




SIMON ^{THE}
SORCERER







his whole stinking mess started when my parents decided to throw a party for my 12th birthday. What a nightmare. I didn't even want a stupid party! I just wanted some cash for those killer basketball shoes I saw last week – and a puppy would be cool too ... but there was no way they'd go for it. I had a very uncool feeling about this party thing ... 



Then, to add to my nightmare, my parents let me in on their “big surprise” – Marvelo the Washed-Up Magician was going to perform at my party for the twelfth year in a row! Yeah, I was surprised all right! I couldn’t believe they were doing this to me. I knew my parents weren’t exactly hip on what 12-year-olds did for fun, but what was *that* deal?!

On the day of my dreaded party, Marvelo went right into his usual routine: first he pulled a rabbit out of his hat, then he made a string of colored handkerchiefs come out of his mouth ... Whoa, wasn’t that cool – doubt it! Twelve years of the same ol’ magic #*%!! I was bored out of my mind. I had to do something ...

So after each of Marvelo’s cheesy tricks, I provided my guests with a little added entertainment – just some running commentary on the secrets to each of his tricks. No big deal.

Then suddenly Marvelo freaked! All I could see was a big angry magician in mid-air, arms out, flying towards my neck super-fast with massive red veins popping from his forehead! What was up with that? He was not a happy magician.

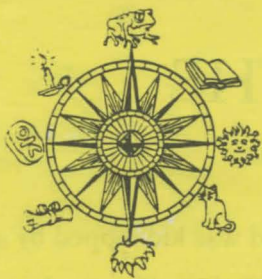
Once my Dad pried each clenching, grip-of-steel finger from my neck, Marvelo threw all his corny props into his bag and took off.

Shortly after, my parents called me to blow out the candles. I wished for a puppy from my parents and for Marvelo’s retirement.

Later that evening, the doorbell rang. I opened the door and discovered a small, scruffy dog with a big bow on its head. In his mouth was a book written in a really weird language. I brought my new dog inside, thanked my parents and chucked the book up in the attic.

That’s when I started wondering ... how can a dog so short ring a doorbell? ...





GETTING STARTED

System Requirements

- IBM PC or 100% compatible
- 386 - 16 MHz or faster (486 recommended)
- 2 MB RAM
- Hard disk drive with 4 MB available
- CD-ROM drive (150K bps)
- VGA graphics with color monitor
- MS-DOS (5.0 to 6.22 supported)
- Microsoft™ Mouse or 100% compatible
- One of the following digital devices: Sound Blaster™ or 100% compatible sound card, Pro AudioSpectrum™

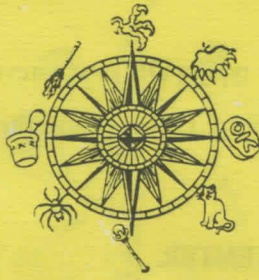
Installation

Follow this simple method to install Simon the Sorcerer onto your hard drive:

1. Turn on your computer system. This often involves pressing the big button marked "ON."
2. Insert the Simon CD into the CD drive. (Take your time. Hand-to-eye coordination is necessary. Several attempts may be required.)

3. Select the CD drive by typing **D:** (or whatever letter is assigned to your CD drive) and then press ENTER.
4. Type **Install** and press ENTER.
5. Follow the instructions on your computer screen to complete the installation.
6. Once you have successfully installed the Simon CD on your system and configured your computer's sound system, put on your thinking cap and your rubber nose and glasses, and type **SIMON**. (If you have reset your computer since installation, first enter the directory you selected during installation.)





The credits will appear on your screen at the start of each game. Read and memorize these credits thoroughly since they provide absolutely no vital clues to the game. If you can't bear to sit through the entire list of credits, then stand – or press both mouse buttons simultaneously to skip the whole thing.

The credits are followed by an opening sequence that may offer a few more clues to the game than the credits. (This sequence can also be skipped by pressing both mouse buttons.)

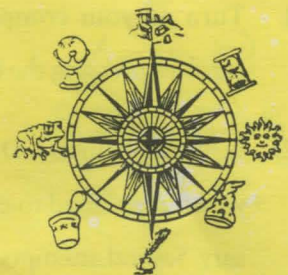
NOTE: If you are a software pirate playing an illegal copy of this game, consider yourself personally cursed by the software gods to play this game eternally and never ever succeed in attaining Simon's goal. If you prefer not to be cursed, please send us your name and address so that we may promptly provide you with the appropriate curse reversal information.

