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Simon the Sorcerer's Puzzle Pack Instruction Manual



Welcome to Simon the Sorcerer's Puzzle Pack. You can navigate through this manual by clicking on the icons at the top and bottom of the pages. Each game in the Puzzle Pack has a relevant section containing instructions for play. You can also navigate by clicking bookmarks which look like [this](#). Scroll up and down pages by using the scroll bar on the far right of the screen, and you can zoom in and out by selecting an option from the 'View' menu on the title bar.

You can also print this manual for easy reference by clicking [here](#) or by selecting 'Print' from the File menu. You can quit by clicking the 'Exit' button in the top or bottom right hand corner of the screen, and you can get back here at any time by clicking the small Puzzle Pack logo at the top or bottom left.

The best place to start is the Installation instructions. Click on the icon or click [here](#) instead.

EPILEPSY WARNING :

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to flashing lights or light patterns in everyday life. Such people may have a seizure whilst watching television or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms : dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation or any involuntary movements, stop playing IMMEDIATELY and consult your doctor. Precautions to take during use : Sit a good distance away from the screen, avoid playing if you are tired, make sure the room you are in is well lit, play the game on a small screen, and take 10-15 minute breaks every hour that you play.



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Installation Instructions

The minimum system requirements for the Simon the Sorcerer Puzzle Pack are as follows :

- Pentium™ processor
- Microsoft Windows 95™
- 100% Windows 95 DirectX compatible PC
- SVGA graphics card
- 16MB RAM
- Quad speed CD-ROM drive
- 100% Windows 95 compatible 16-bit soundcard
- 66MB free hard-disk space
- Microsoft Plus™ for Windows 95 and an extra 8MB free hard disk space if you wish to install the desktop themes

How to Install the Puzzle Pack :

- 1) Make sure you have no applications open before installing the Puzzle Pack.
- 2) Insert the Puzzle Pack CD into your CD drive. After a moment, a setup menu should appear. If this does not happen, then double-click 'My Computer' on your Windows 95 desktop, then double-click your CD-ROM drive, and finally double-click the 'SETUP' program in the window that appears.
- 3) Follow the on-screen instructions which will guide you through the setup and installation procedure.
- 4) The Puzzle Pack requires Microsoft DirectX to run, and the setup program will ask you if you wish to install this. If you already have a version of DirectX installed, then it is likely that the Puzzle Pack will work fine without needing to install version 5.2a which is included on the CD.
- 5) When installation is complete, you can run the puzzle pack games from the Start Menu. The default installation location is Start / Programs / Adventure Soft / .

If you have any problems during the installation procedure and the Puzzle Pack runs incorrectly or not at all, refer to the Trouble Shooting section of this manual.

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Introduction

As the sun sank contentedly to the horizon, the Bog-Frogs broke into their nightly chorus and the Quagmire-Bats danced in the sky. There was a peculiar smell in the air, and in the distance a figure was silhouetted against a dimly lit window.

Swampy was happy. He'd found himself a nice house in a particularly desirable swamp, with all the mod-cons – hot and cold running stew, sunken mud bath, that sort of thing. He thought it was a good place for him and his children to settle down, safe from the evils of the world, and as far away from that evil death-monger Sordid as possible. His Swamp Stew business was booming, there was always food on the table and his monthly child support benefits had just hit four figures.

He'd tucked the children up safely in their beds, he'd put some hog fat on to marinate overnight, and he dozed off happily on his comfy straw mattress, wondering if his life could be any more complete.

It was a picture of peace and serenity. It was a picture of love, fulfilment, and a perfect example of how a lone-parent unit could function successfully in the oppressive atmosphere of pre-millennium anxiety.

It was a picture that was about to be torn from the wall, stamped on a bit and then rubbed around in some mud.

The birds woke Swampy from his happy dreams, and he rose from his bed replenished and ready to embrace a new day. But something felt wrong – something was missing. The joyful laughter of his children playing that usually greeted him in the morning could not be heard. Where were they ?

Swampy raced in to the nursery – the beds were cold and empty, toys scattered across the floor, lost without stubby green fingers to hold them. He dashed downstairs, desperately hoping to discover them eating breakfast-stew or playing hide and seek.

His children were nowhere to be seen. Then, something on the table caught his eye – a crudely written letter. He didn't dare look at it – dreading what horrible news it might bring. His tear-filled eyes began to read the terrible truth. Sordid had kidnapped his babies, in order to make a smart coat out of their skins. Swampy thought he'd escaped the villainous cad, but he'd come back to haunt him. Rage and a lust for horrible revenge coursed through Swampy's veins.

He was going to get his kids back. He was going to finish Sordid once and for all.

But first, he had to get out of the house. And that was more difficult than it sounded.

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What's it all about ?

Swampy Adventures is a puzzle game which requires logical thinking and forward planning in order to succeed (and remember, those kids' lives depend on it...). The aim of the game is to conquer all the levels in each of the four zones. When you complete a zone, you will be rewarded with a crystal. By collecting all four crystals, the fifth and final zone, Sordid's Castle, will be opened up where you will face a showdown with Sordid in order to rescue Swampy's children.

