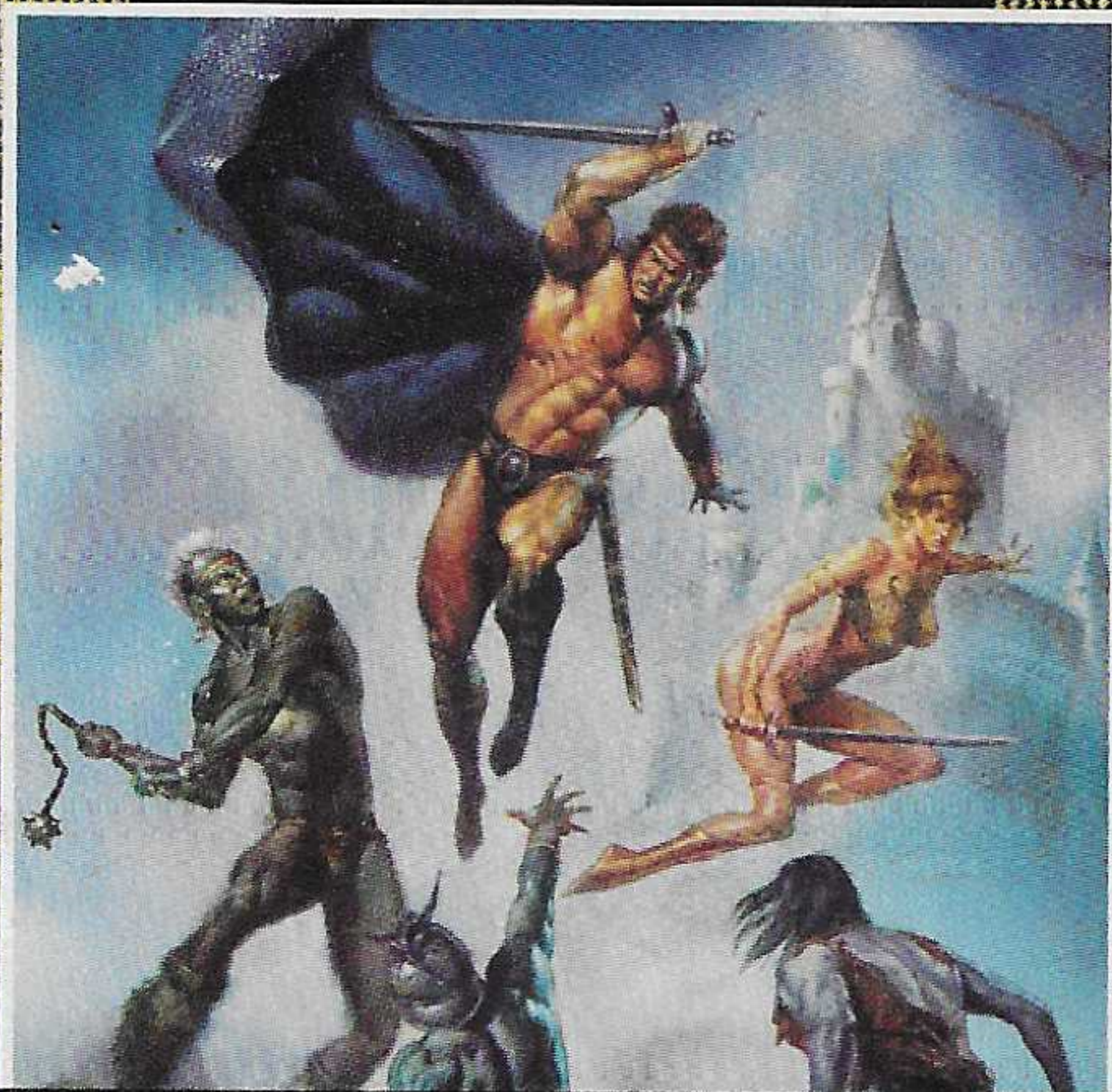



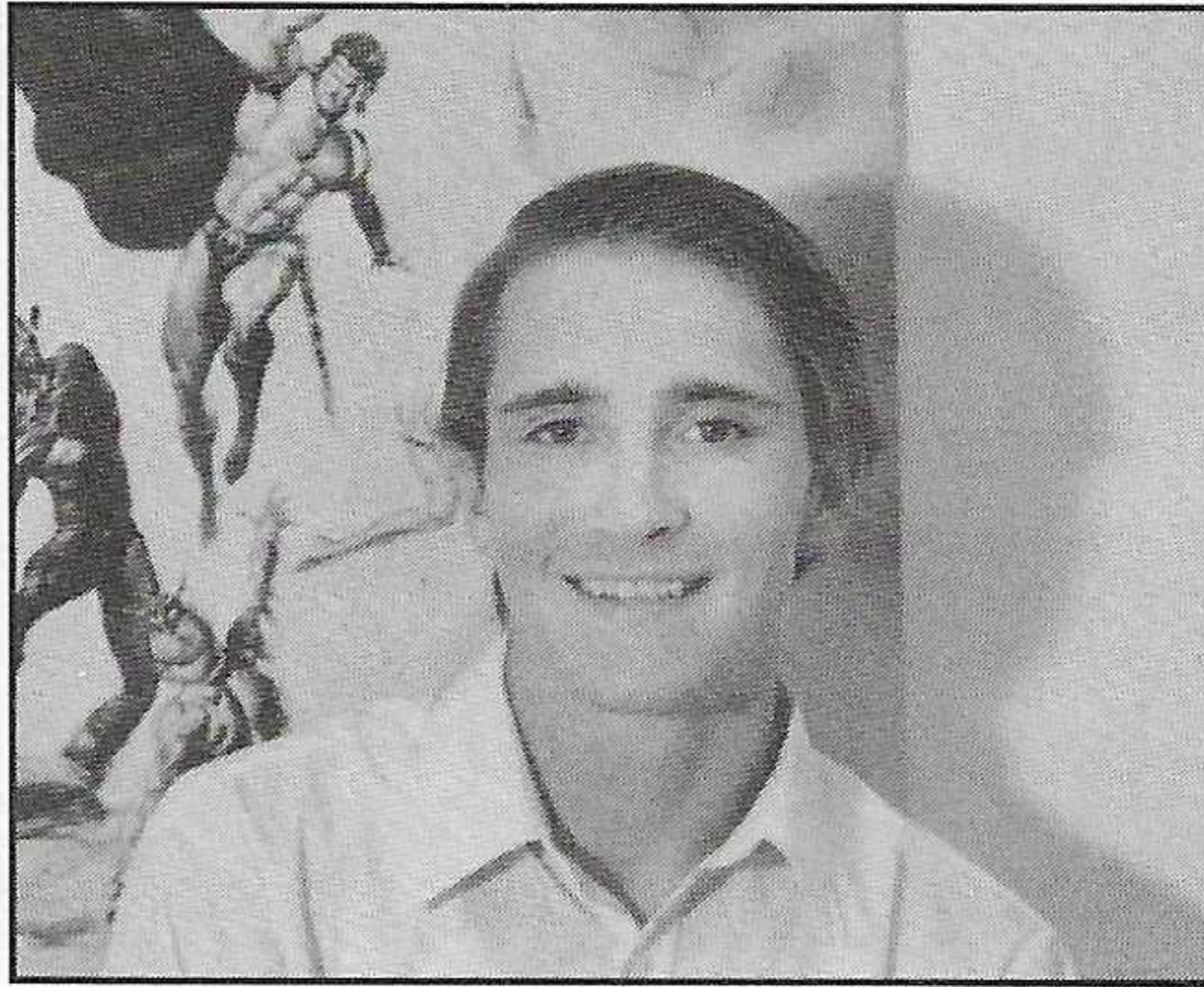
ELECTRONIC ARTS®



SWORD



OF
SODAN™



Anselm Hook

He didn't like school — never got a degree. Didn't like money — left the oil business. He *did* like programming and aren't you lucky. He's Anselm (Andy, to those who dare) Hook.

Andy was born in Paris, France and raised in Canada, but his roaming heart belongs to America for now (sure, I bet those gambling debts have NOTHING to do with it). He worships Marilyn Monroe, and his favorite breakfast is a Grand Slam at Lenny's. At press time he lived in Baltimore. Right now, he may be on Uranus, we don't know. If he owes you money, our sympathy and condolences.

Andy gave his magic touch to such games as DragonSlayer 2, Battle Squadron, and Vortex. Keep your eye on Andy and Innerprise software — if the past is any indication of the future, we suggest buying stock....

P.S. Andy says hi and thanks to the crew at the Sir Walter Raleigh, the best restaurant North of the Rappahannock.

