

sinbad_and_the_throne_of_the_falcon_manual
Sinbad and the Throne of the Falcon

THE QUEST

The Caliph of Damaron was a powerful ruler in his youth but now he's an old coot, 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 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 Thersanill Stone next to your map. The time is represented by an hourglass. As you undertake your journeys, the sand

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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 order's to the armies of Dameron (see war is hell later)

and 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 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 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. (coming up later)

To land on 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 the strength bar. If your strength is low, click on the strength bar for a 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 your entire ship is gone the pirates will take your ship.

So when you anchor remember that large continents may have many ports.

If you try to explore the entire continent from a single harbor the journey may cost several lives.

Also always remember where you leave your ship!

Each time the ship lands you must decide how many men to take with you and how many to leave guarding the ship.

When you return to your ship to begin a voyage, you can send out a recruiting party to

recrute new crew members, the best places to get new crew member's are in large ports.

THE FINE ART OF CONVERSATION

In your travels between cities, you may run into some old friends.

Libitina, the Gypsy, or the Shaman. When you see one of these people click on him or her

instead of the signpost, click anywhere else to ignore them.

LIBINITIA

Libitina is a dangerous seductress, renowned for her power's of sorcery.

She 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 surely kill you.

IRIS THE GYPSY

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You knew her as a child, and her knowledge can be very valuable to you.

THE SHAMAN

The Shaman is a legendary figure. He alone holds the knowledge to unlock the curse affecting the Caliph. When you locate him remember his words, and don't forget where you found him!

THE SWORD FIGHT

Sinbad always attacks from the left. Move the joystick left or right to advance or retreat.

Hold the button down and push up for high swing, right for normal, down for low.

When in a duel you may retreat, but when you do your crew remains at the mercy of your opponents, there are some fights that you can't retreat from.

THE CYCLOPS

When one of these beasts attacks your camp and kidnaps your men, you must face him in his underground lair, the only weapon you may use when duelling him

is your sling and stones. Move the sling left and right with the joystick and press the button to throw the stones but watch out for the boulders that the cyclops throws!