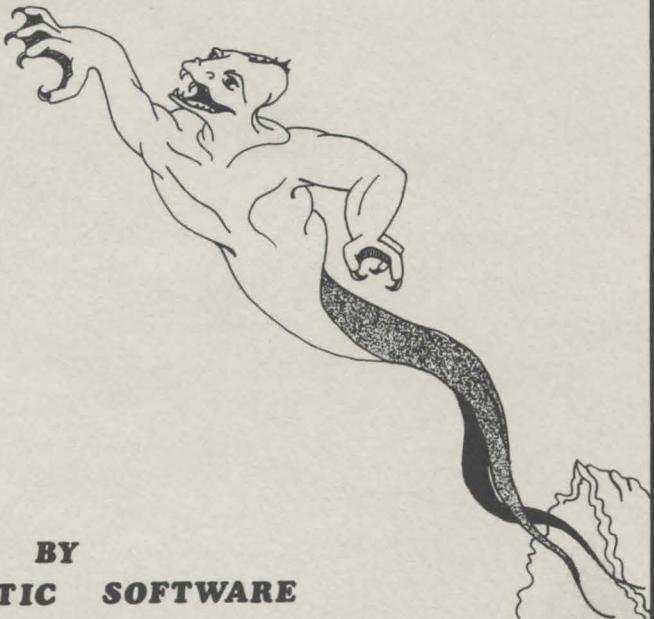


ODYSSEY:
THE COMPLEAT
APVENTURE



BY
SYNERGISTIC SOFTWARE

Anson

*ODYSSEY:
THE COMPLEAT
ADVENTURE*

BY

ROBERT CLARDY

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SECTION I. OVERVIEW

GETTING STARTED

Playing Odyssey requires an Apple II computer with Integer Basic, 48K RAM, and one disk drive. The game is on a DOS 3.2 format diskette with no DOS as the programs alone use all of the available disk space. The programs can be MUFFINED to DOS 3.3 at which time DOS can be restored to the disk. The disk should not be updated or booted before being MUFFINED.

To begin playing Odyssey, insert a disk with DOS 3.2 (such as the System Master) into the disk drive and boot it according to the directions in the DOS manual. Then insert the Odyssey diskette and type RUN HAIL (press RETURN). You will be given the option of starting a new game or continuing one previously saved to disk.

Throughout the adventure, you can issue commands by pressing the key corresponding to the first character of the desired command. The legal commands are described in the pages which follow. Pressing an inappropriate key will cause the legal commands to be displayed. Usually, it is not necessary to press return or spell out the entire word desired, though some situations involving the input of numbers do require the return key to be pressed. Occasionally, informative messages will be left displayed until a key is pressed. Whenever your marker on the screen is flashing, a keyboard input is required.

At any time, throughout the adventure, you may elect to quit and save the on-going game to another disk for continuation later. If a game is inadvertently terminated for any reason, it can be continued by typing 'GOTO 32000' and pressing RETURN.

Once begun, the game takes you back . . . back eons ago to the Hyborian age . . .

THE SCENARIO

The Hyborian Age existed thousands of years ago, long before the dawn of true recorded history. Remnants of earlier races than man still wandered the earth, making it a dangerous place where only the most powerful wizards and warriors could live without fear. The vampires, werewolves, orcs, sea serpents, and dragons of our legends were the fearsome races that fought with mankind for dominance of the world.

A mighty magician and heroic warrior rose to power in this deadly time. His many exploits and command of the magical arts earned him the title of "The High One". His greatest endeavor began with the creation of a jewel encrusted orb imbued with much of his magical powers. From his fortress on the Isle of Lapour, the High One used his orb to seal off a protected realm. The Sargalo Sea and its islands were separated from all contact with the rest of the world. It was the High One's intent to exterminate the many enemies of man within his kingdom and help mankind grow to power without constant threat of extinction by other races. When this goal was achieved, the High One intended to lead his people back to tame the rest of the world.

Unfortunately, the High One's work was only partially completed when tragedy struck. The orb was stolen and hidden somewhere in the realm. With the loss of much of his power, the High One was killed in battle against a united army of mankind's remaining foes. Fortunately for the human inhabitants of the realm, the army quickly broke into small bickering bands that wandered off to become bandits and predators on weak or unwary travellers.