PLAYING THE GAME

When Calypso the Wizard was kidnapped by an evil Sorcerer, a lack of qualified Merlin types forced him to search within the realms of the mortal world for a suitable clairvoyant hero.

Impressed by Simon's masterful wizardry (and seemingly impaired by bouts of severe desperation), Calypso deemed Simon a magical maven and entrusted him with a quest not commonly recommended for twelve-year-olds.

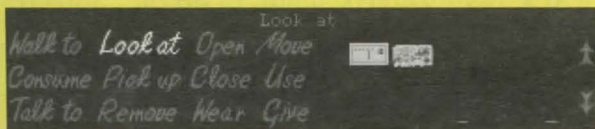
Your mission is to help young Simon brave this unknown world of mystery, magic and fantasy, and rescue Calypso – for only he has the power to return Simon to his own world.





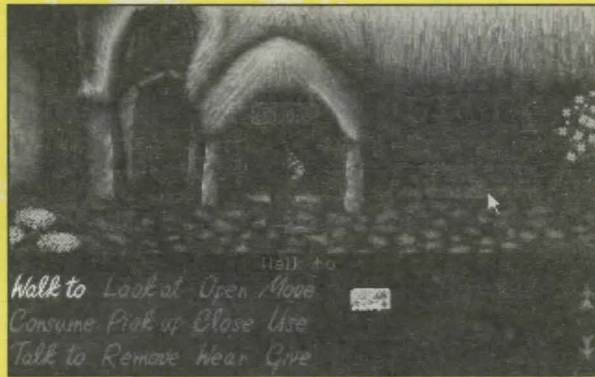
Using the Action Interface Menu

The Action Interface Menu consists of twelve different actions young Simon is capable of performing. Using these twelve Action icons with the different items encountered throughout Simon's adventure provides an ever-changing interface of endless surprises.



Getting Around in Simon's New World

To help Simon get around each scene, use your mouse to simply click on the WALK TO icon to highlight it. Then click the location on your screen to which you want Simon to walk. Simon will immediately walk to that location – or as far as the scene will allow him to venture.



As you move your mouse around your screen, the name of the Action icon, inventory item, or item in the scene your cursor points to will appear in the ID bar directly underneath the scene.

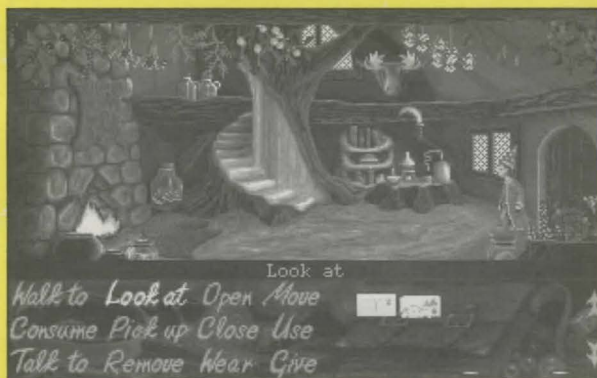
NOTE: Whenever your cursor points to any area in the scene Simon is in, WALK TO becomes the default Action icon. Whenever your cursor points to the Action Interface Menu or your Inventory, LOOK AT becomes the default Action icon.





Doing Things in Simon's New World

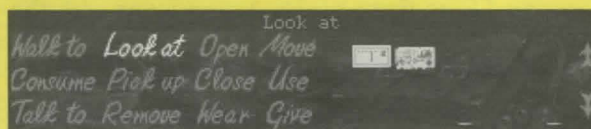
To use an Action icon with an item (whether it is in a scene or in your Inventory), highlight the Action icon you would like to use by clicking on it. The ID bar will display the Action icon you selected. Then, click on the item you would like that action directed towards. The name of the item selected will appear in the ID bar briefly; and then Simon will either perform the action, tell you the result of his action or alert you of your naiveté in requesting such a preposterous action.



Some Action icons will only produce an action if two items are selected. For example, the USE icon will usually require you to select two items before Simon can produce an action. After the first item is

selected, a prompting instruction will appear in the ID bar (in this case "With What?"), then another item must be selected to complete the action. If you find that you do not have a second item to use with the first item selected, click anywhere else on the screen to cancel the action.

