

## The Sword Of Halbon Help Contents

The Contents lists Help topics available for The Sword of Halbon. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu

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## **Overview: Scenario**

### **Situation**

The enemy is the dreaded Comtillare. They have risen from the old empire created by your deceased uncle, King Favinor. Twenty years ago, his life was taken, and his empire was stolen by his court magician, the evil Comtill. Over the twenty years, Comtill has assembled the greatest collection of evil the world has ever known. Now his quest seem to be the destruction of everything the free world has created, including all life. Already, every warrior in your father's kingdom has been claimed by the Comtillare, except you.

### **Your Mission**

Last year, a traitor in your father's service managed to escape after stealing the family treasure and The Sword of Halbon, which is the source of almost all of the magic at your disposal. Only a few feeble tricks can be done by Halbon's court magician, the Lady Aisline. Since the disappearance of the sword, all attempts to locate it have been met with negative results. However, recent reports have proven the sword as well as the treasure to be kept in the Comtillare's dungeon, a maze of twisting corridors and traps. Before any attempt to destroy the Comtillare can be initiated, the sword must be recovered. In addition, the treasure must be retrieved so that mercenaries can be hired to help in the fight.

### **Implementation**

You are to enter the dungeon, find all the treasure and recover the sword. The Lady Aisline will contact you with reports of the situation at home. Good luck!

## **Playing the game: Commands**

### **Sound Off / On**

This command is disabled in this version of The Sword of Halbon. If you desire sound capabilities, download The Sword of Halbon V1.0, or specify "Sound Version" when registering.

### **Options**

This command opens the Options Window so you can set the keyboard options for this Windows session. Keyboard delay and speed can effect the playing of the game, and each computer will react differently. Therefore, you are given the option of selecting the speeds that are best for your computer. If you are experiencing choppiness while navigating through the screens, consider increasing the keyboard delay, or lowering the keyboard speed, or both. Generally, a delay setting of 1 and a speed setting of 16 will produce desired results. Your Win.Ini file will not be updated, so any changes will not alter future Windows sessions.

### **Pause**

This command minimizes the game, and suspends all actions. To resume play, double click on the Sword of Halbon icon to maximize the Game, and click the Pause command a second time.

### **Exit**

This command closes the game.

## **Playing the game: Action Keys**

### **Movement**

Movement is controlled by the directional arrow keys. The up arrow moves you up, the left moves you left, and so on. You can use the number pad arrow keys for movement as well, however, diagonal movement is not enabled. While moving through the screens you may hold the arrow key down and enable the keyboard repeat to facilitate rapid movement. When negotiating the Comtillare's traps this method is not advised. In these situations it will be necessary to run (tap QUICKLY!)

### **Opening Doors**

Moving to another room is accomplished by negotiating yourself to the green arrows and pressing the spacebar.

### **Picking up objects**

The treasure and keys may be picked up by positioning yourself over them and pressing the control key. The numbers at the bottom - center of the screen will change to reflect the amount of treasure and keys that you possess, respectfully.

## Playing the game: Items



### **The Son of Halbon**

This icon represents you, the intrepid adventurer.



### **Door**

This icon represents a door to another area of the dungeon.



### **Key**

This icon represents a key that, in your possession, will enable you to enter areas inaccessible otherwise. Be careful when picking these up, they may be booby - trapped.



### **Treasure**

This icon represents the treasure that was stolen from your father's kingdom. You must recover all of the treasure in order to win the game. Be careful when picking these up, they may be booby - trapped..



### **Sword**

This icon represents the Sword of Halbon. If you can find and recover this object you will win the game.



### **Magic Orb**

This icon represents a message that is being sent to you from Lady Aisline, the court magician. She will be attempting to contact you during the game to send reports on activities at home. Normally this is a reliable magic trick, but with the disappearance of the sword, the effects can be rather UN - reliable. Aisline can not aim the orb effectively, so you will have to move to it. Be careful, because a side effect of the trick is a slight transportation. This can work to your advantage sometimes, and at other times can be disastrous.

## **Playing the game: Hints and Strategies**

### **Hints:**

1. Treasure and Keys must be picked up immediately. If you do not pick them up they may disappear, and you will not be able to win the game.
2. The first key is located through the door on the right side of the screen. Pick it up after you claim the treasure located on the first screen.

### **Strategies:**

1. If you see an area that is inaccessible then it probably requires a key to open it. When you find a key, go back to that area and see if anything has changed.
2. Unless you have a good memory, it may be helpful to draw a map until you know your way around the dungeon.
3. Before picking any item up, plan your escape route. The item may be booby - trapped.