Years have passed. The kingdom is returning to savagery where monsters wander freely and all fear the night. Villages, temples and castles stand ruined and abandoned as mankind congregates at only the most secure of cities. Travel is safely accomplished only by armed bands. The Caliph of Lapour, a usurper to the throne, has seized the High One's fortress and jealously guards its secrets and powers from anyone who might try to use them for the good of the kingdom.

Your mission, should you decide to accept it, is to recover the High One's orb and return it to his fortress. There, with the help of the orb and the secrets of the High One's powers, you can continue his work and, perhaps, insure the survival of the human race.

THE PERSONA

As you begin your crusade, you will be accompanied by 9 other warriors. You (and your party) will have certain characteristics that will affect your relative success/failure. These characteristics include:

CHARACTERISTIC	RANGE	EFFECTS
STRENGTH	1 - 10	Success in battle
EXPERIENCE	10 - ∞	Success in battle
SPEED	1 - 10	Success in flight
CHARISMA	1 - 10	Ability to attract recruits
WISDOM	1 - 10	Ability to correctly use magic
DEXTERITY	1 - 10	Ability to avoid or survive hazards
ALIGNMENT	$\pm \infty$	Be helped/attacked by beings of similar alignment

The initial values of the characteristics vary randomly from game to game except alignment which is determined solely by your actions during the quest.

You will initially be equipped with 2 backpacks, some food and gold and a dagger apiece. It is recommended that you take the first available opportunity to acquire better weapons and other items that might be useful in the quest. A full list of items you might acquire appears in Appendix B.

Your quest begins on one of the small islands that dot the surface of the Sargalo Sea . . .

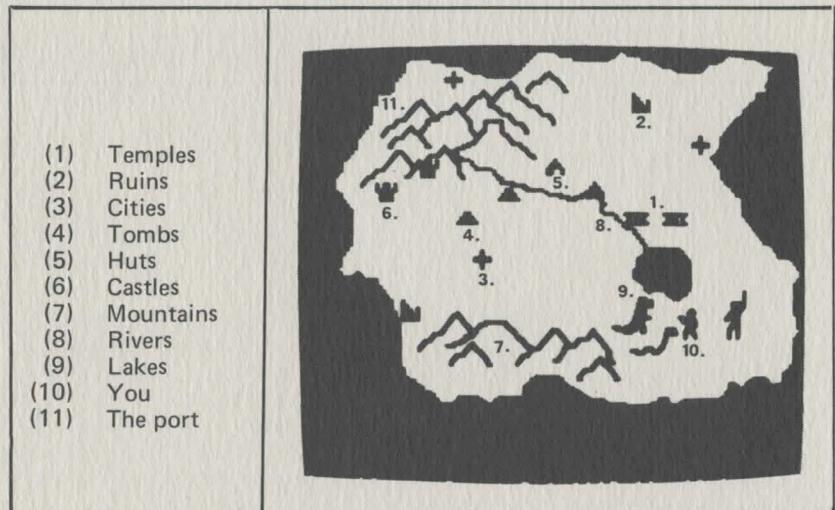
SECTION II. THE ISLANDS

A number of islands break the surface of the mystical Sargalo Sea. One of the islands, Lapour, is the site of the High One's fortress. As it is currently inhabited by the cruel and powerful Caliph, it should be avoided until you are truly ready for the confrontation. Refer to Section V.

Another island contains the magnificent Temple of Mordril, a serpent god whose priests are mighty wizards or warlocks in their own right. While many of the priests roam at will throughout the realm, at least one always maintains a guard at the temple to prevent unauthorized entry into the catacombs beneath it. It is said that the High One's orb may be somewhere within the catacombs although none that has ventured within ever returned to prove the tale. Entrance to the labyrinth has been accomplished in the past, but the methods used are a mystery. Refer to Section IV.

Some of the remaining islands are deserted. At best, they may provide a source of food for the long sea voyage. Your quest begins on one of the populated islands. You have a map similar to the one shown in Figure 1. Only the cities and major topographical details are shown originally. You will have to add details about locations of castles, tombs, etc. as you explore the island.

FIGURE 1
AN ISLAND



NOTE: While the topographical features of the island remain fixed, the locations of items 1 - 6 vary with each quest.

