otherwise instructed.

How to Play

There are seven islands in the kingdom, three in the Outer Kingdom, three in the Inner Kingdom, and in the centre of the kingdom, the island where the evil king reigns from the safety of his castle.

No man, not even you, could solve all the puzzles, avoid all the obstacles, and defeat all the enemies that stand in the way. But, thanks to the spells passed down to you by the wizard, you can change your form into that of different creatures. One moment a bird, the

next a spider - then a boulder that can roll and batter a way through defences. There are many other creatures that you can become, but first you must discover the crystal that provides the 'life force' for that creature.

Begin your quest by visiting and completing the three islands of the Outer Kingdom. There you will find three crystals that endow you with the ability to change into different creatures, one creature of the air, one of the ground, and one that crawls. As you know from the wizard's teaching, each crystal is marked with the image of the creature it represents.

At first you will only be able to call upon these magic powers on the islands where you found the crystals. However, when you complete each of the islands in the Outer Kingdom you will find a sphere of influence that extends the range of your powers. For example, when you discover the sphere of influence on the island where you found the flight crystal, then you will gain the power of flight on the two adjacent islands.

When you have completed all three outer islands, and discovered the three spheres of influence, you can turn your attention to the islands of the Inner Kingdom. Here you will find more creature crystals that give you new, undreamt of, powers. Also to be found are three keys that unlock impenetrable doors in the castle - without these you cannot complete your quest.

Finally, when you have completed all six islands of the Outer and Inner Kingdoms, then and only then, can you dare to visit the central island, where the evil king has his castle. More challenges await you here before, at last, you risk all as you battle against the evil king. But beware, he still has the spell book, and will use magic as he attempts to thwart you at the last hurdle.

Choosing an Island

To guide you through the kingdom you have an ancient map which shows the position of each island. The three islands of the Outer Kingdom are initially marked with circles, but as you find each sphere of influence, the circles will extend to encompass the adjacent islands

Use the joystick to move the shadowed hand until it points to the island you wish to visit, then press fire. You will find yourself in a boat within a short leap from the island.

You must return to the boat in order to leave the island, whether to visit another island, or to save the game. You can return to the boat without completing the island, but in that case you will need to revisit it later, otherwise you cannot complete the game.

On some islands there are caves; to enter or exit a cave select down on the joystick. You may also discover small cottages; once again, press down to enter these (provided you are small enough to go through the door).

Metamorphosis

To 'morph' or change into another creature you must first find the life-force crystal for that type of creature, then the crystal bearing the emblem of the creature. At this point a page from the spell book will be displayed which describes the attributes of the creature, its strengths and its weaknesses. It also reveals which key to press to select that creature. You can press HELP at any time to display the page for the creature whose form you presently inhabit.

Some creatures have special abilities - these are activated by pressing the fire button.

The life-force crystals have a limited range, but this is extended when you find the sphere of influence for that creature type. Then the influence extends from the island in the Outer Kingdom on which it was found, to the two adjacent islands in the Inner Kingdom, and to the central island where the castle is situated.

Press the space bar to revert to human form. However, note that in confined spaces you may not be able to change into certain creatures, or even resume your human form.

Health and Strength

The yellow bar shows how strong you are - this depends on the form you have chosen. The red bar indicates your health - when this reaches zero, you will die. Resting will gradually restore your health.

Restart Points and Lives

On each island you will come across globes which light up as you touch them. The last globe that you touched determines the point from which you restart if you should lose a life. Beware, the hero has only three lives (although if you are diligent you may well find additional lives hidden on some of the islands).

Press **ESCAPE** at any time to lose a life and return to the last restart point.

Saving the Game

At the bottom left and right of the old map are icons which allow you to load or save a game. To save a game you need a previously formatted disk - each disk can hold up to 10 saved positions.

Select the save icon then press fire; place your save disk in the drive when instructed. Choose one of the ten available 'slots' to save your game - you may wish to make a note of what you are saving, so that if you wish to load back a certain position you know which slot it was saved in.

If you choose a slot which has already been used, the original position will be overwritten.

Hints and Tips

- to open some doors you will need to find a key of the same colour; keys, once used, are lost
- levers that you find on the wall can be triggered only by the hero with his sword
- many of the warriors and strange creatures you meet will try to harm you; others may help you, albeit unintentionally
- only certain creatures can see in the dark
- if you become stuck in a wall try changing to another creature; if you reach a situation from which you cannot possibly recover, press **ESCAPE**

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Published by Audiogenic Software Limited, Harrow, England

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