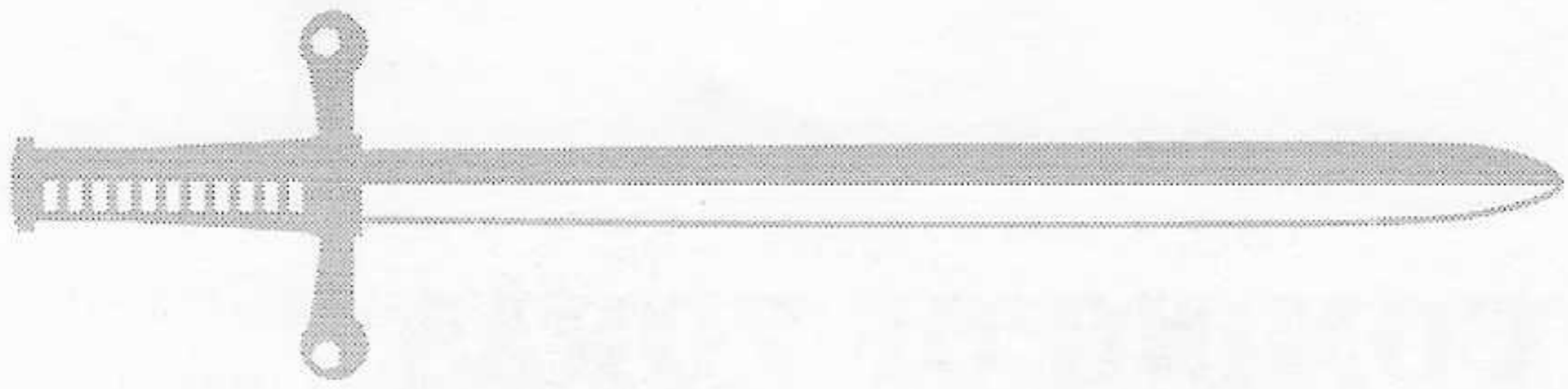
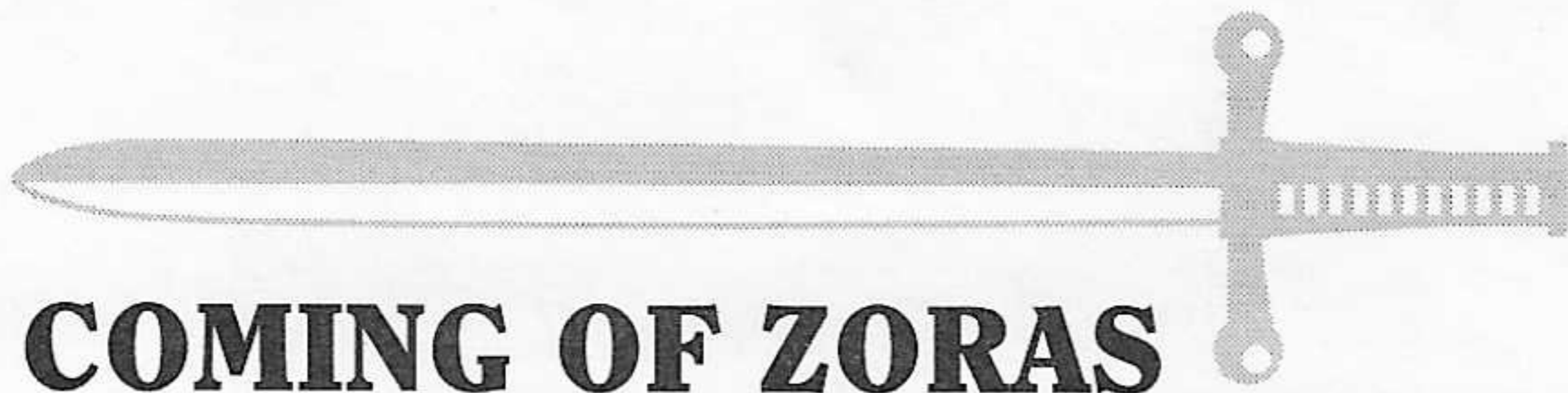


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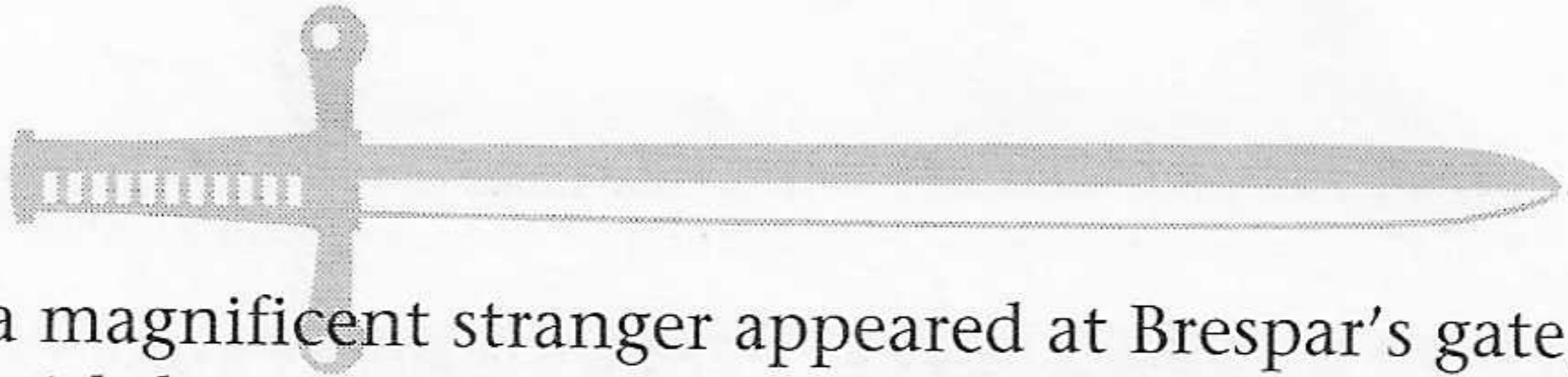
THE COMING OF ZORAS

Far to the east, Zoras the malevolent wizard, lived out his hate-filled life, forever banished from the world of men. In a white tower made of closely-woven human bones, he consorted with depraved and cannibalistic demons. These wicked spirits shared their awful secrets with him and in return he supplied them with sweet human flesh and souls to torment. In such foul and disgusting activities, he bided his time. Then, just as autumn came, Zoras decided to end his exile and return with a vengeance to the world of men. The wizard brought a different kind of harvest to the northern kingdoms; one of blood and flesh of humans. The armies of good King Pallas scattered before Zoras' evil legions. Zoras swallowed up King Pallas in demon fire and claimed the ruling throne for himself.

But the wizard claimed total victory too soon. He failed to eliminate *all* legitimate rivals to the throne. Just days before the catastrophe, the King's two infant children were spirited away from the castle and given to the care of a great and legendary warrior. The children would be raised in the way of the sword. The warrior was called Sodan.

THE LORE OF THE SWORD

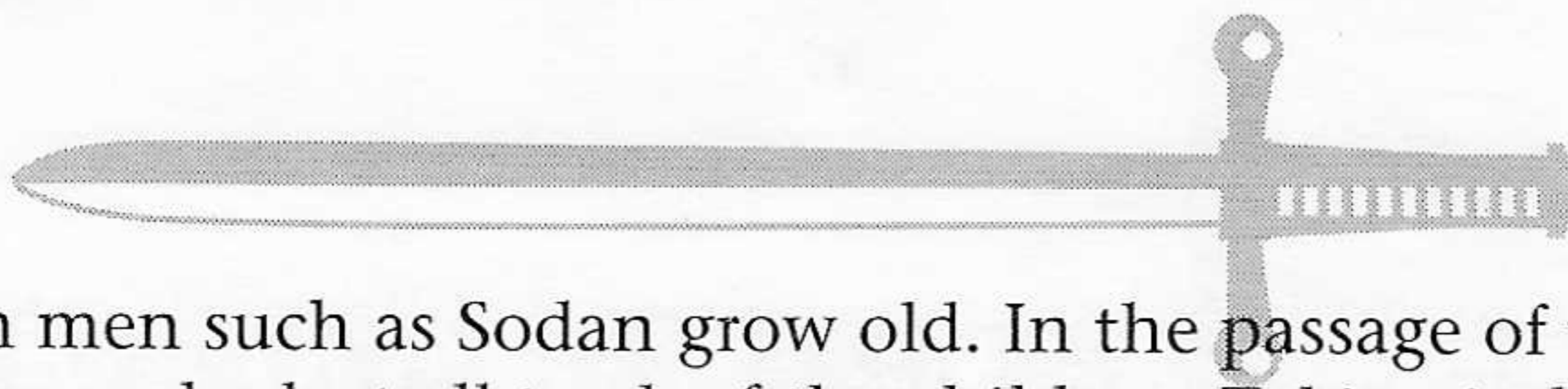
In the days before the cities of peace rose from the floor of the northern forests, a master swordsmith called Brespar, worked a great forge. It is said his blades were so keen, they could cut the mists of morning. Warriors of bright renown arrived from all lands in all seasons to beg Brespar for his incomparable swords.