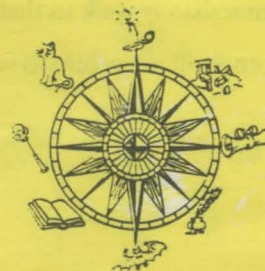
NOTE: Clicking twice on an area of the screen with no items or completing an action will return you to the default Action icon.



WALK TO Directs Simon to do the "Sorcerer Shuffle" towards a selected location in a scene.

CONSUME Invites Simon to eat, drink or be wary.

TALK TO Gives Simon the opportunity to be a first-rate conversationalist – or a second-rate sensationalist.

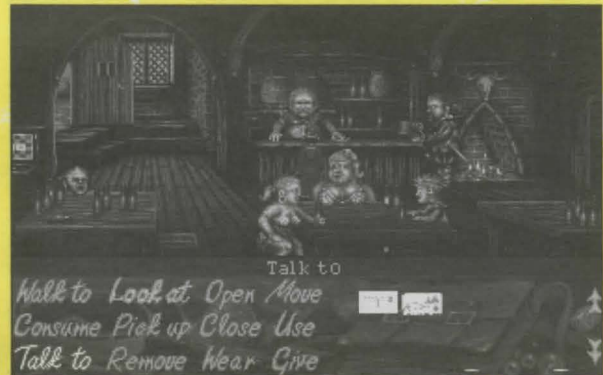




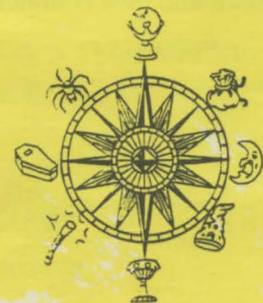
- LOOK AT** Allows Simon to take a closer look.
- PICK UP** Lets Simon pick up certain items and automatically store them in his Inventory.
- REMOVE** Allows Simon to rid himself of an article of clothing and put it in his inventory.
- OPEN** Orders Simon to open doors, gates, etc. – of course most 12-year-olds aren't very good at following orders.
- CLOSE** Opposite of open.
- WEAR** Dares Simon to make a fashion statement.
- MOVE** Tells Simon to push or pull a selected item.
- USE** Instructs Simon to employ a two-item combination.
- GIVE** Allows Simon to display his generosity towards another character in the game.

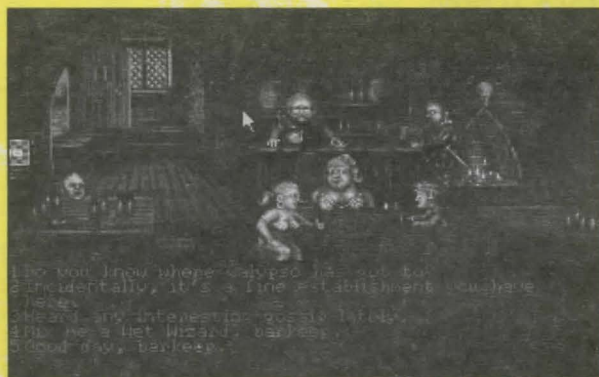
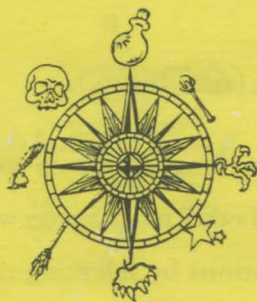
Talking to Characters (or Things)

Sometimes Characters (or Things) strike up conversations with Simon, and other times Simon will have to initiate conversations by selecting the TALK TO icon.



Simon is usually given a list of dialogue options that appear over the Action Interface Menu, from which he can choose to direct the tone of each conversation.





Most conversations continue until Simon or the other party decides otherwise by selecting a dialogue option that will allow Simon to conclude the conversation, such as “I really don’t want to speak to you any more.”

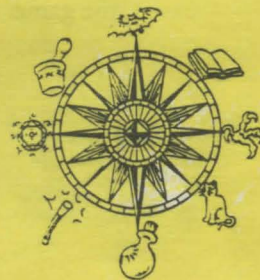
Once the conversation has ended, Simon can choose to re-engage in conversation by selecting the TALK TO icon and then the character to whom he wishes to speak. This feature lets you segue from serious sorcery, cooperate in comical conversations and then continue collecting Calypso clues.

