



It was an age of dreams and a time of miracles. When jeweled cities rose like great forests from the dust and justice ruled the Northern Kingdoms. Still, as in all dreams, there came a time of awakening – and the people of the Kingdom arose to a dawn of nightmare.

For in the east, Zoras the Necromancer, long since banished from the realm of man, sat in a tower made of human bones and perfused with shadows. In the darkness, spirits of ancient power talked to Zoras in whispers, making pacts and sharing secrets. And in the time of harvest, as the first chill winds scattered the leaves of the trees, Zoras gathered their power and rode to the Northern Kingdoms.

And it came to pass that a time of darkness engulfed the land. From the shadows rose all manner of foul creatures, and the streets – once filled with happy people – now echoed the laughter of evil spirits. The armies of the court scattered, and Zoras the warper slew the King with demon flame. So it was that Zoras took the throne – his manic laughter echoing through the great halls of the castle while outside the citizens weiled in despair.

Unknown to Zoras, days before the slaughter, the King's two children were smuggled by night from the Kingdom and taken to a distant land. There they were raised in the way of the sword by an ancient warrior whose skill was the precursor of legend.

And in time there came word of a prophecy. The Whistles of the Dire March, three ancient crones who foresee the future in the falling of dead leaves, and the patterns of fires' light, foretold of a new dawn. A child brandishing an enchanted blade would return from beyond the mountains, they said, to avenge the father. A warrior who by strength of steel and edge of sword would shatter Zoras' reign of terror and return the light to the Northern Kingdoms.

The Lore of the Sword

Before the united cities rose from the forests of the north and grace enveloped the land, the greatest skill of all was the ability to wield the greatest of weapons – the sword. No possession was more cherished than a mighty broadsword. Keen of edge and finely tempered.

The most treasured blades were born in the forge of Shepar, a master swordmaker unattached in the art of the steel. From the farthest reaches of the lands, great warriors came seeking his talents. And until the First Day of the Cold Death, none were turned away.

On that day, all the fires of the land burned cold and none could be rekindled. Risen spirits of the nether world had extinguished the flames of life and the last breaths of many were seen in the frigid air.

Many fled to challenge the spirits in combat, but none returned. Even the steel of Shepar was impotent when wielded against the spirits of the mist. Hope soon became a distant memory.

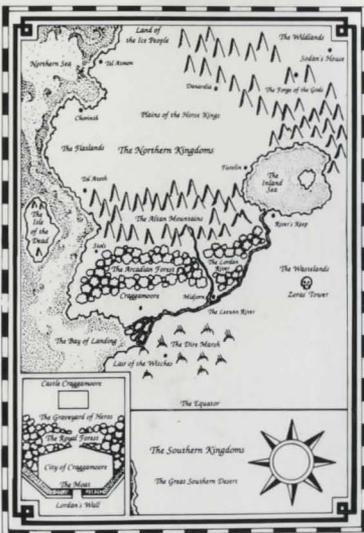
One day, a man and his son appeared at the icy hearth of the old swordmaker and told of a place where the gods had opened the earth – and where rocks that seemed to flow from the ground above emerge with the heat of the sun. "Here you could forge another sword," he told the sickly man. "a sword like none before it."

"The journey of the three was arduous, but spurred by the importance of the moment, Shepar was able to hold on to the threads of life. And he drew on his years of experience and created a final masterpiece, a sword able to cut granite as easily as the fog of the dawn.

Leaving his son with a peasant couple, the man took up the sword and rode into the night sky. And when he met the first night thing in combat it succumbed to the enchanted blade. But the spirits were plentiful, spread throughout the land, and the years slowly passed until Sordan's singlehanded odyssey sent the first spirit back to the underworld.

Once again, fires burned and the people were safe. But the heart of Sordan was cold. He had no idea of the fate of his only son and the years had left him unable to stand the rigors of a search of the land.

In anguish, he thrust the sword to the heavens and vowed, "You gave me this sword, the Sword of Sordan, to protect the people of the north, but you have taken my son. Unless willed by a member of the house of Dan, no blade will ever again see the light of day."



Lordan - King of the North



Lordan had few memories of the tall, steel-eyed man who had left him as a youth in the care of a childless peasant couple. But he remembered that he felt safe with the gentle giant – unafraid of the dark and ready to challenge the shadows.

The people Lordan met in the towns and villages of the north did not share his fearless nature. The past had not been kind and memories of the spirits of the mist left them covering and apprehensive, unable to envision a future of peace and happiness.

So Lordan began to travel the land, encouraging the people to look forward and deny the terrors of the past. He organized an army and started the building of the first of the great cities. The children began to laugh again and soon the tables of the people were piled high with the fruits of their labor.

And in return, the citizens built him a great castle, the Castle Cragsmore, and crowned him King. At the year passed his reputation as a great and benevolent ruler grew. And the castle became a symbol of the peace and prosperity of the united Northern Kingdoms.

Zoras the Necromancer



Zoras was an old one, well-versed in the incantations of the black arts. He lived to rule over the people of the north – people he despised for their simple lives of contentment.