One day a magnificent stranger appeared at Brespar's gate, bringing with him two precocious siblings, Shardan and Brodan, and a tale of wonder. He told the aged craftsman of a great rift in the earth where heat melted rocks until they flowed like water and then cooled like clotted blood. The straining, fiery arteries of the world glowed in the frigid darkness. "Would this not be a forge worthy of your skills?" asked the stranger, "and worthy to forge a sword like none before it? I will take you to that magical place and in exchange you will make a sword that will help me rid the world of all evil for eternity."

Brespar joined the noble stranger and two children on the journey to the molten rift. Every arduous step hungrily consumed the old man's vitality, but the import of the mission kept him going. When they reached the steaming vent, Brespar poured the last drop of his life upon the blade he created to temper it and make it sharper than angry justice.

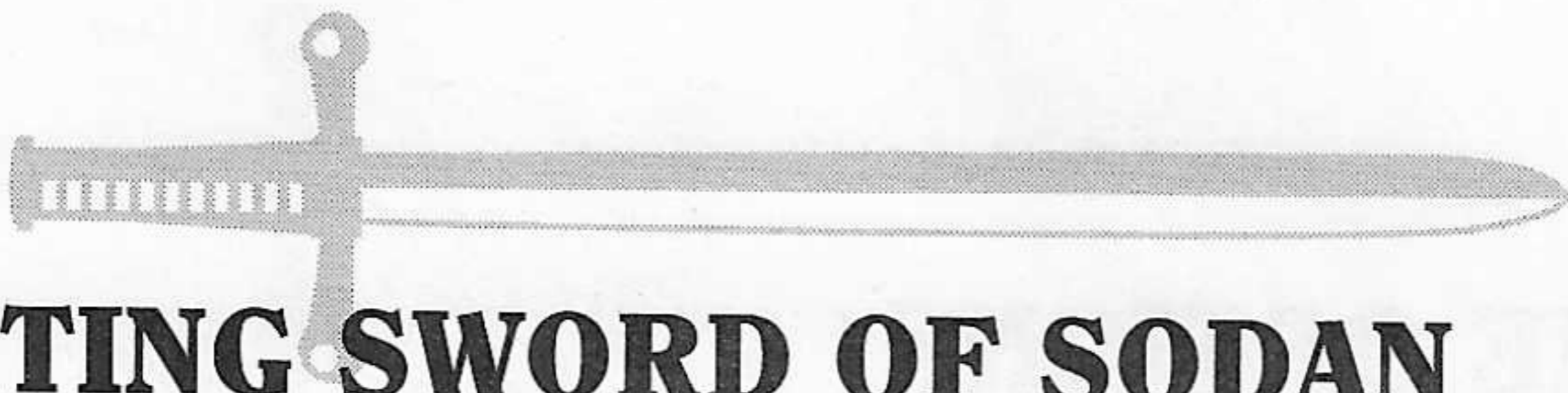
The stranger, who was Sodan, regretfully gave the children over to the care of an honest peasant couple so he might travel the world vanquishing all evil. Alone, he strode into the darkness. He had taken just a few steps when the first dark spirit snatched at his soul; one sweep with his blade dispersed the wretched hellthing into reeking vapors. His battles went ever thus, but they were fought over many leagues and many years, until he had sent the last cowering spirit back to the pit that spawned it. The land shook off its long hibernation, and light and warmth returned to the north.



But even men such as Sodan grow old. In the passage of time and distance, he lost all track of the children. Taking in his last breaths, he lay on the ground, held his sword high above his head, and bitterly smiled at the gods who had given him success. "You gave me what I needed, the Sword of Sodan," he bellowed. "You gave the people of the north freedom and justice. But you took from me what I loved, the children. If you have taken them, then take all, keep all, except this sword. It is now of me and of my house. Unless the children of my house step forth to wield it once more, it shall never again see light of day, and Zoras will remain unpunished!" Suddenly, as if by a miracle, the children appeared and drew close to hear Sodan's final message.

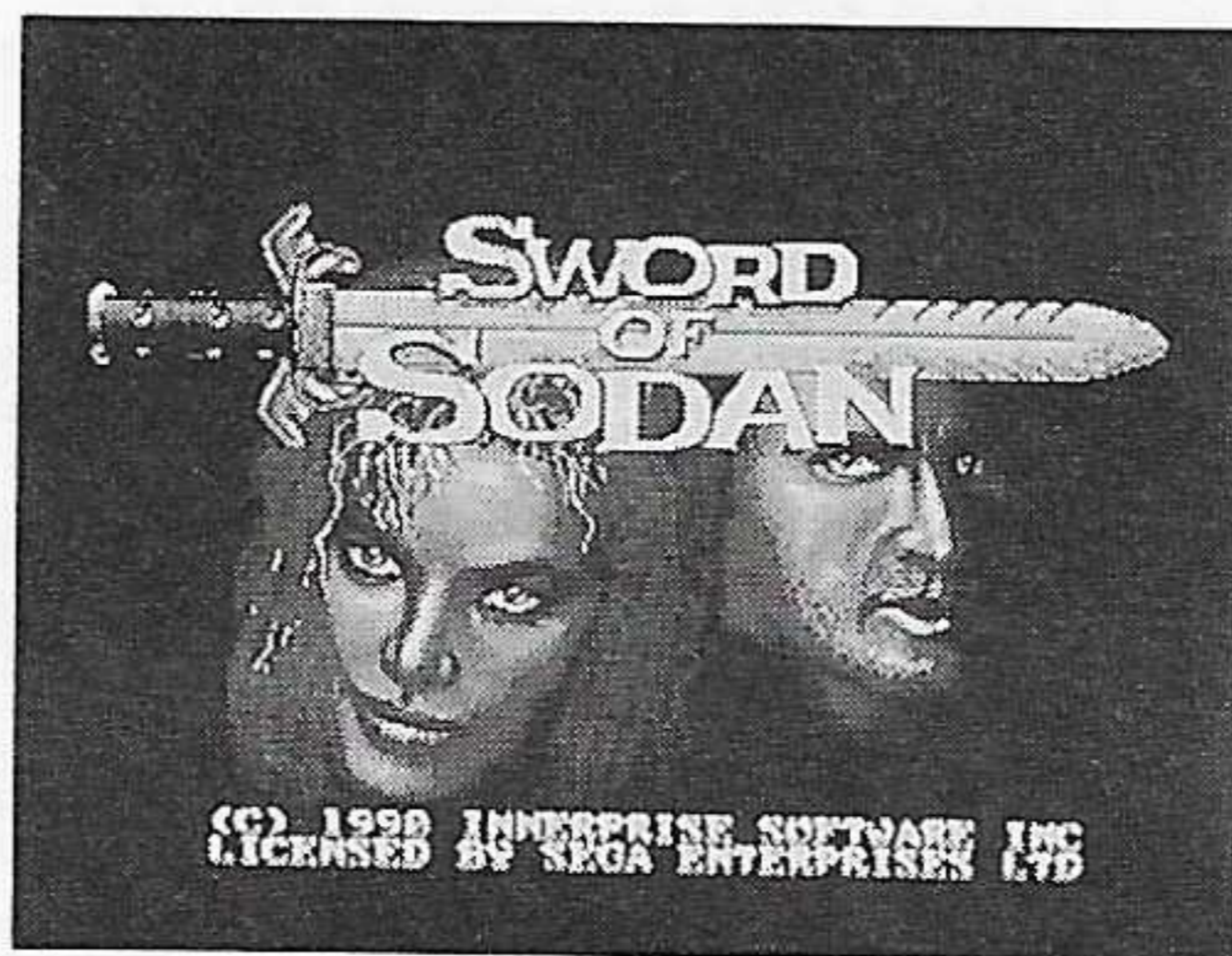
"Now that you, Shardan and Brodan, possess my sword, you can begin to avenge my death and free the cities of the southern kingdoms from the tyranny of Zoras, ruler of evil. The road you must travel is woven with peril. You will encounter giant warriors, deadly pitfalls, and mysterious creatures of the underworld. If you can defeat them, you must try to reach the chambers of Zoras and conquer him. There you will face the most difficult challenge of your life. It is not a place for the faint-hearted. Good bye and good luck."

Shardan and Brodan began their quest with courage in their hearts and Sodan's message ringing in their ears.