On starting Swampy Adventures you will be asked to enter your name. By doing this, your best times and scores will be automatically recorded along with your position when you finish your game. Click the 'done' button or hit enter when you have typed in your name to continue.

If this is your first game, you will now be shown the opening sequence chronicling that fateful morning when Swampy discovered that his babies had been stolen by Sordid. If you can fight back the tears, then you will be presented with the Map Screen next.

[The Map Screen >>>](#)

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The Map Screen



There are four zones available to select from the map screen :-



Swampy's House



The Swamp



The Temple



The Abandoned Mine

There is a flag flying by each zone which indicates what level you have currently beaten in that area. If it is your first game, then they will all show '1'. Clicking the location next to a flag takes you to the relevant zone. You can start in whichever zone you like, but all levels in each zone must be completed to enter Sordid's Castle of Evil !



Sordid's Castle of Evil

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Controls

Controlling Swampy is simplicity itself and is done via the keyboard. There are also various on-screen buttons which are accessed via the mouse.

Keyboard Controls :

Keypad Arrows : Make Swampy walk up, down, left and right.


F12 : Toggle high speed mode on / off


S : Toggle sound effects and speech on / off


M : Toggle background music on / off


Mouse activated controls :

 - Minimise Swampy Adventures

 - Restart the current level

 - Return to the Map screen

 - Quit Swampy Adventures

 - Undo last move

By placing the cursor over an object, a short description of the object will be displayed. By left or right clicking on the object, a longer description will appear describing what that object can do.

[<<< The Map screen](#)

[How do I play ? >>>](#)

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How Do I Play ?

Moving Objects

Swampy can push objects to move them around, but he cannot pull them. When pushed, round objects (such as boulders or barrels) roll in the direction pushed until they reach an obstruction (like a wall) and then stop.

Square objects (such as a crate) move one square at a time in the direction pushed. They can also act as moveable obstructions.

Danger !

There are also certain features in some levels which may help or hinder Swampy in his quest to escape. Be aware of rotten floorboards, weak bridges and crumbling boulders. In the Temple zone, there are also switch squares in the floor which have various effects when walked over.

Escaping the Level

Each level has only one exit, which Swampy must escape through. This exit might be blocked by obstructions, or locked. If this is the case, then Swampy must first find the key in order to escape. In the Swamp zone, Swampy must also make use of a spanner which he'll find lying about. If an object can be picked up, Swampy will do so when positioned directly over it.

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How Do I Play ?

But I'm Stuck !

Each level has at least one solution, and some have many different ways to escape. The first couple of levels in each zone should guide you gently into the fun world of block pushing action but then they get much, much harder. There is no time limit, so plan your possible escape route in each level before moving things about.

If you make a mistake, click the Undo button or if you've really messed things up, you can reset the level and try again by clicking the Restart button. Note - you will be fined 15 seconds every time you use the Undo button so don't make any mistakes if you want to get that top score !

Tell me the babies will be OK !

That's up to you...

That's all you need to know about Swampy Adventures - so get playing !

Click here for instructions on the other Puzzle Pack games :-

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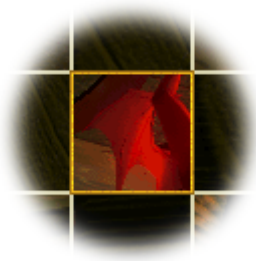
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Jumble

Jumble is a variation on the sliding tile puzzles you know and love. Only it's more difficult, because you must rearrange the sections of a constantly changing animation !

There are four different levels in Jumble, each containing four puzzles. You can start on whichever level you want, and by completing all the puzzles in a level you will be able to enter your name and time into the high score table. The animations themselves are taken from the game The Feeble Files, and from the eagerly awaited game Simon the Sorcerer III (the only place you will see these preview animations !)

On starting a puzzle, you will be briefly shown how the puzzle should look when complete. Try to memorise it as well as you can, you'll need to remember how it looks. To move sections of the puzzle, simply click the square you want to move. It will be highlighted yellow. Then, click the square you want to replace it with and they will swap places. Simple as that ...



- A highlighted square

Other controls :-



Minimise



Restart Level



Quit game



Return to level select screen



Display Help

'M' key : Toggle music on / off

'S' key : Toggle sounds on / off

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NoPATIENCE

NoPatience is a suite of four solitaire card games, using a custom Simon the Sorcerer themed deck of cards.

To move cards, left click the mouse on the card you wish to move. It will 'stick' to the cursor, which you can then move to the required location and left click again to place it. If the card remains 'stuck' to the cursor, then you cannot place that card there and must try somewhere else (it is possible to replace a card back where you took it from if you made a mistake)

Other controls :-



Minimise



Display rules



Restart Level



Quit game



Undo last move



Return to game select screen

To see the rules for the four games, click on a title below :-



Patriarchs



One Foundation



Simplicity



Imaginary Thirteen

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NoPATIENCE

Patriarchs Patience



The aim of Patriarchs Patience is build up all of the left column of piles from Ace to King, and all of the right hand column of piles from King to Ace, with each pile being of the same suit.

