

# SINBAD

## AND THE THRONE OF THE FALCON

for the Apple IIGs<sup>®</sup>

### SYSTEM REQUIREMENTS

1. An Apple IIGs with a minimum of 768K RAM.
2. ROM version 01 or later.
3. A 3.5" disk drive.

### OPTIONAL EQUIPMENT

1. A second 3.5" disk drive.
2. A joystick.
3. Headphones or external speakers.
4. A stereo card.

### BACKUP COPIES

The two *Sinbad and the Throne of the Falcon* disks, labelled Reel 1 and Reel 2, are not copy protected. Using the Finder, you may create backups of these master disks for your own personal use. Your backup copies must have the same names as the original disks.

Reel 1 must be named **SINBAD1**

Reel 2 must be named **SINBAD2**

If you do not know how to copy disks, please refer to the manual that came with your computer. After making the backup copies, store the original masters in a safe location.

### STARTING THE GAME

Insert Reel 1 into your startup drive, then turn on your monitor and computer. The game loads automatically. Make sure your joystick, if you have one, is centered. If you have a single disk drive, the game prompts you whenever you need to swap the disks. If you have two drives, put Reel 2 into the second drive.

*Sinbad* requires 768K of free RAM. If you have configured your system with a RAM disk that brings your total free RAM below 768K, you need to reduce the size of your RAM disk in the Control Panel, then turn your computer off and start over. See your owner's manual for instructions.

To skip the introduction and credits, press the joystick or mouse button, or the **option** key or Apple (⌘) key.

### USING THE KEYPAD AS A JOYSTICK

Much of *Sinbad* is controlled with the mouse. However, some portions of *Sinbad* use a joystick. If you do not have one, keyboard controls are laid out to simulate the directions of a joystick. Using the numeric keypad, the 5 key can be thought of as the center position. The 8 key is up, the 2 key is down, the 4 key is left, and the 6 key is right. The 1, 3, 7, and 9 keys are used for diagonal movement. Both the **option** key and the Apple (⌘) key can be used as joystick or mouse buttons. References to joystick controls apply equally to the keyboard.

## THE QUEST

The Caliph of Damaron was a powerful ruler in his youth; but now he is old and ailing, and pretenders are plotting to further their own selfish ends in the kingdom. Princess Sylphani, the Caliph's beautiful daughter, has been urging her father to name a successor before it is too late.

The morning our story opens, Sylphani, as was her custom, was the first to enter the Caliph's chambers. But instead of her beloved father, she discovered a falcon on his bed. The Caliph was no longer human.

The princess immediately summoned the royal physicians; but in spite of their supposed knowledge, they had no answers. However, the wise men were able to agree on this: if the transformation was the result of a conjuror's spell, it would have to be broken soon. Otherwise, the Caliph might be trapped as a falcon forever.

Princess Sylphani realized she needed a hero. She remembered the orphaned boy who was raised at the palace by her own mother – the boy who had left to become a sailor when she was only ten years old. She had made him promise to return if ever she needed him, and she couldn't imagine a greater need than this.

You, the mighty Sinbad, receive the summons from your childhood playmate, and immediately hasten to Damaron. Overwhelmed at what a beautiful young woman Sylphani has become, you silently take a vow to do anything she requires.

The task is formidable. You must marshal the Caliph's forces to guard the city; you must undertake a great voyage to learn how the Caliph can be saved; and, above all, you must keep Princess Sylphani under your constant protection.

## ON THE TRAIL

At the crossroads, you see a signpost showing potential destinations. Click on a city to go there. At the top of the screen on the right side is an INFORMATION BAR that contains, from left to right, a Location Box, a Restart Box, and a Music Box. The Location Box tells you where you are. Click on the Restart Box to begin your quest anew; click on the Music Box to toggle the music off and on.

Plan your travels by clicking on the map on Sinbad's belt. Check the precious time left to you by clicking on the Theraniil Stone next to the map. The time is represented by an hourglass; as you undertake your journeys, the sand fills the bottom of the glass. When the last grain of sand passes from the top, the Caliph's doom is sealed. You also use the hourglass to send orders to the armies of Damaron (see *War is Hell*, page 4) and to check your progress on the quest.

If you are lucky enough to find a Genie, he grants you three wishes, and stays with you until you use all three. Click on his bottle to confer with him. You may choose any of a number of wishes; if the one you see does not satisfy your desire, click on the bottom of the screen to see another. When you decide to accept a wish, click on the scroll.

Your odyssey will take you on ocean voyages as well as overland treks, and all of the tools listed above are available to you in your cabin aboard the Sabaralus as well. To travel on the high seas, you may click on any of the destinations listed on the right page of the log book. To land at your current location, click on the left page.

On the left side of the screen at the crossroads, and in your cabin aboard the *Sabaralus*, is a strength bar. It shows Sinbad's condition throughout the game. Your strenuous land travels sap your strength; doing poorly in sword fights also affects this bar. If your strength is low, click on the strength bar to rest for a day.

## **YOUR LOYAL CREW**

Your ship, the *Sabaralus*, is the worthiest ship afloat, and your crew will defend it with their lives. But, while you are on land, pirates are likely to attack your ship. Each attack costs lives and, when the last of the crew is gone, the pirates are sure to add the *Sabaralus* to their fleet. So, when you anchor, remember that large continents may have several ports. If you try to explore an entire continent from a single harbor, the journey may cost several lives. The prudent leader covers only those lands within close reach of his harbor. And he always remembers where he left his ship.