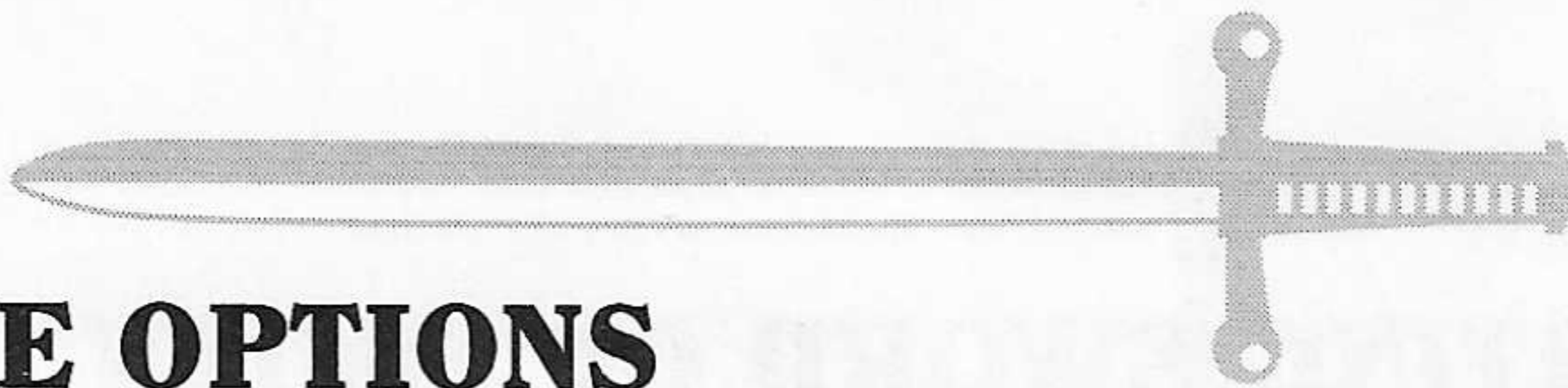


STARTING SWORD OF SODAN

1. Be sure a controller is plugged in to the port labeled Control 1 on your Genesis.
2. Turn the power switch on the Sega™ Genesis™ to OFF. (Never insert or remove the cartridge when the power is on.)
3. Insert the Sword of Sodan cartridge in the slot on the Sega Genesis and press firmly to lock the cartridge in place.
4. Turn the power switch to ON. The Electronic Arts® logo appears. If the logo doesn't appear, begin again at step 1.

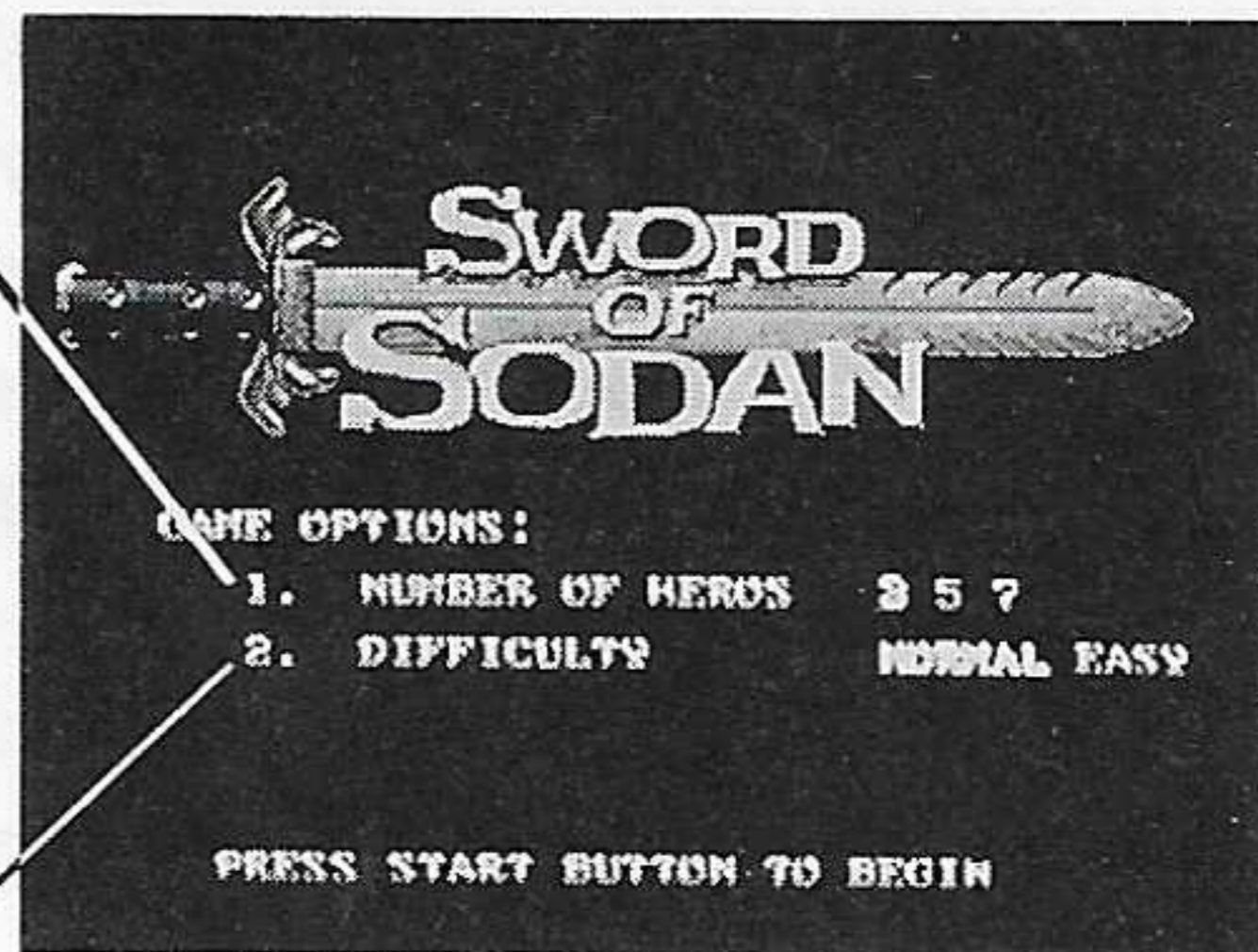


5. When the title screen appears, press START to go directly to the Game Options screen.



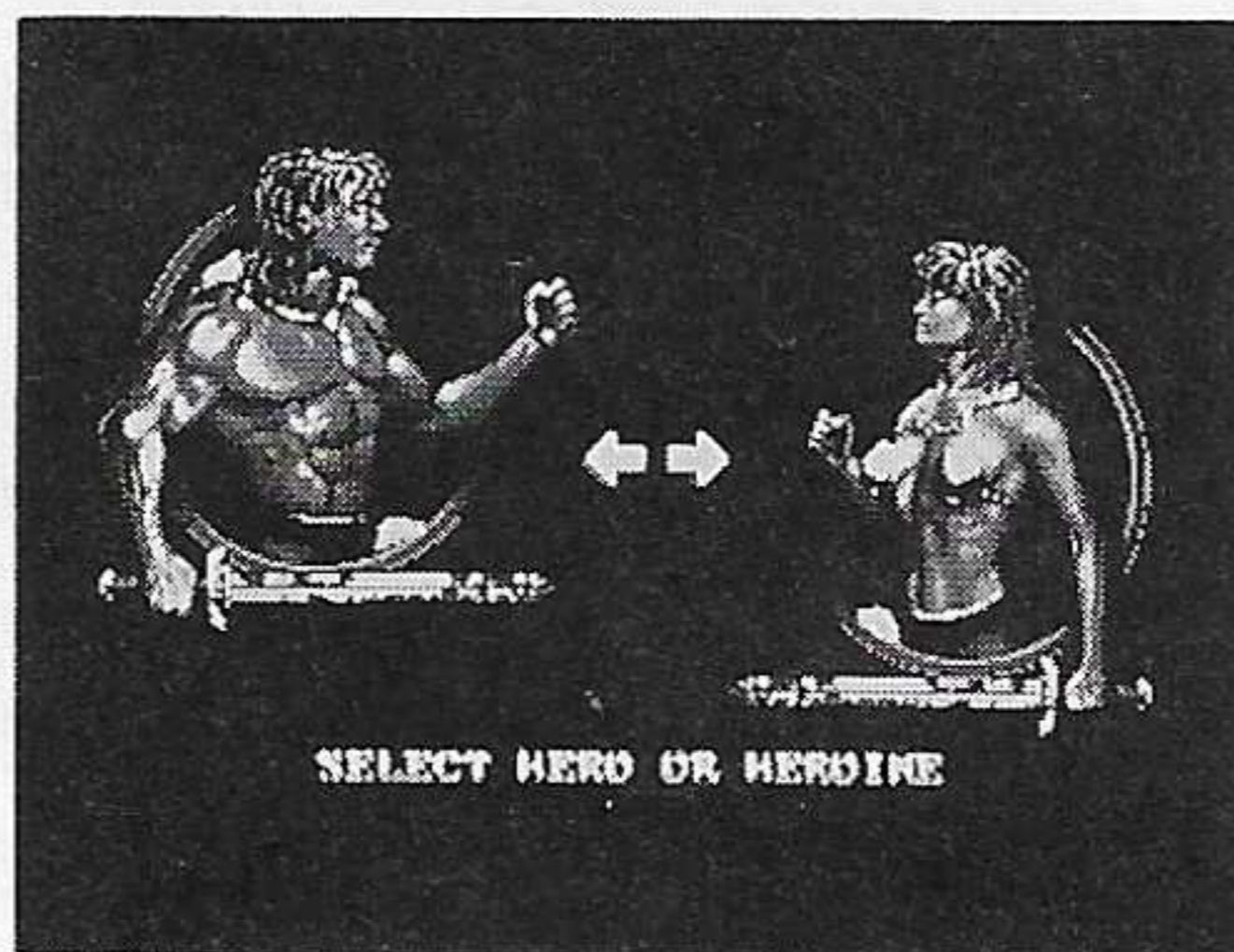
GAME OPTIONS

Number of Heros — Choose to start with three, five, or seven lives. This designates the number of lives you begin the game with. Someone who isn't familiar with wielding a sword of such power should start with seven. To select the amount of lives, press D-Pad **RIGHT** and **LEFT**.