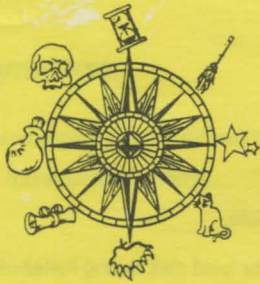
Saving or Restoring a Game

Use the postcard (click on USE) in Simon’s inventory to save a game from your current position in the game. Click SAVE, choose a Save Game slot and then enter a short description of your location in the game.

To restore a saved game position, use the postcard, then click on LOAD. A list of all saved games with their descriptions will appear on your screen. Just click on the game you wish to restore.

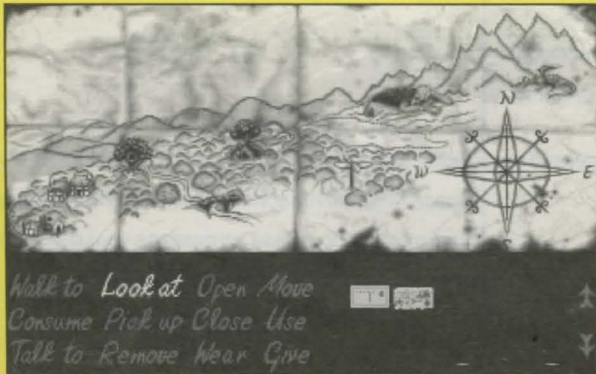
You can also use the postcard to quit the game. Just click on QUIT. You must then verify that you really want to quit by typing “Y” or “N.”





Using the Map

You can cut travel time significantly by using Simon's map. It will automatically log important places in the game after you visit them. When you wish to return to a location on the map, just click on the desired destination and Simon will be magically transported to that location.



Additional Game Options

Press "M" to turn the music off or on.

Press "S" to turn the sound effects off or on.

Hint Line

You can't get past the Snowman? Do you need a clue? Simon says you do!

In the U.S. just dial: 1 (900) 680-HINT*

(\$.95 per min. Charges begin after the first 18 seconds.)

In Canada call: 1 (900) 451-4849* (\$1.25 per min.)

In Australia call: 0055 26012* (21.4 secs per 25¢)

* Must be 18 years or older or have a parent's permission to call.

Touch-tone only. Prices subject to change without notice.

Customer Support

If you have any comments, questions, or suggestions about Simon the Sorcerer or any other Infocom adventure, you can contact us at between the hours of 9:00 a.m. and 5:00 p.m. (excluding holidays).

In the U.S. or Canada call: (310) 479-5644

In Australia call: (61) 2 869 0955

Or contact a customer service representative through the following on-line services:

Activision BBS: (310) 479-1335

- Available 24 hours a day
- Up to 14,400 Baud
- Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

CompuServe: 76004,2122 or [GO GAMEPUB] in the Game Publishers Forum B

Prodigy: ACTI10B

Genie: ACTIVISION

America OnLine: MEDIAJAKE

Internet: support@activision.com

Troubleshooting

For optimal performance of your Simon the Sorcerer CD game:

- Set up your system to have as much free conventional RAM as possible.
- Select the XMS/EMS option during installation. Set up as much extended memory (XMS) as possible.
- If you have sufficient hard disk space, we recommend you copy the game file (approx. 8MB) to your hard disk during installation.
- We do not recommend using disk compression software with Simon the Sorcerer. These utilities may be incompatible with Simon the Sorcerer, since data compression may cause unreliable performance.
- We do not recommend using Simon the Sorcerer CD in Windows™. In the event the game fails to run from Windows, exit Windows completely, and run the Simon the Sorcerer CD from DOS.

Symptom

Not enough Disk space for installation.

Installer runs out of disk space.

Game displays "Sound driver unloaded" or "Not enough free memory" without ever showing a graphical screen. Note: "Sound driver unloaded" is normally displayed every time you quit the program.

Possible Cause

Hard drive contains too many files and does not have enough room for Simon the Sorcerer CD to be installed. You need a minimum of 4 MB of available disk space or 8 MB if you want to install the game file. Installing the game file may increase game performance in some systems.

Trying to install onto a compressed drive.

Not enough free conventional memory.

Solution

To free up enough disk space, backup unused programs/files and then delete off the hard disk drive you are attempting to install to Simon the Sorcerer.