Zoras had almost succeeded in his quest a generation before. He had summoned the spirits of the dead and painted a picture of icy fear throughout the land. But for one great warrior, Sordan, he would have ruled.

He retired to his tower of human bones and studied the ancient parchment of his ancestors. He experimented with spells and uncovered hidden secrets of centuries ago.

And soon he was able to conjure even more abominable creatures from the depths of the earth and raise the wares of people's nightmares and give them life. And they answered his call to bring pain and sorrow to the mark.

Now his destiny had been fulfilled. He sat on the throne of Lordan and the people grovelled at his feet.

Children of the Throne



Brodan and his sister Shardan were born on the same day to Lordan and his Queen. They lived an idyllic life of youth, pampered by the people and enjoying the castle's great halls and courtyards as a splendidous playground. As twins, Brodan and Shardan shared the same

hopes, the same dreams and the same bright outlook for tomorrow.

But the peaceful existence of the castle was soon to change. The King was brought word of a new scourge upon the land. From every direction demons, evil mutants and creatures beyond the imagination were marching toward the castle, leaving a path of death and destruction in their wake.

One night the children listened at the door of the court chambers and for the first time felt the chill of fear touch their spines. "I want the children taken across the Cithol Mountains to the farthest corner of the land," they heard the King explain. "For I fear the end is near. It is said a swordsman of legend dwells there. Perhaps he can protect my loved ones."

Under cover of a cloudy night sky, the children were taken from the castle. In the weeks that followed they learned of the death of their parents and the reign of Zoras, and cried until their eyes were dry of tears. And although unsaid, the siblings knew the course of their destiny had been forever changed.

Months later the children were left at the entrance of a humble dwelling far into the virgin forests of the outer Kingdom. The lone inhabitant, a bitter, white-haired old man, answered their pleas and reluctantly shared his meager table fare. And he was told of the trouble at the castle and the incredible journey that brought the young ones to his door.

And when the children told of Lordan, the old man was overcome. He was listening to the fate of his only son, and his grandchildren were telling the tale. And his countenance visibly changed as he said, "I am but an old man, unable to avenge the death of my son. But I will raise you in the ways of the sword, and one day you will return to the great castle and slay the harbinger of doom."

And when that day came the old man displayed the Sword of Sodan. "You have both learned your lessons well, but there is only one sword that can slay the necromancer. Which of you will take up the blade in vengeance and show it the light of day?"



Wielding the Sword

Now that you possess the Sword of Sodan, you can begin your quest to avenge the death of your father and free the cities of the Northern Kingdoms from the tyrannical rule of Zoras. The road you must travel is fraught with danger. You will encounter giant warriors, deadly pitfalls and mysterious creatures of the underworld.

If you can defeat them, you will reach the chambers of Zoras. There you will face the most difficult challenge of your life. It is not a place for the weak of heart.

King Lordan knew that someday a warrior would attempt to defeat Zoras. Before his death, the King mandated the court wizard to develop potions that would aid a rescuer. The wizard hid his magic in the corridors and courtyards of Castle Craggamooore. As you battle your way through the castle, look for these potions and be aware of their value in your journey (See the control insert for specific keyboard commands). The potions are stored in one of two bottles, either metallic or sand-colored. The potion in each bottle performs one of two different functions.



Contains either a potion to provide extra life or increased hit strength with the sword.



Contains either a Magic Zapper, which kills the enemy closest to you, or a Power Shield, which protects you for 30 seconds.

Zoras has defended the castle well. Every level demands new strategies and tactics to complete. While some levels place a premium on swordsmanship, others demand perfect timing or the ability to perform the one task that spells success. Proceed with caution, for death comes quickly to the unaware.



DEUTSCH

DAS SCHWERT DES SODANS

Amiga

Technische Voraussetzungen

Amiga 500, 500 +, 600, 1000, 1500, 2000

Joystick

Ein Minimum von 512 K.

Empfehlenswert, aber nicht unbedingt erforderlich:

Extra Ram (ermöglicht dir zwei Stunden lang, das Spiel zu spielen.)

Ein weiteres Laufwerk

Anweisungen zum Starten des Spiels:

Stelle den Joystick auf den Port Nr. 2. (Wie der Joystick zu handhaben ist, wird ausführlich am Anfang des Spiels beschrieben.) Stelle das Geräet an und fuedre die Diskette "des Schwerts des Sodans 1" ein, nachdem die Aufforderung der Workbench gegeben wurde.

Fuedre die verschiedenen Disketten ein, je nach Bedarf (Diskette Nr. 1, 2, und 3. Presse den Knopf zum Feuern am Joystick, um das Spiel zu starten.

Befehle, die mit der Tastatur auszufuehren sind:

Druecke Q, um das Spiel zu beenden.

Die Leertaste unterbricht oder fuedrt das Spiel fort.

Verwende F1, F2, F3 und F4, um deine gesamten magischen

Moeglichkeiten waehrend des Spielverlaufes zu aktivieren.