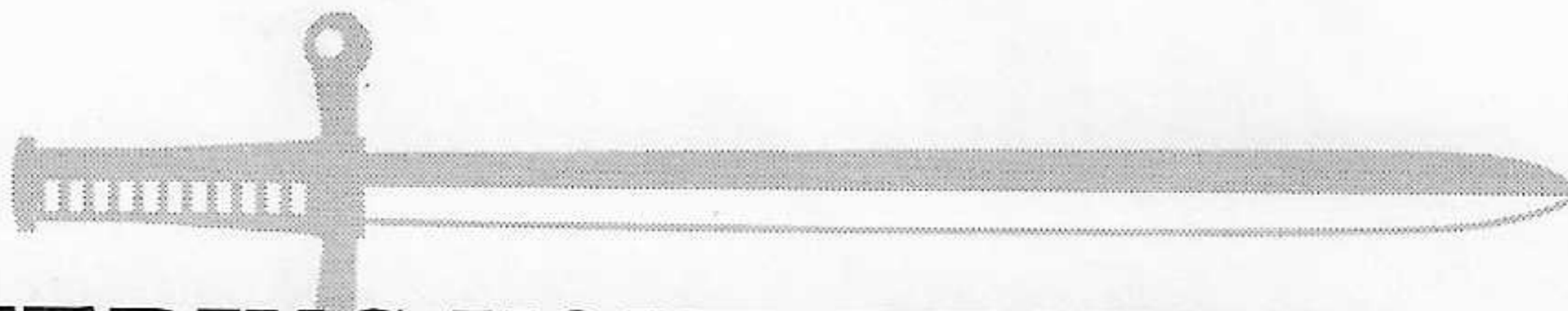


Difficulty — Choose Normal or Easy. Highlight the difficulty you want by pressing the D-Pad **RIGHT** or **LEFT**.

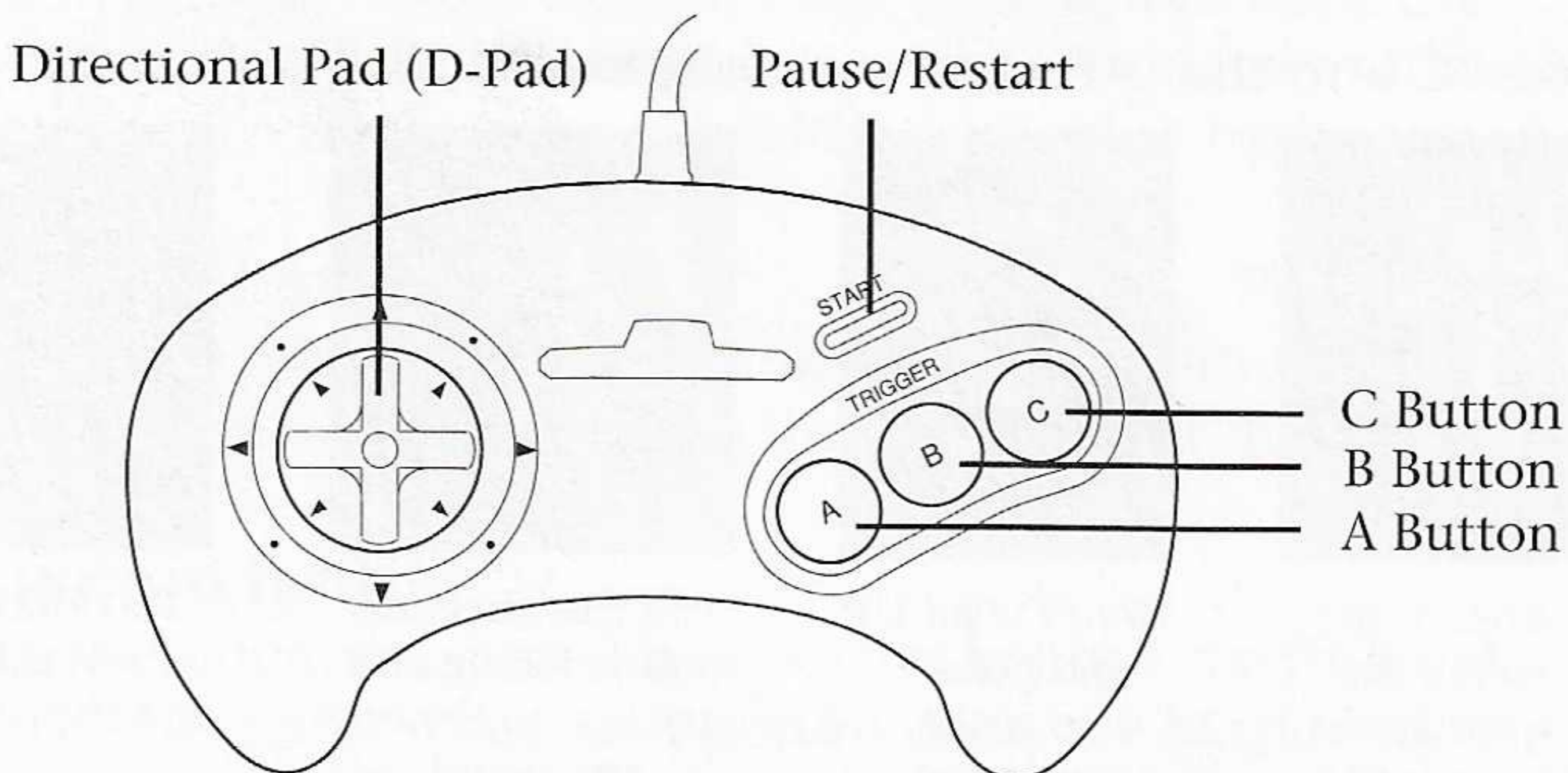
Highlight game options by pressing D-Pad **UP** and D-Pad **DOWN**.



Select Hero or Heroine — At this screen, press D-Pad **RIGHT** to play as the heroine Shardan or **LEFT** to play as the hero Brodan.



MASTERING YOUR DESTINY

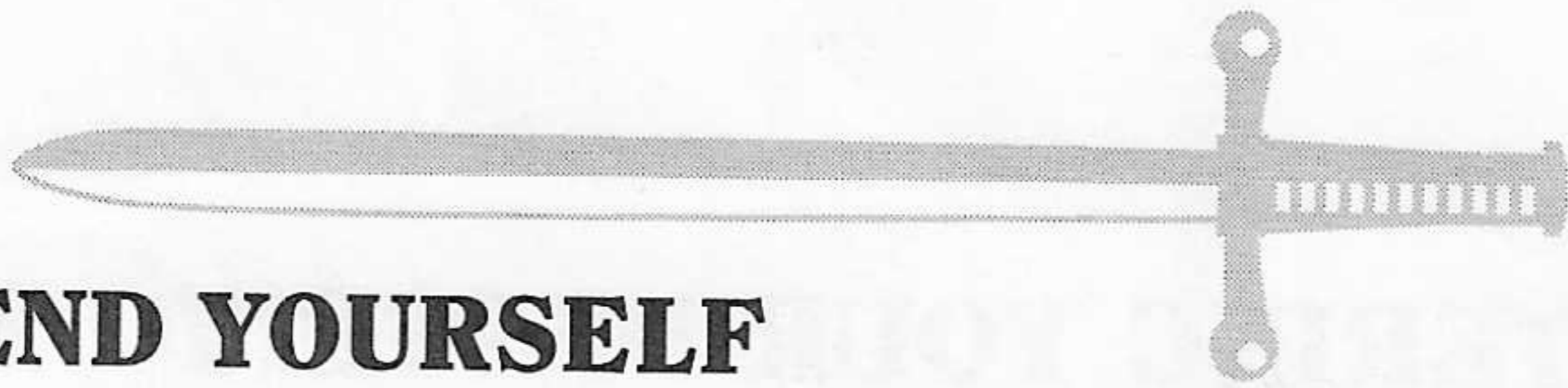


To pause the game during play, press **START**.

DON'T JUST STAND THERE

Use **B** and the D-Pad to walk, kneel, jump, and turn around.