Disk compression utilities cannot predict exact disk space; they can only estimate. Simon the Sorcerer files may not compress as much as your disk compressor expects. Try installing into the uncompressed section of the drive if available.

Note: We do not recommend using disk compression software with Simon the Sorcerer. These utilities may be incompatible with Simon since data compression may cause unreliable performance.

Simon the Sorcerer requires between 460K to 600K of free conventional memory. One easy way to obtain more free conventional memory is to use a "boot disk". Please refer to the section on *How to Make a Boot Disk* listed after this Troubleshooting section.

Symptom

Game repeats same sound or locks on introduction screen.

No sound is heard.

Possible Cause

Incorrect sound card settings.

A. Incorrect sound card settings.

B. No sound card.

C. Improper sound card installation.

D. CD-ROM software volume too low.

E. CD audio output not connected.

Solution

Simon the Sorcerer requires you to select the type of sound card you own. Its I/O Address, IRQ, and DMA channels can also be set manually if defaults are not correct. Please refer to the section, *How to Select the Correct Sound Card Settings*.

A. Refer to instructions for "Game repeats same sound or locks on introduction screen."

B. A sound card must be installed in your system to play Simon the Sorcerer. Purchase and install any of the supported sound cards listed on the system requirements label (located on the box) or call (800) 477-3650 in the U.S. to order a LifeSize Sound Enhancer from Activision.

C. Some digital audio sound cards require software drivers to be loaded through the CONFIG.SYS or AUTOEXEC.BAT files. Please consult your manual to determine if you need to install these drivers for your card.

D. Consult the manufacturer's manual. Many CD-ROM drives come with software that allows you to select the volume from your keyboard. If this is the case, select 80-90% of the maximum volume.

E. If your CD-ROM doesn't internally connect to your sound card, you may need to attach speakers to the jack located on the front of your CD-ROM drive.

Symptom

Simon the Sorcer freezes during operation.

Possible Cause

At least one CD-ROM drive, Mitsumi FX001D CD-ROM, has a driver option that allows the drive to use expanded memory. If this option is enabled it may conflict with Simon's use of expanded memory.

Solution

Remove the "/x" option from the CD-ROM driver line in CONFIG.SYS.

If you need further assistance you can reach ACTIVISION's customer support group at (310) 479-5644.

HOW TO MAKE A BOOT DISK

Note: Please read all of the instructions before you start!

1. Insert a blank floppy disk into drive A.
2. TYPE "C:" and press the **ENTER** key.
3. TYPE "CD\" and press the **ENTER** key.
4. Type "**Format A: /S**" and press the **ENTER** key. (If the computer displays "Format Terminated" try typing "**Format A: /s /f:720**" or try "**Format A: /s /f:360**")

The screen will display "Insert new diskette for drive A: and press **ENTER** when ready."

- Press the **ENTER** key to begin formatting

The screen will then read,
"Volume Label (11 characters...)"

- Press the **ENTER** key to exit to the DOS prompt.

5. Copy the AUTOEXEC.BAT and CONFIG.SYS files from the hard drive to the boot disk in your A: drive.

At the C:\> prompt type "**COPY CONFIG.SYS A:**" and press the **ENTER** key.

Then type "**COPY AUTOEXEC.BAT A:**" and press the **ENTER** key.

6. Change to the A drive by typing "**A:**" and pressing the **ENTER** key.
7. Modify your CONFIG.SYS file by typing "**EDIT CONFIG.SYS**" and pressing **ENTER**. (If you get an error message type in "**Set Path=C:\DOS;**" and press **ENTER**. Then type "**EDIT CONFIG.SYS**" and press **ENTER** again.)

Note: Modify the CONFIG.SYS and AUTOEXEC.BAT files in your A: drive only. Modifying these files in your C: drive could result in a system crash, or improper system operation. When in doubt, copy your CONFIG.SYS and AUTOEXEC.BAT from your C: drive to a floppy for safe-keeping.

8. Edit the CONFIG.SYS file in drive A: to contain the same lines as the CONFIG.SYS file listed below (it does not need to match letter by letter).

- Completely delete any line that contains any of the words listed below.