COMMANDS

You will explore the island using the commands listed in Table 1. Each command is executed by pressing the first character of the command word. Pressing 'N', for example, will cause your party to move north one furlong. Pressing any key other than those listed will cause a list of commands to be displayed.

TABLE 1
ISLAND ADVENTURE COMMANDS

COMMAND CODE	COMMAND	MEANING
C	Condition	Lists the key characteristics of your party
N	North	Move north.
S	South	Move south.
E	East	Move east.
W	West	Move west.
R	Ride	Ride horses. (Must have at least 1 horse per every 2 men.)
H	Halt	Halt horses or flying carpet.
G	Get	Pick up a nearby item.
P	Put	Put down some item from your baggage.
I	Inventory	List all items in baggage with weight and value.
U	Use	Use any item in baggage.
Q	Quit	Terminate game. Save it optionally.

While some of the commands are completely self-explanatory, a few words should be said about several:

C — **CONDITION** will display the characteristics of your party that are listed in Table 2. The number of warriors and amount of gold may fluctuate regularly throughout the game as treasure is found and spent and men join you or are killed in battle. Experience improves each time you successfully win a battle. Alignment also varies throughout the game as your actions reveal your true nature. The other characteristics can sometimes be improved by magical means (and occasionally decreased by poisons).

R — **RIDE** lets you travel at a much higher speed than normal if you have enough horses. You require at least one horse for every two men to be able to ride. It should be noted that the horses you will buy are war horses not pack mules. They carry riders with their gear, but no excess baggage. The maximum amount you can carry is 250 units per man regardless of the number of horses you have.

P — **PUT** lets you drop any number of items from your baggage. It should be noted that small quantities (<100) of items dropped in uninhabited areas are unlikely to be discovered, and, therefore, you can return later and recover them. Larger quantities (such as 1000 gold pieces) may be found by other wanderers who may take some or all of what they find. Goods dropped near buildings will certainly be found and taken.

U — **USE** may be the most important command available to you. As you accumulate various goods, you will discover that at different times in different situations, one or more may solve a problem you encounter. Whether you wish to wave a magic wand, lever a crowbar, pick a lock with lockpicks, bridge a fissure with a plank, pay someone with gold, or fly a magic carpet, merely press 'U' for **USE** then indicate which item from the list that is displayed. A list of items that can be found or bought and then used appears in Appendix B. Situations for which these items might be used include entering buildings, overcoming obstacles, and avoiding hazards (see below).

TABLE 2
SAMPLE 'CONDITION' DISPLAY

# OF MEN = 5	STRENGTH = 9	CHARISMA = 8
EXPER. = 8	WISDOM = 6	SPEED = 5
DEXTERITY = 8	GOLD = 985	ALIGN. = -20

BUILDINGS

In your wanderings, you may discover a variety of ancient buildings in the hinterlands. Almost all are uninhabited now as the people have congregated in cities for increased protection from the weird and deadly creatures that have been appearing in increasing numbers through the realm. While sometimes difficult to enter, these ancient and deserted buildings often house great treasures and occasionally even artifacts with magical powers. They also can provide quick death to the unwary. Traps set generations ago against intruders may still work. Monstrous creatures may have established themselves to ambush hapless visitors. Buildings may be entered and searched one time only. Once you leave a building, it is sealed to you forever.

The decrepit huts of monks and hermits that dot the landscape are somewhat different from other buildings. After entering, you may be astounded to find that it houses a valuable relic of power which can be purchased from the hut's owner. Be wary, however. There are indeed ascetic and scholarly monks living in the wilderness seeking solitude. There are also clever rogues seeking to defraud the gullible. You may, for example, buy a magic lamp for a fraction of its true value, but it may turn out to be a cheap oil lamp that could be had at a market for a tenth of what you paid.

HAZARDS AND OBSTACLES

Any trek through jungles, mountains, and swamps will entail a number of unavoidable dangers and frustrations. With care and proper equipment, many deaths and much delay can be avoided. It should be obvious to the experienced adventurer that such items as machetes, ropes, knives, etc. might prove useful during a trip through rough country. If you aren't experienced yet, well . . . after some frustrations and delay, you soon will be.

