



CAT 00105

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Commodore
64/128
Cassette

The Legend of
Sinbad

SUPERIOR
SOFTWARE
Limited



THE LEGEND OF SINBAD

Set in the golden age of Caliph Al-Rashid, you play the role of the brave adventurer Sinbad the Sailor. You are kidnapped and thrown into the dungeon of Sultan Salabim's fortress.

You must retrieve your treasures, and escape by defeating the fortress guards. You then need to transport your valuables on camels across the desert to your home in Baghdad. On arrival, you must battle against the sultan's personal bodyguards and the giant Roc birds. Ultimately, you fight against evil Salabim who has transformed himself into a fire-breathing dragon.

Features include: 5 screens of action — each is a separate game in itself, 5 haunting tunes, beautiful graphics, impressive animation, and an ingenious password feature allowing you to skip screens which you have already completed.

Game Author: Jason Benham.

Music: Robert Westgate.



Scene 1 —
Escape from the dungeon



Scene 2 —
Battle with the guards



Scene 3 —
Protect your camels on the desert
crossing



Scene 4 —
Flying carpets and gigantic birds



Scene 5 —
The sultan kidnaps himself into
a dragon

LOADING INSTRUCTIONS

COMMODORE 128 OWNERS: Switch off your computer, and switch it back on again whilst holding down the COMMODORE key. Now follow the instructions below.

COMMODORE 64 OWNERS: Press the SHIFT and RUN/STOP keys simultaneously. Press PLAY on your cassette recorder and wait for the program to load.

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PLAYING INSTRUCTIONS

You control Sinbad via a joystick plugged into port 2 of your computer.

Passwords

When you press the joystick button to start a game, you will be asked to enter a password. If you don't know any or want to start the game from scene 1, press the button again. If you manage to progress to scenes 2, 3 or 4, the corresponding password is shown at the end of the scene. Entering a valid password enables you to start on a scene you have already reached, without having to play through the earlier scenes again.

Scene 1 — The Escape

To escape from the dungeon you must collect 2 keys and open the doors at the end of the dungeon. To make a key available you must collect 8 pieces of treasure — only one key can be carried at a time, and the screen flashes when a key is available. Avoid the dungeon guards, vultures, serpents, and the "death-gates" which open and close repeatedly. You can fire by moving and pressing the joystick button. At certain points, there are tunnels. Moving into these tunnels means that you will exit at another part of the dungeon. There is also a magic lamp which, when collected, disables the "death-gates" and doubles your speed — it also enables you to run through the opposing characters to score bonus points.

Scene 2 — The Battle

You can move left and right on the platforms, and also jump up or down onto other platforms by moving the joystick up or down respectively. The fortress guards appear from behind the doors; the leader of the guards has a bright-green top whereas the other guards have red tops. The leader kills you on contact, whilst the others must hit you 4 times to kill you. You can swing your sword left and right (press joystick button whilst moving) and you kill ordinary guards with one hit, whilst the leader takes 4 hits. The number of guards remaining is shown as a row of men at the right of the scroll. Collecting a lamp earns you bonus points and cancels any hits you have received.

Scene 3 — The Desert Crossing

You must protect your camels from the attacking desert creatures. Aim your shots by moving the black sight. Once a shot has been fired, it can be guided by keeping the joystick button pressed and moving left or right. Camels can be speeded up by shooting them; 5 camels must be guided across the desert.

Scene 4 — The Final Conflict

There are 2 parts to this scene. In the first, you battle against giant Roc birds and the sultan's bodyguards on their flying carpets. The Rocs must be hit 3 times, whilst the guards take just one hit. Once you have defeated them, the sultan appears and transforms himself into a dragon which must be shot 15 times to complete the scene and the game.

Additional Information

The time remaining for each scene is shown at the top-left. If this expires, the game ends. Shown at the top-right is the record for that particular scene. You are awarded an extra life if you finish a scene with 75 or more time units left. If you complete the whole game, you receive a super-bonus of 10000 points plus 2000 for each life remaining. The game can be paused by pressing 'F1'; to restart move the joystick. Press 'RETURN' to return to the title page. Press the joystick button on the introductory text screens to commence play.

PRIZE COMPETITION

How To Enter

If you complete the game (without using any passwords) a congratulatory message is displayed on the screen. To enter our competition, simply write to us stating this message.

The Prizes

All correct entries will be put forward for a draw to take place on 31st March, 1987. The winner of the draw will receive: a beautiful carpet, a curved knife and a hand-carved wooden horseman (all genuine Arabian products). Five runners-up will each receive a £10 consolation prize and a trophy.

Rules

1. All entries must be accompanied by the **SINBAD COMPETITION COUPON** which is printed by the side of these rules.
2. All entries must clearly show the sender's name, address, and age (if under 18), and should be addressed to: "**SINBAD COMPETITION**", Superior Software Ltd, Regent House, Skinner Lane, Leeds LS7 1AX.
3. The closing date for receiving entries is 1st March, 1987.
4. The company's decision is final and no correspondence can be entered into.
5. The competition is not open to the employees of Superior Software Ltd, the authors of SINBAD, their agents or their families.

Also available from Superior Software:

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**SINBAD
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