Each time the *Sabaralus* lands, you must decide how many men to take with you in your landing party and how many to leave behind to guard the ship. The size of your landing party determines the safety of the Princess (who accompanies you on your journeys), but you must leave enough men behind to defend the ship from pirate attacks.

When you return to the *Sabaralus* to begin a voyage, you can send out a recruiting party to round up some new crew members. The best places to recruit are the larger ports, since they have the biggest cities and the most people.

## **BEWARE THE SHIPWRECK**

Storms on the seas are a common occurrence, and not all captains are equal in skill to the Mighty Sinbad. You may come across the ruins of a reefed ship. Steer your ship with your joystick to avoid the rocks. Try to pick up survivors to add to your crew, but the important thing is to bring your ship through the rocky passage safely.

## **THE FINE ART OF CONVERSATION**

In your travels between cities, you may run into some old acquaintances: Libitina, the Gypsy, or the Shaman. These people can be vital to your success. When you see one of them instead of the signpost, click on him or her to talk, or click anywhere else to ignore them.

### **Libitina**

Libitina is a dangerous seductress, renowned for her powers of sorcery. Once a wife of the Caliph (who divorced her for her witchcraft), she thinks her son, Prince Jamoul, is the rightful heir to the throne.

Libitina is the only person who can tell you where the idols are. Try to get her to tell you their location, but don't make her angry. If you do, she will call on her murderous son to exact vengeance.

### **Iris the Gypsy**

Shunned by many for her strange and mysterious ways, Iris lives alone with the afflictions of her advancing age. When you were a child, you visited her whenever you could and listened to her complaints. She always liked seeing you and gave you presents and told you strange stories. Her knowledge can now be of immeasurable help in your quest.

## **The Shaman**

The Shaman is a legendary figure: a seer and an alchemist. He alone holds the knowledge to unlock the curse afflicting the Caliph. When you locate him, heed his words... and do not forget where you found him!

When you see the picture of Sinbad, click directly on the words of the reply you wish to use. Be careful of what you say, especially when dealing with Libitina.

## **WAR IS HELL**

Although the Caliph has tried to forget it, Camaral, the Black Prince, is one of his sons. Aware that the Caliph will never name him as successor to the throne, he is trying to take it by force. If he can capture Damaron, the Black Prince will be the new Caliph.

Marauders serving the Black Prince have been harrying the troops of Damaron for years, but now that the Caliph's long arm has changed to a wing, the Black Prince is making his bid for power.

Invoke the power of the Theraniil Stone. Contact the field commanders by clicking on the soldier. A map of Damaron appears in the crystal. The white troops are the valiant defenders of Damaron, while the black troops are the Black Prince's murderous hordes. The six golden locations (including the palace) are supply centers; they are the keys to Damaron's defense.

Move the cursor to your troops to learn their status: unit number, strength, and current movement orders. Hold your mouse button down and move the mouse to issue new orders to move one hex in any direction. You may also learn the status of an enemy unit when it is adjacent to one of your units.

When opposing units move into the same location, the battle commences. Units adjacent to a battle lend their strength to their comrades, so keep your units in groups.

Remember to check the war map often, especially during long marches. Time passes with deceptive speed when you are travelling great distances, and the Black Prince never sleeps.

## **THE PTERANOXOS**

The spawn of long-forgotten demons from another age, these gruesome creatures were pressed into service by the Black Prince as spies. If one of these birds finds you and escapes (*and* if it can remember where it spotted you), it will report your location to the Black Prince.

Kill a hovering pteranoxos with your bow. Move your joystick left and right to move the arrow along the bottom of the screen; move it up and down to change the height of your aim. It's a moving target; you must try to anticipate its movements and time the release of your arrow to intercept the creature in flight. Press the button to shoot.

## **THE SWORD FIGHT**

Occasionally, monstrous beasts or evil men will assault your party. Fortunately, you have a trusty sword for your defense.

Sinbad always attacks from the left. Move the joystick left or right to advance or retreat. Hold the button down and push up for a high swing, right for a normal swing, down for a low swing, and left to parry. The STRENGTH BAR on the left shows your strength; the one on the right, your opponent's.

If you get into trouble, you may retreat, but members of your party (possibly including the Princess!) will be at the mercy of your enemies. Retreat is impossible when fighting Jamoul, or in a duel to the death against Prince Camaral for control of Damaron.

## **THE CYCLOPS**

If one of these hideous, one-eyed, man-eating giants raids your camp and kidnaps your men, you must face him in his underground lair. The only weapon you have at your disposal is a crude sling and some stones. Move the sling left and right with your joystick and press the button to throw a stone. Watch out for the boulders the cyclops throws!

## **THE IDOLS**

Long ago, a race called the Ishtiki inhabited the lands to the west of Damaron. The Ishtiki revered Three Sisters, who came to be worshipped as gods. Little is known of the practices of this ancient religion, but there are tales of shadowy sacrifices performed by high priests, who summoned the power of the Three Sisters to turn men into beasts and back again.

It is said that the Ishtiki had three idols, one for each of the Three Sisters. Each idol had a pair of jeweled eyes and, according to legend, anyone who obtained an eye from each of the idols would hold great power.

Gypsies tell a story about an adventurer who tried to pluck one of the idol's jewels. But he chose the wrong eye and the idol came to life and destroyed him. Of course, who believes the tales of Gypsies?

If you are fortunate enough to discover an idol, try to steal an eye. Grab the eye by clicking on it (if you think it is safe!).

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