(Technical Requirements...during game play.)

SWORD OF SODAN, AMIGA

Minime richieste tecniche:

Amiga 500, 500+, 600, 1000, 1500, 2000.

Joystick

512 K al minimo.

Raccomandato ma non necessario: EXTRA RAM (vi permettera' di riprovare fino a due ore di replay di gioco). EXTRA DISK DRIVES.

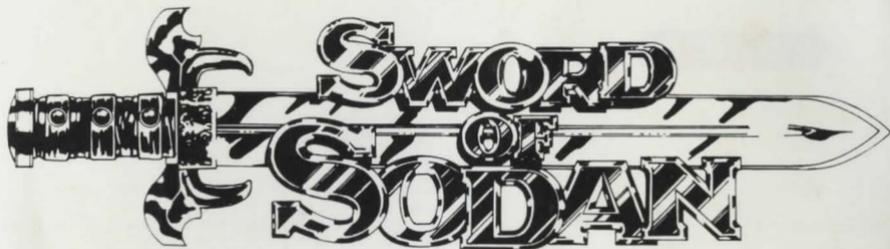
Inserite il joystick nel supporto d'ingresso numero 2. (Il controllo del joystick e' descritto per intero all'inizio del gioco.). Accendete il computer e inserite il disco di sword of sodan alla richiesta del workbench. Inserite i dischi successivi man mano che verranno richiesti (dischi No.1, No.2, No.3) Premete il pulsante di fuoco del joystick per cominciare la partita.

Comandi di tastiera: Premete Q per interrompere e abbandonare la partita. BARRA DI SPAZIO interrompe temporaneamente la partita. Per riprendere a giocare ripremete la barra di spazio. Usate F1, F2, F3 e F4 per attivare tutti gli oggetti magici raccolti durante il gioco.

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ITALIANO





SWORD OF SODAN AMIGA

TECHNICAL REQUIREMENTS: Amiga™ 500, 500+, 600, 1000,
1500, 2000. Joystick
512 K minimum

Recommended but not required:
Extra RAM (will allow you to
watch up to 2 hours of game
replay)
Extra Disk Drives

HOW TO START: Insert joystick into port #2.
(Joystick controls are described in
full in the beginning of the game)
Turn on machine and insert

Sword of Sodan disk 1 at the
Workbench prompt. Insert
different disks as requested.
(Disks #'s 1, 2, or 3) Press fire
button on Joystick to begin game.

KEYBOARD COMMANDS: Press **Q** to quit game.

Spacebar pauses/unpauses game.

Use **F1**, **F2**, **F3**, and **F4** to activate
your collected magic items
during game play.

Programming
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Music Scores
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Yvo Zoer

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Manual
Renix Ink, Inc.



UK
SWORD OF SODAN adds a new level of sophistication to arcade action. Screen-sized characters, riveting game play and digitized sound enhance the thrills as you leap, fight and think your way past graveyard spirits, giant scorpions, deadly pitfalls and more!

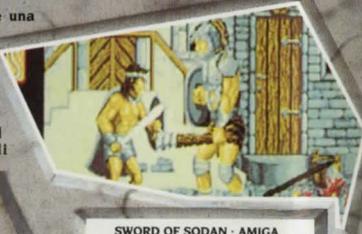
SWORD OF SODAN combines fast-paced joystick action with thought-provoking challenges to keep you coming back time and time again. You'll need a sharp sword and even sharper skills to succeed in your quest for justice!

DE
DAS SCHWERT DES SODANS verfeinert auf ganz neue Art und Weise das Niveau der Figuren, die einen grösseren Raum auf dem Bildschirm einnehmen, fesselnde Spielverläufe und digitaler Klang vergrössern den Spass am Spiel, wenn du springst, kämpfst und dir deinen Weg durch Geister bahnst, die gerade ihren Graebnern entliegen sind, oder durch riesige Skorpione, toetliche Fallen und weit mehr!

DAS SCHWERT DES SODANS verbindet schnell verlaufendes Reagieren mittels deines Joysticks mit ausgekluegelten Herausforderungen, um dich auch auf laengere Sicht, mit Spannung zu erfassen. Du brauchst ein scharfes Schwert und sogar noch "schaerfere" Faehigkeiten, um in deiner Suche nach Gerechtigkeit nicht zu versagen!

IT
SWORD OF SODAN aggiunge un nuovo livello di sofisticazione all'azione nel mondo dei videogames. Personaggi a dimensione di schermo, gioco mozzafiato e suono digitale contribuiscono ad aumentare il divertimento mentre saltate, combattete e cercate di riflettere a come evitare spiriti di cimilteri, scorpioni giganti, voragini mortali e altro ancora!

SWORD OF SODAN riesce a combinare una rapidissima azione di joystick con continue e provocanti sfide mentali per mantenere vivo il vostro interesse e far sì che torniate a giocare. Avrete bisogno di una spada affilata e di riflessi da campione per riuscire ad appagare la vostra sete di giustizia.



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Amiga screen shots shown.

SWORD OF SODAN - AMIGA



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