Cards can be taken from the stock pile or from the card reserves in the middle of the screen to do this. If there is a space in the reserves then the next card from the upturned pile will be automatically placed there. If there is no card in this pile, then the next card from the stock pile will be placed there instead. If the entire stock pile has been used, it is then re-dealt once in the same order.

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NoPATIENCE

One Foundation Patience



The objective of this game is to clear all the cards from the screen.

You start by turning over the first card in the pile at the bottom. Then, you have to continue by placing cards from the top row on to the main stack – the rule being that the card you place must be numerically one higher or lower than the top card on the main stack. If no card from the top row can be placed, then another card can be turned over from the main pile. Picture cards have the standard values.

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Simplicity Patience>>>

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NoPATIENCE

Simplicity Patience



The objective of this game is to build up the foundation cards in the corners of the layout. The base card varies with each game and is located in the top left hand corner of the layout at the start of the game. This card contains the base number for all the foundation squares in the layout. Each foundation square must be built up from the base value to the rank immediately below it. Aces can be placed on top of Kings if necessary. The first card placed in each of the four foundation squares must be equal in value to the base card. The tableau forms the remainder of the layout and on these squares, the cards must be built downwards in rank and in alternating colours. Kings can be placed on Aces if required. The topmost card in any tableau pile can be played on the foundation squares. Cards can be taken from the stock pile one at a time, and there is no re-deal.

<<<One Foundation Patience

Imaginary Thirteen Patience>>>

NoPATIENCE

Imaginary Thirteen Patience



This game is so-called because the number thirteen is integral to the rules. Start by turning over the first card. If it is equal in value to the sum of any of the two cards in the eight vertical columns, it can be placed over the lower card. If the sum of two cards in a column is greater than 13, then subtract 13 from this total and place a card equal in value to the amount left over. If a card cannot be placed in any of the columns then it must be placed in one of the four piles. Cards can be moved from these piles and placed on one of the columns when possible. You can only move the top card from any of the four piles, and you cannot transfer cards from one pile to another. Cards are added to the bottom cards in the eight columns, until the total of a column equals 13, in which case a King must be placed on the column to finish off. The object is to place Kings on all eight columns. Picture card values are :- Jack = 11, Queen = 12, King = 13 and Ace = 1.

<<<Simplicity Patience

Demon In My Pocket>>>



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Demon In My Pocket

The Demon in my Pocket (or DIMP) is your very own desktop companion which you must look after and care for. It runs in the background in Windows, so you can leave him to his own devices whilst you get on with more interesting stuff.

Running Your DIMP

When you select DIMP from the Adventure Soft section of your Start menu, you will see your Demon being born. From then on, it is up to you to look after it. If you want to, you can minimise it to your system tray (bottom right hand corner of the Windows 95 task bar) where it will appear as a little DIMP icon. Left clicking on the DIMP icon when in the system tray will bring the DIMP window to the front or restore it if minimised.

Right clicking on the DIMP icon in the system tray will bring up a pop-up menu with various options. These are :

Restart : This will kill off your current DIMP and a new one will be born.

Shutdown : This will close the DIMP program (Beware : This kills your current DIMP !).

Pause : This will pause the current state of your DIMP for as long as required. To resume, select 'Continue' from the menu.

Sound : Allows you to turn the DIMP sound effects on or off. Again, when ON, a tick appears next to the sound option in the menu. If you turn off the sound effects, you won't be able to hear him trying to attract your attention when he needs some help.

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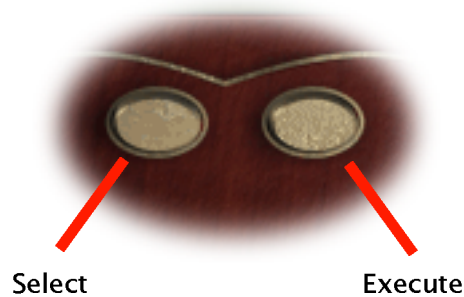
Exit

DEMON in my Pocket

How do I look after it ?

DIMPs are not like normal virtual pets. They are Demons, and need to be treated as such. The life goal of any DIMP is to lead a happy life, and then die and go to hell. If it is mistreated, it will die and go to heaven, a tragedy for all Demons.

There are two control buttons located under the main DIMP display screen. These are operated by left clicking them with your mouse. The left button is generally for selecting, and the right button generally executes what you've selected.



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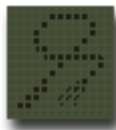
DEMON in my Pocket

DIMP Functions

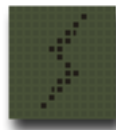
There are three icons across the top of the main display, and three across the bottom. To cycle through these options, click the left DIMP button, and the currently selected option will appear darker than the others. To Select the highlighted option, press the right DIMP button. The icons have the following effects :



- