

# SOPHISTRY

A game requiring strategy, reflexes and exploration. There are over 400 screens to explore and a powerful, yet easy to use, environment to help you complete the challenge.

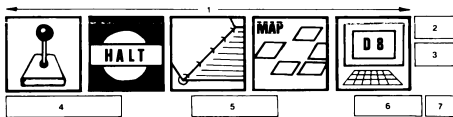
Your goal is to reach the 21st level and to achieve this you will need to obtain the 64 keys which will give you a 100% open structure. You can either retrieve them from where they are scattered amongst the 20 levels or amass points to trade for them or a combination of both.

## STARTING OFF

On loading the game starts in cursor keys mode, ie 5,6,7,8 and 0. To change this use the cursor keys to select the COMPCTRL option, the rightmost icon, and press 0. Press 0 again when the CONTROLS option is highlighted. Now select the joystick you are using and press 0 or select the KEYS option and define your own controls by pressing the keys you wish to use for the functions highlighted. Remember when you return to the original COMPCTRL menu you will then be in the new control mode. To leave COMPCTRL hold down control until the title page reappears. If you have not played Sophistry before it is useful to select the INSTRUCTIONS mode and then the BOARD SYMBOLS option to familiarise yourself with these – you can leave instruction mode in the same way you leave COMPCTRL. (Note: When your lives reach zero you should use the RESTART option in COMPCTRL to begin a new game.)

## BASIC INSTRUCTIONS

The Top Status Panel



1. Icons to select PLAY, PAUSE, INSTRUCTIONS, MAP and COMPCTRL.
2. Score
3. Game time.
4. Bonus points – see **Advanced Instructions**.
5. Uppers – See **Game Play**.
6. Lives remaining.
7. Current level in game.

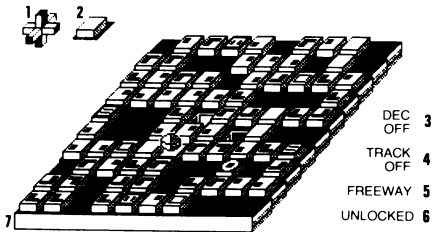
### PROGRAMMERS:

Is your software good enough for CRL. If it is contact Michael Hodges on 01-985 2391 or write to the ZEN ROOM, UNIT 7D KINGS YARD, CARPENTERS ROAD, LONDON E15 2HD.



## MODE SELECTION

To select a mode, position the illuminated cursor over the icon and press control (see **Game Play** for PAUSE mode). You can leave the INSTRUCTIONS, MAP or COMPTRONL modes at any time by simply pressing control until the title page reappears.



## GAME PLAY

1. **The Exit Indicator** – A bar on this means you can leave the board in the direction it is pointing, either from an exit block, an ascender or a descender. (Note: Exits may open whilst you are playing a board.)
2. **The Current Block Indicator** – This shows the symbol of the block you are currently on.
3. **The Decrement Status** – If this is ON then the value of scoring blocks is reduced by one each time you land on them.
4. **The Tracking Status** – If this is ON then you have to land on a TARGET block to release the blocks in your track before you can land on them again.
5. **The Board Scenario** – These are all explained in INSTRUCTION MODE.
6. **The Locking Conditions** – UNLOCKED means all exits are open from the start of play. (Note: You cannot usually go back to the board you just came from.) SCORELOCKED means exits will open after you have scored a certain number of points on the current board. TIMELOCKED means exits will open after you have spent a certain amount of time on the current board.
7. **The Message Window** – This tells you which keys you have collected and the effects of mystery blocks.

You get points from landing on scoring blocks and target blocks and from bonus sequences (see **Advanced Instructions**) and you pick up keys and trigger mystery bonuses by landing on these blocks. SEEKERS must be avoided as they are fatal on contact. They are also restricted to the level they were released on. To use an UPPER press control and it will increase the value of all the scoring blocks by one and can also recover scoring blocks which have disappeared. To PAUSE play hold down control until the board disappears. To restart press control and the board will reappear and the game will restart about a second later.

## **INSTRUCTIONS MODE**

This mode will explain the restrictions of the different Board Scenarios. It automatically puts the instructions for the next board you will play as the first option and it will also display and identify the board symbols.

## **MAP MODE**

This mode shows a map of the current level. The cursor on this map starts off positioned over the next board you will play. If you position this cursor over a board and press control the computer may show you more information about the board – with both text and icons. How much you are told depends upon your **Information Access Level**.

## **COMPTRON MODE**

In this mode you can select the control option you wish to use, save the current position and load previous positions, switch the sound on and off and restart the game. (Use this option when you have run out of lives.)

**DATA option** – You can use this option to find out about seekers on your current level, wormholes on the next board and inter-level locks for which you must obtain the keys.

**XCHANGE option** – You can use this option to trade points to gain uppers and lives, to terminate seekers, and to open inter-level locks. (Note: In DATA and XCHANGE you may find some options which are RESTRICTED ACCESS – this means your Information Access Level is not high enough for you to use these options.)

The letter and number displayed in the Comptron icon is your COMP STATUS and ranges from DB to A1 – the letter is related to the amount of time you have been playing and the number to your score. There are bonus lives when the letter changes and the number determines your Information Access Level.

## **ADVANCED INSTRUCTIONS**

**Bonus Sequences** – Bonus points are awarded for landing on certain sequences of scoring blocks during play. Two or more blocks of the same value or three or more blocks in ascending or descending order score bonus points. Also, in ascending and descending sequences, jumps between blocks of values 1 and 4 or 5 and 8 can be included although in these cases bonus points are halved. The JOKER blocks will be automatically included in any bonus sequence. For each bonus point awarded 10 normal points are given and on leaving a board an UPPER is given for every 10 bonus points. (Note: Bonuses are not awarded in some scenarios: check the instructions.)

**Seekers** – There are various types of seeker: the seeker's class reflects how dangerous it is once on the board and its series determines how long after you start a board it will appear.

### **HINTS and TIPS**

Remember that most seekers cost less to terminate than it costs to get a new life so if you don't think you can avoid one long enough to terminate it with a mystery block it is probably best, if you can afford it, to trade points to terminate it. If, however, you find you cannot escape from a seeker on a board remember a collision with it will destroy it as well as you.

If you are on a SCORELOCKED board in a scenario such as NO RETURN, RATIONS, COUNTDOWN or REPULSION and you think you may have to use UPPERS to get out it is best to use them as early as possible.

In the HI-LO scenario it is best to keep the values of scoring blocks down so, if DECREMENT is on, use the minimum targets to land on a lot of blocks to achieve this.

On REACTION scenarios remember that the layout of the board will change and you may have to get halfway into the board before you see how you will get out.

Finally, if you are frustrated on JUMPY scenarios which are SCORELOCKED there is a way to gain points quickly if you observe carefully the order in which the blocks around you are indicated.

For the rest of the game you will have to develop your own strategies and tactics. Good Luck . . .