A few of the problems you might encounter include avalanches, quicksand, cliffs, dense bramble thickets, narrow chasms, pit traps, and bogs. The proper way to avoid or recover from obstacles and hazards will become apparent as you gain experience.

ENCOUNTERS

Your party obviously does not include all of the travellers abroad on the island. You may encounter:

BANDITS	Attack and rob 'good' travellers.
MERCENARIES	May join your quest.
RANGERS	Attack and kill 'evil' travellers.
WARRIORS	May be any of the above. Unknown till you approach and make overtures.
WIZARDS	Priests of Mordril devoted to white magic. They may help 'good' travellers and attack others.
WARLOCKS	Priests of Mordril devoted to black magic. They may help 'evil' travellers and attack others.
CARAVANS	Traveling merchants.
MONSTERS	Includes an incredible assortment of walking, crawling, slithering, or flying creatures that may attack. See Appendix A for descriptions.

During any encounter, you always have several options. You can try to quietly leave and avoid any unpleasantness. This occasionally works. Or, you can attack any of them on sight. Exercising this option on merchants and friendly warriors can provide spoils but may be costly in men (for example, the merchants usually have guards). It also has a negative effect on your alignment index. Other options such as buying from merchants, requesting aid from wizards or warlocks, and offering food or gold to monsters (they might prove friendly) will be prompted by the program at the appropriate times.

BATTLE

Whenever you attack (or are attacked) as the result of an encounter, you must engage your opponent in battle. Battle outcome depends on your respective strengths, armor, weapons, and a fair amount of luck. The relative importance of various items of armor or weaponry is indicated below in Tables 3 and 4. The higher the class number, the more effective that item will be in battle.

TABLE 3
ARMOR

ARMOR CLASS	ITEM
1	LEATHER
2	SCHILD
3	CHAIN MAIL
4	PLATE MAIL

TABLE 4
WEAPONS

WEAPON CLASS	ITEM
1	BATTLE AXE
2	BROAD SWORD
3	SPEAR
4	HAND LANCE
5	CROSSBOW
6	LONGBOW

Another major determinant of battle outcome is the amount of surprise experienced by the attacked party. An ambush can find the victim 'completely unprepared'. Talking to someone who attacks you may find you 'surprised' while attacking or waiting cautiously will leave you 'ready for the attack'. Being surprised limits the victims' effectiveness during the initial stages of the battle.

Battle occurs in discrete segments or melees, giving you a chance to catch your breath and assess damage. If you find the battle too costly, you can run at the end of any segment instead of renewing the attack. Depending on the relative speeds of the combatants, you may or may not get away. Note that even if your opponents' speed is greater than yours, they occasionally will not pursue you.

At all stages of the battle, pressing any key will cause the action to continue. The battle display is repeatedly halted to allow you to monitor the condition of the combatants.

BUYING GOODS

It was pointed out in the preceding sections that there are a variety of useful items available to the wandering crusader. Some of these may be found and some acquired from buildings and wandering priests. Most, however, must be purchased (or otherwise acquired) from caravans and city markets. The variety and numbers of items for sale will vary drastically from market to market. Prices, too, fluctuate depending on local tariffs, customs, and greed. Feel free to dicker with the merchants (offer less than they ask for), but be careful. They are easily upset by unfair offers and sneaky bargaining tricks. They may refuse to dicker further or, if sufficiently upset, even remove the item under discussion from the market altogether. This may prove serious if, for example, you were dickering for food that you will need to survive until you reach the next city.

In addition to the goods listed in Appendix B, you may also purchase mercenary contracts which bind a warrior to your service for a period of six months.

