

SINBAD

AND THE THRONE OF THE FALCON

Commodore 64/128 Quick Reference Card

NOTE: Your game manual was written for the *Amiga* version of Sinbad. Please ignore these references and follow the instructions on this card.

GETTING STARTED

Remove all cartridges from computer. Plug your joystick into **port one** or **port two**. Turn on the computer and disk drive. Insert the Sinbad disk with the "REEL 1" side facing up. Type load " * ", 8, 1 and press RETURN. (To bypass the intro hold down the **F7** key.)

HOW TO PLAY

The game begins with Sylphani summoning Sinbad to the golden city of Damaron. From there he starts on his fantastic quest to save the Caliph. When the "**crossroads**" or "**Sinbad's cabin**" screens appear, move the arrow cursor with your joystick to "click on" one of the following objects:

- **A SIGN ON THE SIGNPOST (or name in the log book)**

At each town or seaport Sinbad must choose a new destination. Click on the name of the town. (On land, you can return to the Sabaralus by selecting **port**, assuming you are in the city where you left the ship.)

- **THE MAP**

When the map appears notice the position of the glowing icon; it points to Sinbad's current location. To return to play, press the joystick button.

- **THE CRYSTAL**

Peering into the gypsy woman's magic crystal, Sinbad can see ghostly images. Click on one of the following:

Sylphani to converse with Sylphani

the soldier see WARGAME

the hourglass shows the time remaining.

NOTE: The crystal will also display the items Sinbad collects on his quest.

- **THE GENIE BOTTLE** (If found)

Move the joystick up and down to select your wish, then press the joystick button. Remember, you have but three!

MOVEMENT

Sinbad's quest will take many months of hard and dangerous travel (although a winning **game** will take less than an hour). Demons helping the Black Prince may cast spells to plague Sinbad's journey with poisonous spiders and ravenous birds. To avoid these creatures move the joystick **down** to duck, or press the button to jump high in the air.

THE WAR GAME

As the marauding forces of the Black Prince wage war for control of Damaron, Sinbad must command his forces using the gypsy's magic crystal. If he allows the Black Prince's forces to invade the city of Damaron, Sinbad will be called back home for a fight to the death!

To activate the wargame simply click on the soldier icon from the crystal. When the map appears, you may examine a unit's strength and movement orders by moving the yellow cursor OVER an evil black unit, or one of Sinbad's forces in white. Issue **new** movement orders by holding down the joystick button, then moving the stick left or right to change the arrow pointer. (As game play continues, the unit will follow that direction order until it reaches an impasse, or the edge of the screen.) When opposing units land on the same square they begin to do battle, with victory going to the unit with the highest strength. Units in a battle are represented by a red icon. When a unit's strength reaches zero, all the men are dead or captured. There are supply centres scattered about the map; when **any** unit (Sinbad's or the Black Prince's) occupies one of these squares, its strength returns to normal.

THE STATUES

Scattered about the map stand the legendary Ishtiki idols. When you encounter these mystical statues you must move the cursor to one of their jeweled eyes and pluck it from its marble socket. But choose carefully, or you may not like the consequences!

THE PTERANOXOS

The Black Prince uses these cursed creatures as spies, and Sinbad must shoot them down with his crossbow before they can report back to their evil keeper. Move the joystick left and right to line up the bird horizontally, and up and down to line it up vertically. Then press the button to fire. (Legend has it that an arrow from one who is true of heart can release them from their curse. But of course, that is just a legend ...)

THE CYCLOPS

The cyclops is an evil creature, and a man-eater, preying on the flesh of innocent men it drags back to its cave. To dispatch the cyclops, move your sling left and right with the joystick. Press the button when you think it is aimed correctly, and be sure to dodge the boulders he throws at you. If one hits your sling, Sinbad's going to have a MAJOR headache.

THE EARTHQUAKE

The Black Prince has many spells, but none as powerful as his ability to move the earth. When the ground opens up, Sinbad has a limited amount of time to return to the surface. Avoid falling boulders by moving Sinbad left and right with the joystick. Push the button to jump to the adjacent ledge, or hold the stick UP and push the button to jump to the next level, or to climb up a vine. If you fall into the water, don't let Sinbad drift off the screen. Move the joystick up to climb over the green ivy and return to the bottom ledge.

THE SWORDFIGHT

Sinbad will encounter many dangerous opponents on his quest... Move the joystick left and right to swing Sinbad's sword. Block your opponent's blows by moving the stick just left or just right of centre, depending on the side your opponent swings on. Thrust by pushing the button or take a full swing bringing the sword all the way back to the left or right and then swinging through to the other side. Be sure to watch your strength bar at the top of the screen. If you decide to retreat, pull the joystick down until the sword disappears off the bottom of the screen.

THE SHIPWRECK

As Sinbad sails from port to port, he encounters many fierce storms, storms too violent for inexperienced Captains, aboard ships less seaworthy than the Sabaralus. When you encounter a shipwreck, guide the Sabaralus with your joystick. Move the joystick up, down, left or right. Be sure to avoid the rocks and boulders. If you hit one you will sink to the bottom. Watch for drowning men in the water. If you see one, manoeuvre the Sabaralus to his aid. Men that you save are added to Sinbad's crew.