MOVE	CONTROL
Walk forward or backward	Press D-Pad RIGHT or LEFT
Turn around	Hold down B or C and D-Pad the opposite direction you're facing
Jump in the direction you're facing	Press and hold B and D-Pad the direction you're facing
Jump straight up	Press B
Kneel	Press D-Pad DOWN

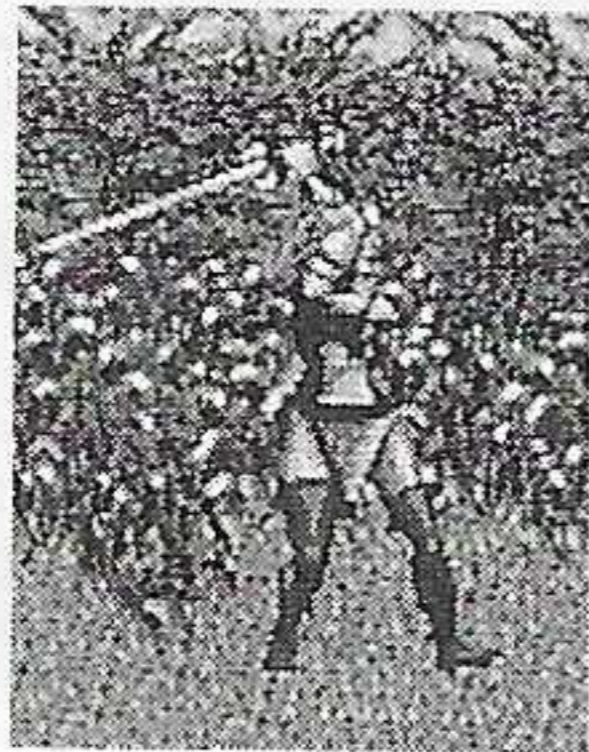


DEFEND YOURSELF

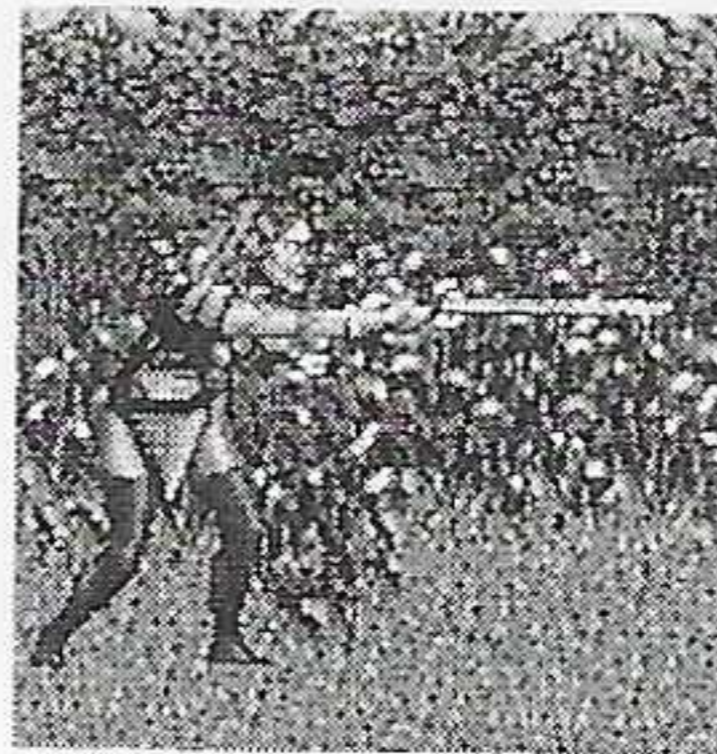
Press C and the D-Pad to wield the sword.



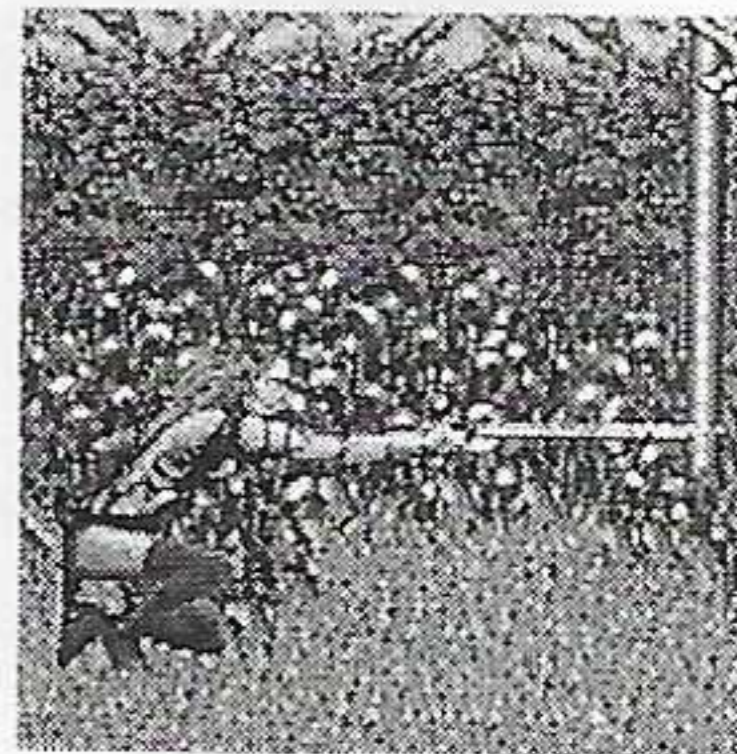
Press C to swing the sword across your path.



Hold D-Pad UP and press C to strike overhead.