In the CONFIG.SYS:

ANSI, FASTOPEN, FCBS, POWER, RAMDRV, SHARE, SMARTDRV, STACKS, VESA

In the AUTOEXEC.BAT:

AD_COM, AD_WRAP, ATTRIB, BILLMINDER, DOSKEY, DOSSHELL, DISKREET, FASTOPEN, IMAGE, JOIN, LIGHTNING, MENU, MIRROR, MODE, MSAV, NAV, NC, NCACHE, NCACHE2, PC-CACHE, PCKWIK, POWER, SHARE, SMARTDRV, SUBST, VESA, VSAFE, WIN

- If you see "/L:1,***" after any line that begins with "LH" or "DEVICEHIGH," *delete* it so the line reads "DEVICEHIGH=C:\\" or "LH C:\\"
- *Change* each line that reads "DEVICE=" to "DEVICEHIGH="
- *Change* each line that starts with "C:\\" to "LH C:\\"
- If the line fragment listed below is not listed in your file, *add* it only if it is marked accordingly.

CONFIG.SYS

DEVICE=C:\DOS\HIMEM.SYS Add this line if you do not find "HIMEM.SYS" in the file.

DEVICE=C:\DOS\EMM386.EXE NOEMS

This line must read **EXACTLY** as shown. Add it if you do not find "EMM386.EXE" in the file.

DOS=HIGH,UMB Add this line if not found. **NOTE:** This can also be on two lines, i.e. DOS=HIGH and DOS=UMB.

DEVICEHIGH=
your cd-rom driver Look for the line that contains /D:MSCD001 or one very similar. Be sure the line has a drive letter (i.e. C:) directly after the Devicehigh= [i.e. Devicehigh=C:].

DEVICEHIGH=mouse driver Look for the line that contains the word MOUSE. You may not have this line. Be sure the line contains a drive letter (i.e. C:) directly after the Devicehigh=.

Files=10 This line must read **EXACTLY** as shown.

Buffers=10 This line must read **EXACTLY** as shown.

AUTOEXEC.BAT

PROMPT \$P\$G

PATH=C:\DOS; Your path may be bigger.

LH C:\DOS\MOUSE Find the line containing the word MOUSE. Be sure it contains a drive letter i.e. C:

LH C:\DOS\MSCDEX.EXE /D:MSCD001 /M:15

Find the line with the matching /D:MSCD001 from the CONFIG.SYS. Be sure the line contains a drive letter i.e. C:

- When you finish modifying the file, hold down the [ALT] key and press the [F] key. When the menu drops down press the [X] key. The Screen will say "Loaded file is not saved; save it now." Press <ENTER> to save the file and go back to DOS.

9. Modify your AUTOEXEC.BAT file; type: **EDIT AUTOEXEC.BAT** and press <ENTER>

10. Repeat Step 8 for the AUTOEXEC.BAT file.

Note: Some digital audio sound cards require software drivers to be loaded through the CONFIG.SYS or AUTOEXEC.BAT files. Please consult your manual to determine if you need to install these drivers for your card.

11. Once you have modified your A:\CONFIG.SYS and A:\AUTOEXEC.BAT files, leave the floppy containing the modified files in the A: drive, turn off your computer, wait five seconds, then turn the computer back on. The computer will read (i.e., "boot from") the modified files in drive A: and you should be able to install and run SIMON properly.

HOW TO SELECT THE CORRECT SOUND CARD SETTINGS

Note: Since many sound devices mimic SoundBlaster operation, try selecting "**SoundBlaster Clone**" from the Sound Capabilities menu and "**SoundBlaster**" from the Music Capabilities menu.

To help determine your sound card settings, please execute the following steps:

1. Type "**C:**" and press the **ENTER** key.
2. Type "**CD **" and press the **ENTER** key.
3. Type "**SET**" and press the **ENTER** key.
4. Locate the line that says "**BLASTER=...**" and write it down. If no **BLASTER=** line is listed, contact your sound device manufacturer to obtain the correct values.

Example line: **BLASTER=A220 I5 D1 H5 P330 T6**

Note: Your line may not contain all of the letters listed.

5. Select your CD-ROM drive by typing "**D:**" (or whatever letter designation has been assigned to your CD-ROM drive) and press the **ENTER** key.
6. Type "**INSTALL**" and press the **ENTER** key.
7. Press "**Y**" to auto-detect for sound card.
8. Use the up and down arrow keys to select your sound device.