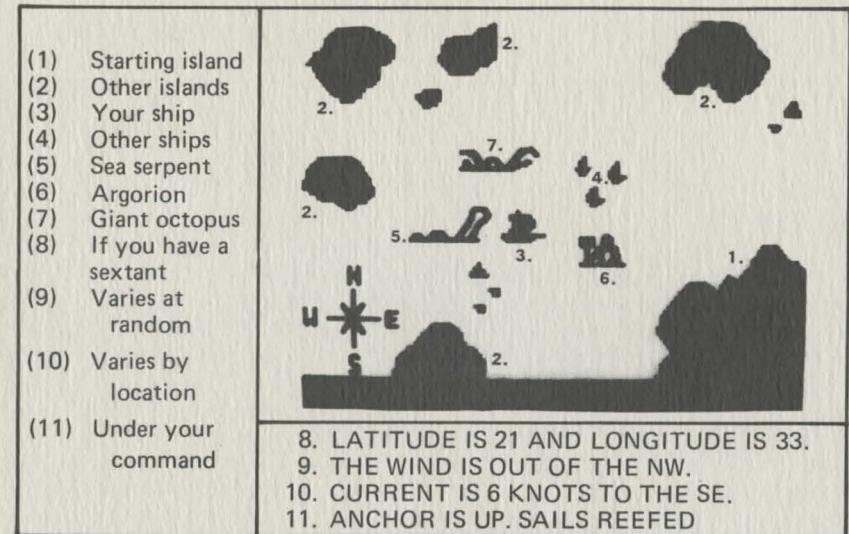
PORT KARRE

Regardless of the risks overcome and the riches won, the object of your quest will not be realized on this first island. Your goal, therefore, is to win enough treasure and recruit enough warriors to buy and man a ship (a minimum of 15 men are required to set sail). When you are ready, go to the seaport in the northwesternmost reaches of the island. There you can buy a ship and set sail for further adventures at sea and on the other islands. It should be noted that the shipwrights union is very powerful in Port Karre. While merchants are always welcome, adventurers are not. Surplus ships dumped on the limited market of the port city would certainly depress sales. Once having left the original island, therefore, you will not be allowed to return. To set sail, you must employ the 'use' command on your ship.

SECTION III. AT SEA

Once you set sail, a map such as the one illustrated in Figure 2 will be displayed. Wind and current information is continuously updated. On land, movement awaited your impulse; that is, you did not move unless a 'N, S, E, or W' command was issued. At sea, movement occurs whenever you are not firmly anchored. If your sails are properly set and the anchor is up, you will move in the direction indicated by the set of the sails. With the sails reefed (down) or while attempting to sail into the wind, you will merely drift with the currents.

FIGURE 2
THE SEA MAP



COMMANDS

The commands listed in Table 5 are applicable to travel by sea. While any command may be issued at any time, it should be obvious that there are inappropriate times. For example, issuing the 'L —Land' command when far out at sea or firing cannons when no targets are near has no useful effect. Using divers should only be done when you have reason to suspect a treasure is hidden at that location (you may be given hints about such items). Setting sails has no effect if your sails are shredded from rot or storms.

TABLE 5
SEA APVENTURE COMMANDS

COMMAND CODE	COMMAND	MEANING
C	Condition	Display status parameters
W	Watch	Display wind and current information.
A	Anchor	Anchor up or down.
S	Set sails	Raise sails and rig for a given direction.
F	Fire cannon	Fire cannon at nearby ships, etc.
H	Hail	Hail a nearby ship
L	Land	Send a landing party ashore.
D	Dive	Send divers to search the bottom.
I	Inventory	Display baggage list, weight, and value.
P	Put	Put something over the side.
G	Get	Get something
O	Offer	Offer to pay gold or give specified item.
Q	Quit	Terminate game with optional save.

SAILING

This section provides some elementary seamanship training for those adventurers heretofore confined to dungeons and land adventures. The most important law of sailing is that YOU CAN'T SAIL INTO THE WIND. If the wind is blowing out of the south, for example, you can sail north, northeast, northwest, east, or west. With the ships available to your party, there is no way that you could sail south, southeast, or southwest. Don't despair, however, if you have to go south; the wind is always shifting. The lookout has been instructed to ring a bell whenever the wind shifts. This instruction is necessary because the sails may need to be re-rigged for the new wind conditions. For instance, assume that the wind is out of the south and the sails are rigged for sailing north. If the wind shifts so that it comes from the SE, your ship will now be sailing NW. (Refer to Figure 3.) If you really want to go north, the sails must be corrected using the 'S—Set sails' command. A compass is displayed on the map to help you keep track of wind and sail directions.