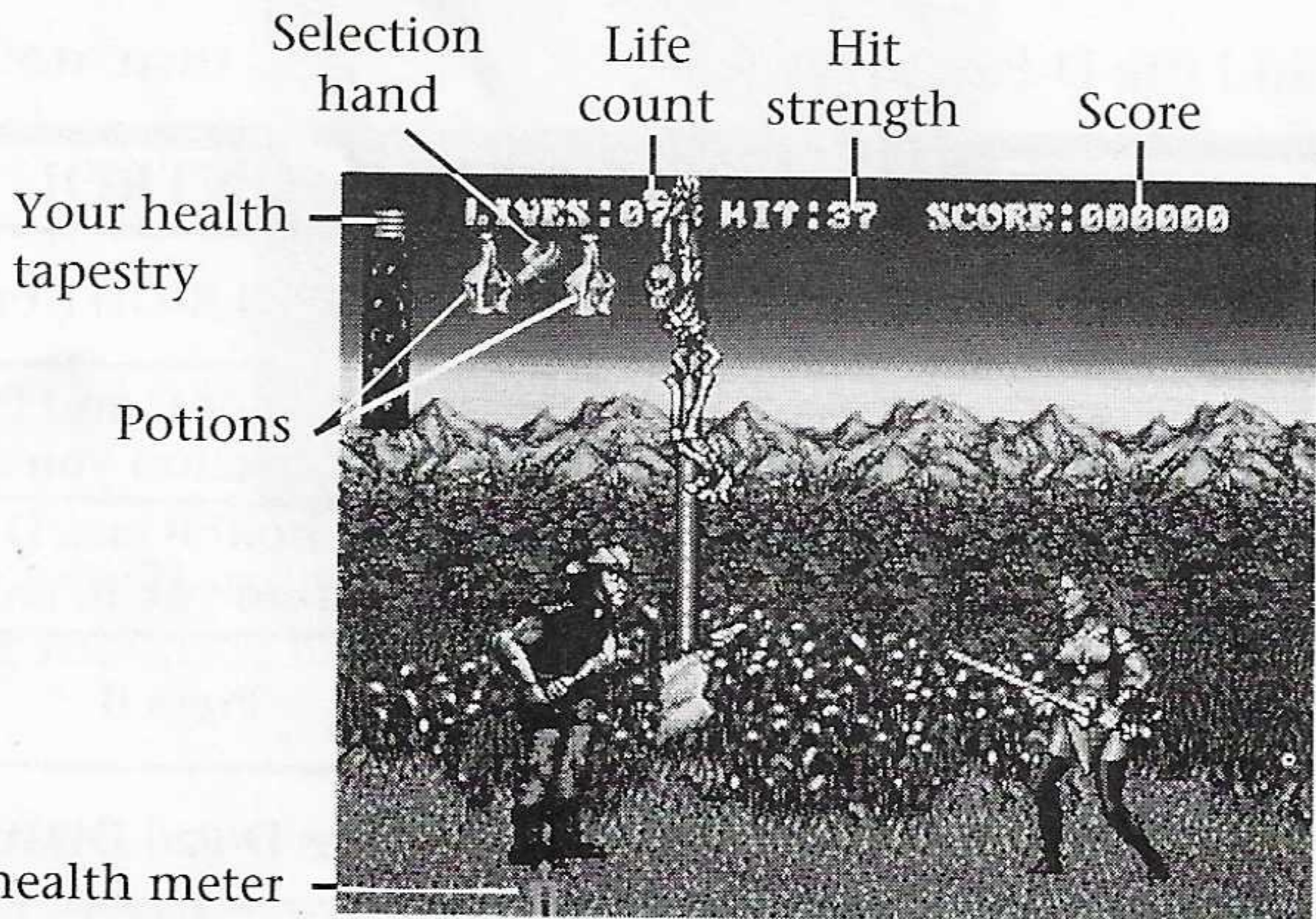


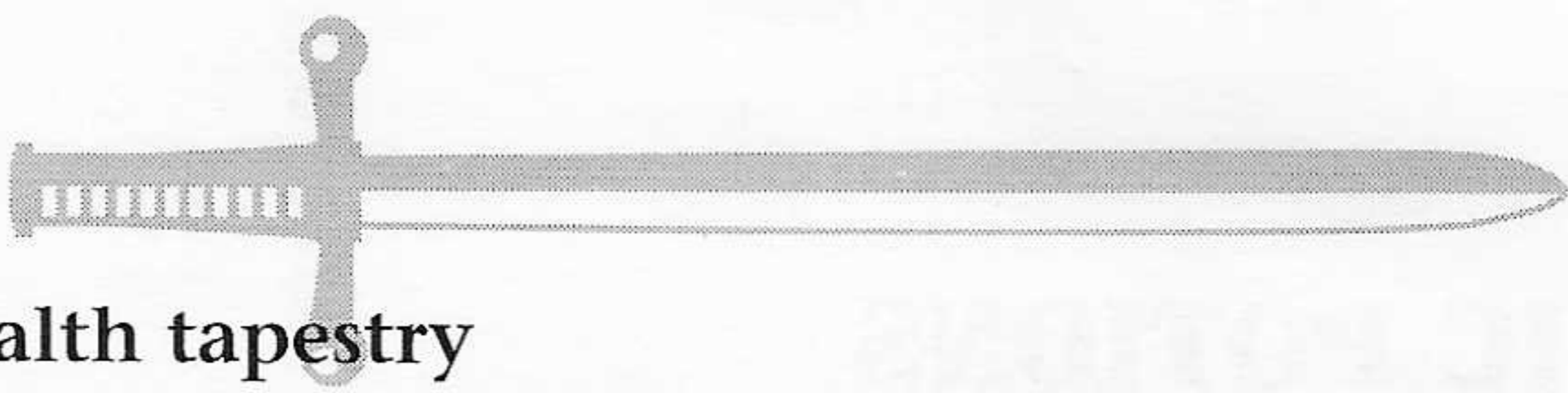
Pad the direction you're facing and press C to thrust the sword forward.



Pad DOWN and Press C to kneel and thrust forward.

WHAT YOU SEE





Your health tapestry

This tapestry displays your health. Each time you're hurt, the tapestry unravels a little. When the tapestry completely unravels, you lose a life. To improve your health, drink blue hydrolum.

Enemy health meters

These show the health of each of your enemies. Some enemies are stronger than others, therefore they have larger meters.

Magic potion bottles

As you defeat enemies, some leave bottles behind. To find out how to use them and what each potion does, see *Magic Potions*.

Selection hand

This hand appears in the upper left corner of the screen when you pause the game. To learn how to use the selection hand to choose potions, see *Magic Potions*.

Life count

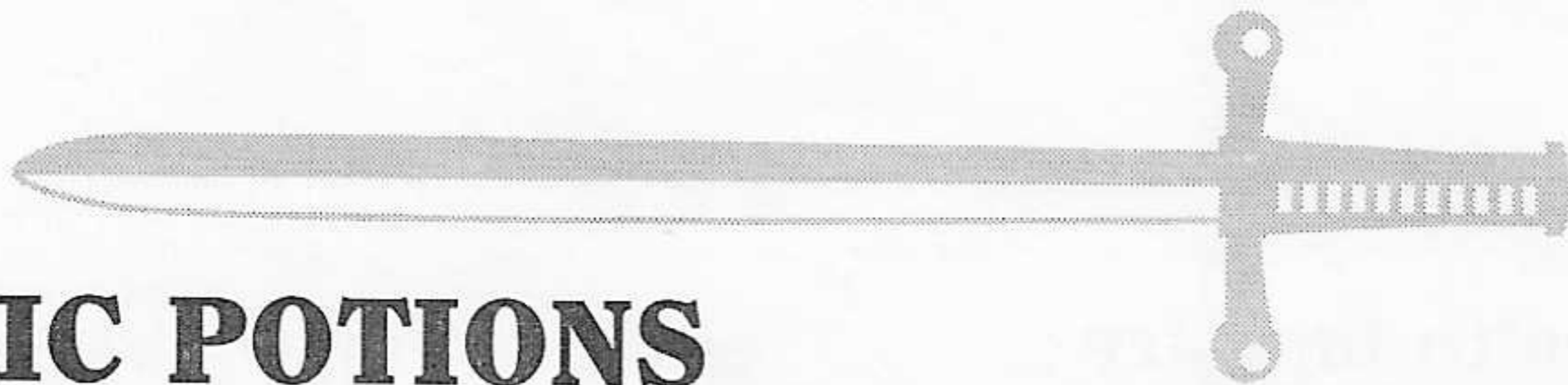
This tells you how many lives you have left in addition to your current life.

Hit strength

This is your hitting power. You start new levels and new games with a hit strength of 37. Following lives begin with a hit strength of 25. Drink red vitalium to improve your hit strength.

Score

Defeat your enemies to earn points.



MAGIC POTIONS

Good King Pallas knew that someday a warrior would attempt to defeat Zoras. Before his death, the King directed the court alchemist to develop potions that would aid a rescuer. Zoras's men raided King Pallas's estate and now possess them, so battle for these potions and be aware of their value in your journey.

Many things await you in these bottles — magic zappers, shields, flaming swords, free lives, hit strength, even poison. Try mixing a few for some interesting concoctions.

Acquire potions by slaying enemies. Some will drop potions. To pick one up, just walk over it. It appears at the top left of the playing screen. *You can only carry four at a time* (you'd have a rough time fighting if you carried more!) To drink:

- 1) Press **START** to pause the game.
- 2) Press D-Pad **RIGHT** or **LEFT** to place the selection hand on a bottle.
- 3) Press **A** to select the bottle (selected bottles bob up and down). Press **A** to deselect the bottle.
- 4) Press **START** to resume play.
- 5) Press **A** to drink the potion or mixture of potions.

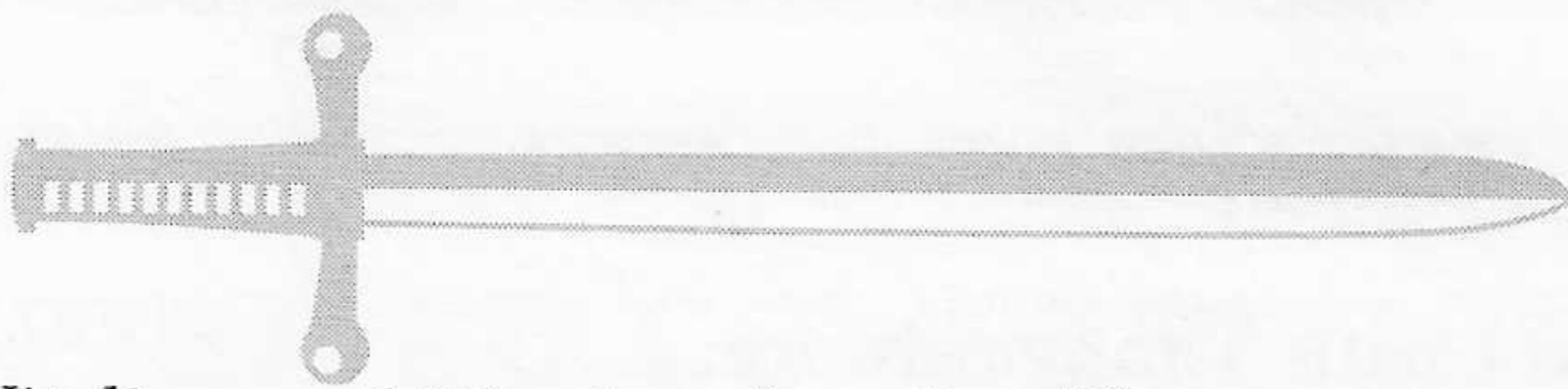
Some potions and their influence

Red Vitalium — Increases hit strength

Lavender-grey Etherium — No effect

Blue Hydrolum — Increases health

Orange Solarium — Magic Zapper that kills the nearest enemy



Mix:
Vitalium and Etherium for a free life
Solarium and Etherium for a flaming sword
Experiment with the rest...who knows what you'll find.

A TOUR OF THE GROUNDS

City Gate

Battle soldiers of Zoras and their lances. Drink as much red vitalium as you can to build up your hit strength. You'll need all the power you can muster to attack these aggressive legions.