To determine your sound device, look at the **BLASTER=...** line you wrote down and locate the number directly after the "**T.**"

- If you do not have a "**T.**" select **SoundBlaster Clone** on the Sound Capabilities screen.
- If the number is 1, 2, or 3, select **Creative Labs SoundBlaster** or **SoundBlaster Clone**.
- If the number listed is 4 or 5, select **Creative Labs SoundBlaster PRO**.
- If the number listed is 6, choose **Creative Labs SoundBlaster 16**.
- If your **BLASTER** line reads **BLASTER=A220 D1 I5 T4** or the "**D**" comes before the "**I**," you may need to select **Pro Audio Spectrum 16** for your sound device and music device.

Press **ENTER** to select the highlighted sound device.

9. To test the sound driver you have selected, press "**Y**" when asked, "Are you ready to test the sound driver you have selected?."
- If the sound does not play or you get the message "sound driver failed to initialize," press "**N**" when asked "Did the

sound play ok?" You will then be able to select another sound device. (Go back to step 8 above.)

- If you hear a voice say "Hello in there!" press "**Y**" when asked, "Did the sound play ok?"
10. Next, select the appropriate driver from the Music Capabilities screen (check your sound device manual to determine the proper selection). Press **ENTER** to return to DOS.
 11. Type "**SIMON**" in DOS to run.
 12. If the sound driver still fails to initialize, press **ENTER** to return to the Sound Capabilities menu. Press "**C**" to re configure your hardware. One or more of the following selection screens will appear in succession:

BASE (I/O) ADDRESS: Look at the **BLASTER=...** line you wrote down, and locate the number directly after the "**A**". Insert this number for the base address and press the **ENTER** key.

DEFAULT IRQ: Look at the **BLASTER=...** line you wrote down, and locate the number directly after the "**I**". Insert this number for the Default IRQ and press the **ENTER** key.

DMA CHANNEL: Look at the **BLASTER=...** line you wrote down, and locate the number directly after the "**D**". Insert this number for the DMA Channel and press the **ENTER** key. Note: If you have a Pro Audio Spectrum 16 sound card your DMA channel is set automatically.

13. Press "**Y**" when asked, "Are you ready to test the sound driver you have selected?". You should hear a voice say, "Hello in there!". Select "**Y**" at the screen, "Did the sound play ok?". Select the appropriate driver on the Music Capabilities screen, then press **ENTER** to return to DOS. Type **SIMON** to run.

Reminder: Since many sound devices mimic SoundBlaster operation, try selecting "**SoundBlaster Clone**" from the Sound Capabilities menu and "**SoundBlaster**" from the Music Capabilities menu.

If problems persist contact your sound device manufacturer to obtain the correct settings. The major sound device manufacturers are listed below for your convenience.

Creative Labs (405) 742-6622	Reveal 1 (800) 4 REVEAL
Disney Software (818) 841-3326	Ensoniq (215) 647-3930
Gravis (604) 431-1807	
MediaVision (800) 638-2870	

Credits

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Simon animations by Kevin Preston

Artistic Department: Maria Drummond, Karen Pinchin and Jef Wall

Music by Adam Gilmore

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Documentation Manager: Michael Rivera

Manual written by Veronica Milito

Packaging by Jonathan Brown

Director of Quality Assurance: Jon Doellstedt

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CHARACTER VOICES

Simon Chris Barrie
Druid, Owl, Sordid, Calypso,
Host Roger Blake
Dodgy Geezer, Chippy, Goblin Guard,
Woodworm 1 and 3 Paul Codish
Goat, Dwarf Guard 1, Woodworm 2, Goblin Chief,
Head 1 Shopkeeper, Wizard 1, Drunk Dwarf,
Sparky the Teleporter,
Tree, Mirror Tony Dillon
Goblin 1, Dwarf Assayer,
Treasury Dwarf Brett Gordon
Barbarian, Bard, Dr. von Jones, Wizard 4,
Barman, Gerald, Golum Dee Graham
Woodcutter, Swampling, Oaf, Head 2 Shopkeeper,
Wizard 3, Singing Dwarf, Max Jon Haines
Female Warrior 1 and 2, Witch,
Repulsar Rena Kaye
Guard 2, Foreman Dwarf Steve Keen
Troll, Wizard 2, Dragon,
Attendant Patrick Kelly

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