HAZARDS AND OBSTACLES

As many things can go wrong at sea as on land. Dense fog, storms, or your own carelessness may cause your ship to be run aground. Whirlpools may trap your ship. Scurvy may break out and kill your men if they don't have sufficient fruit in their diets. You may have difficulty getting to your destination if you don't have a compass in inventory to help you set your sails properly. Each of these hazards/obstacles can cause delays or loss of one or more men. Obstacles can usually be avoided with proper equipment, close attention, and skillful handling of the ship.

The last major sailing hazard can also be avoided if you're skillful and attentive. When the High One sealed off the Sargalo Sea from the rest of the world, it created a distinct boundary beyond which exists a limbo, a grey area of nothingness that none may penetrate and survive. If you approach this boundary, the edge of your world, too closely, your ship and all its crew may fall over and be lost for all time.

ENCOUNTERS

Like the islands, the sea lanes have many other travellers. You may meet:

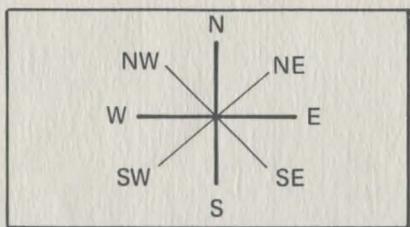
Merchant ships	Have goods for sale.
Pirates	Rob travellers.
Mercenaries	May join your quest.
Unknown ships	May be any of the above.
Shipwreck victims	Legitimate victims or pirate decoys.
Monsters	Similar to land based monsters.
Argorion	God of the sea (see below).

As on land, the outcome of any encounter depends on your actions and the intent of those you encounter.

Argorion, the god of the sea, generally ignores mankind, yet can sometimes be persuaded to reveal information about his realm. If the orb happens to be in the sea, for example, he may reveal its location.

Note that any encounter causes the anchor to be automatically lowered.

FIGURE 3
WIND / SAIL DIRECTIONS



OTHER ISLANDS

Some of the other islands of the Sargalo Sea are completely uninhabited, while one has the High One's fortress and another the catacombs beneath the Temple of Mordril. Unfortunately, your map doesn't display which island is which for each new game. You must send landing parties ashore on each island until you find what you seek.

SECTION IV. THE CAVERNS OF MORDRIL

Somewhere in the catacombs beneath the Temple of Mordril, may lie the High One's jeweled orb. If so, the caverns must be searched and the orb found and returned to the surface. The catacombs are quite different from other areas of the realm which you have explored. No other travellers are inside the catacombs. Its only inhabitants were placed there to discourage or kill all unwelcome visitors. The dangers of the caves are such that you should complete your mission as quickly as possible and get out. All that is even rumored about the location of the orb is that it is located several levels below the surface of the island.

COMMANDS

The commands listed in Table 6 are applicable while underground. In order to employ several of these commands, you must have the proper implements (for example, 'light' requires lamps or torches; 'burrowing' requires a shovel, etc.). The only other command requiring explanation is 'teleport.' A powerful spell on the entire cavern system allows teleportation in the event of dire necessity. To teleport properly and safely, however, requires great wisdom. Unnecessary teleportation can have dire consequences.

TABLE 6
CAVERN ADVENTURE COMMANDS

COMMAND CODE	COMMAND	MEANING
C	Condition	Lists the key characteristics of your party.
N	North	Move north.
S	South	Move south.
E	East	Move east.
W	West	Move west.
D	Down	Go down stairs.
G	Get	Pick up a nearby item.
P	Put	Put down some item from your baggage.
L	Light	Turn light on or off.
I	Inventory	List all items in baggage with weight and value.
U	Use	Use any item in baggage.
T	Teleport	Teleport.
B	Burrow	Dig through walls of tunnels.
O	Out	Leave the catacombs through an exit.
Q	Quit	Terminate game. Save it optionally.

HAZARDS AND OBSTACLES

The Caverns of Mordril contain many hazards for the unwary or ill prepared. Cave-ins and pitfalls, poisonous gases, and dangerous creatures can all exact a toll from intruders. Careful preparation combined with prompt and proper response to each new dangerous situation can minimize tragic consequences.

SECTION V. THE HIGH ONE'S FORTRESS

With the orb in hand, a suitable force of warriors recruited, and a variety of useful equipment in your baggage, you are ready to land at Lapour and try to take the High One's fortress. The Caliph has surrounded the fortress with a number of deadly barriers which must be overcome or bypassed by skill and cunning. Attempts to simply force one's way through the barriers will inevitably result in massive casualties to your forces.