Bridge

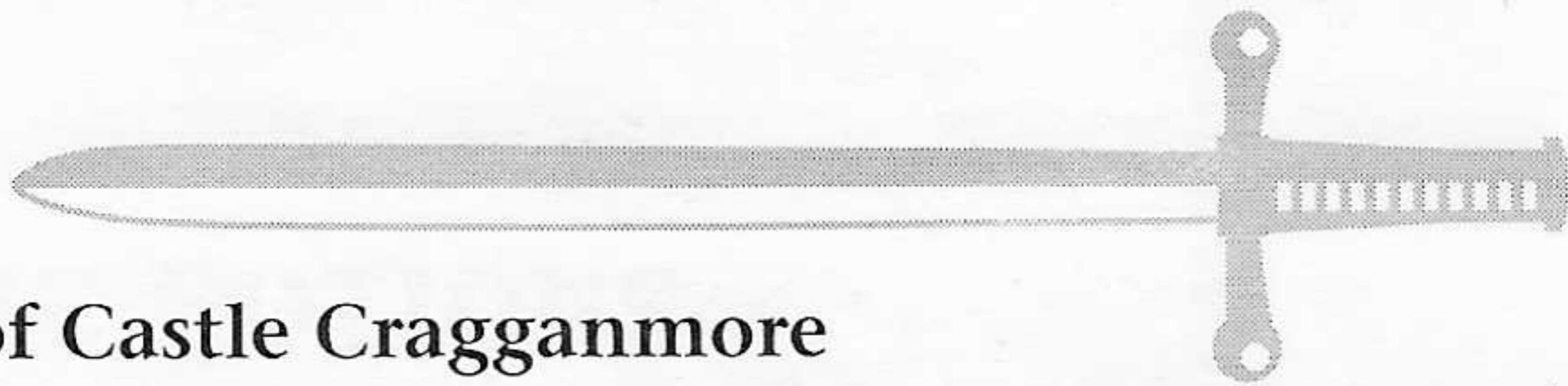
Meet the second wave of soldiers with bravery as you battle them on the Bridge of Spikes.

City Streets

Zoras, in his most hideous form, makes an appearance in an attempt to discourage you from going any further. His evil hordes wear full armor — you must fight them to the death to get to the Zombie Graveyard.

Zombie Graveyard

Spirits and shades abound as you attempt to cross the lightning-lit graveyard. Just remember to keep moving forward; the zombies keep coming if you don't.



Foyer of Castle Cragganmore

Don't panic when you see the size of the enemy — the deaths they cause are said to be quick. Use your best overhead swing to rid the land of these giants.

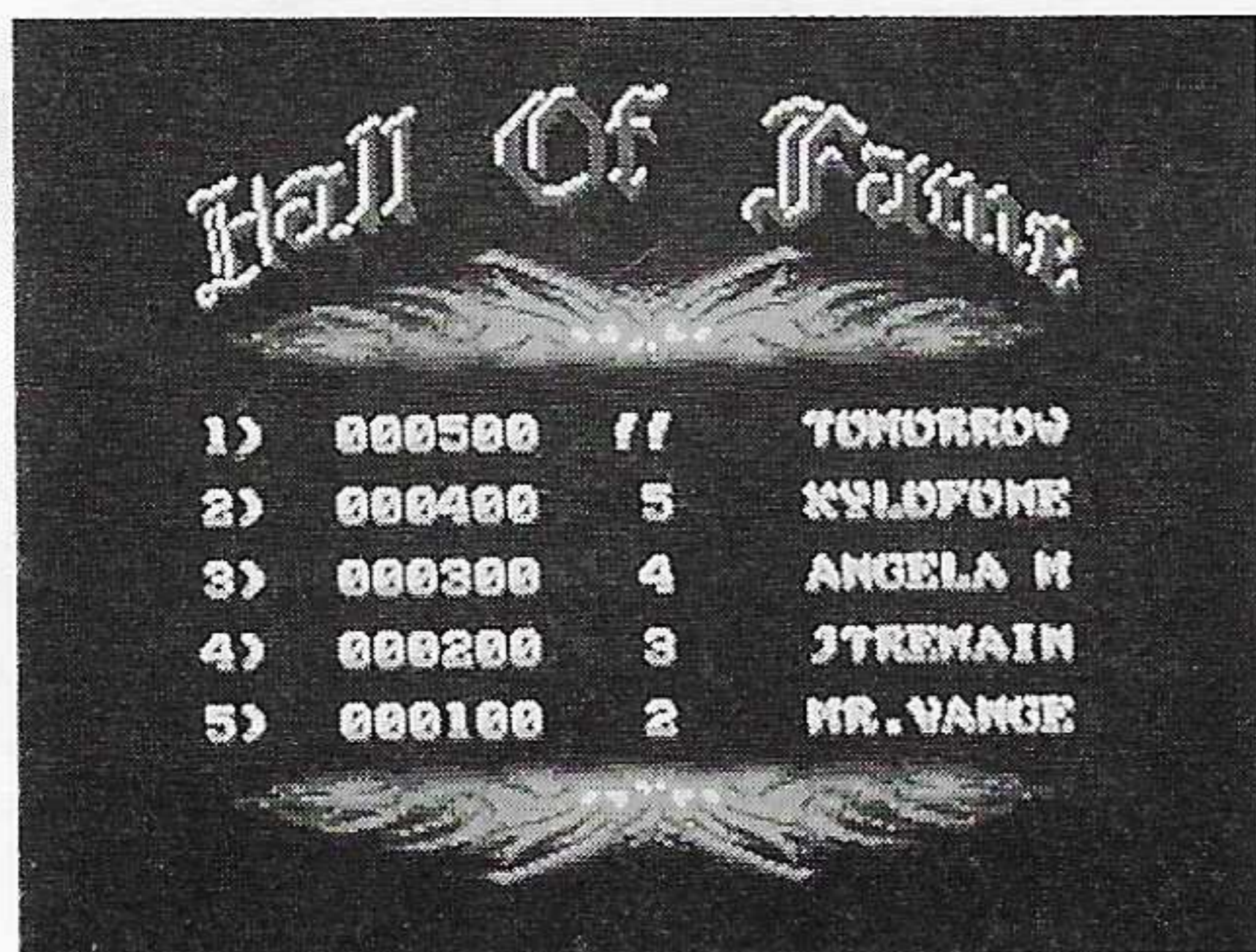
Underground Passage

Flying beasts and wails of pain from those who came before are all that exist in this place. Deep in this passage you must avoid being spiked, squashed, and roasted. Use your potions to get a flaming sword and defeat Zoras in his human form.

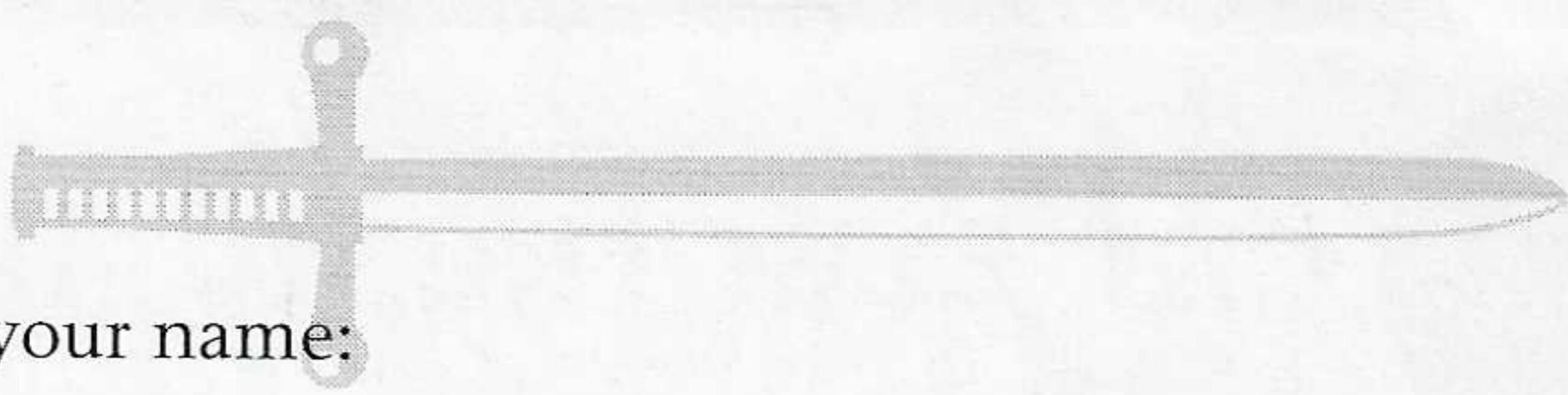
Zoras's Tower

Zoras, master of wizards. His name alone has frightened people to death. If you're still reading this, you might have what it takes to beat him. Good luck and may Sodayn be with you.

HALL OF FAME



The high score Hall of Fame appears at the end of game play if you earned a high score. There are eight spaces where you can enter your name. High scores remain in the game until it is turned off.



To enter your name:

- 1) Press D-Pad **UP** or **DOWN** to scroll through the alphabet.
- 2) Press D-Pad **RIGHT** to move the selection hand to the next letter space. If you need to go back a space, press D-Pad **LEFT** until you get to the space you want to change.
- 3) When you're finished, press **A**, **B**, or **C** once to view the Hall of Fame, or press **A**, **B**, or **C** *twice* to go to the Options screen.

CREDITS

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