The Caliph also has a powerful force of the old High One's elite guard. If you have the High One's orb, they will support you. If not, they will fight to the last man. If you succeed in overcoming the barriers and overthrowing the Caliph, you will have earned the right of becoming the new High One of the realm.

APPENDIX A GLOSSARY OF TERMS

MONSTERS

NAME

ALLOSAURS
BORERS

CYCLOPS
DRAGONS
FIRE DEMONS
FRENZIES

GARGOYLES
GHOULS

GIANT OCTOPUS
GIANT OGRES
GIANT SNAKES

GOBLINS

GORGONS

HARPIES
LYCANTHROPIES
MINOTAURS
MUMMIES

ORCS
PTERIDACTYLS
ROCS
SANDSERPENTS

SEA SERPENTS
VAMPIRES

WEREWOLVES

DESCRIPTION

Giant meat eating reptile that walks upright.
Cave dwellers that can eat their way through rock, armor, and people.
Huge manlike creature with a single eye.
Large reptilian beasts. Cannot fly.
Supernatural beings composed of living flame.
Fast moving, mindless creatures. Swarms are found in caverns.
Reptile with horns, talons, fangs and bat-like wings.
Walking dead. Their touch drains life energy and causes paralysis.
Eight-armed terror of the sea.
Twelve foot man-eating giants.
Enormous serpents with venomous bite. Can swallow a man whole.
Large orcs which hunt at night and hate the daylight.
Medusa-like creatures with snakes for hair.
Their look turns victims to stone.
Woman faced, venomous flying creatures.
Can turn themselves into a boar, tiger, or bear.
Powerful, half man, half bull creature.
Long dead corpses, brought back to life by evil magic.
Fearless night fighters.
Flying meat eating reptile.
Giant two headed bird.
Poisonous snakes that bury themselves just under the surface of the ground.
Giant sea beast. Can easily crush large ships.
Living dead creatures that drink the blood of their victims.
Men with the power to turn themselves into huge wolves.

OTHER TERMS

ARGORION
THE HIGH ONE
LAPOUR
MORDRIL
TEMPLE OF
MORDRIL
SARGALO

CALIPH OF
LAPOUR
ORB

The god of the sea. May know location of orb.
Deceased mighty magician and ruler of the Sargalo.
Island with the High One's fortress.
Snake god of the islands.
Guards the entrance to the Caverns of Mordril.

The sea and realm that the High One has sealed off from the rest of the world.
Currently holds the High One's fortress.

Relic of great power. Has the potential to save the realm from chaos.

APPENDIX B
INVENTORY ITEMS

ITEM	WEIGHT	PRICE *
FOOD PACK	5	5
LOCK PICK	2	5
SMALL BOAT	200	100
MACHETE	5	10
CONTRACT	0	50
IRON HOOK	5	15
ROPE	5	10
SHOVEL	5	10
BACKPACK	5	10
HELMET	5	10
OIL LAMP	5	20
OLD BOOK	2	50
WATER JUG	5	30
FRUIT	2	10
COMPASS	5	50
SEXTANT	2	50
DAGGER	2	50
NET	10	40
SPARE SAIL	25	100
HORSE	0	150
BATTLE AXE	50	35
BROADSWORD	10	40
SPEAR	10	45
HAND LANCE	10	40
CROSSBOW	15	35
LONG BOW	15	30
LEATHER	10	50
SHIELD	30	40
CHAIN MAIL	75	80
PLATE MAIL	150	120
10' PLANK	15	10
MONKEY	1	40
TORCH	1	2
MIRROR	1	5
CROWBAR	2	2
OLD MAP	1	1
BRASS KEY	1	5
GOLDEN KEY	5	10
AMULET	1	0
SCROLL	1	0
MAGIC LAMP	5	0
SCEPTER	5	0
POTION #1	2	0
POTION #2	2	0
FLYING RUG	5	0
MAGIC WAND	3	0
STAFF	5	0
QUADROON	1	1
SHIP	0	2500

*Varies slightly due to scarcity, taxes, and merchant greed.

**Odyssey requires Apple] [
with 48K RAM, Integer only.**

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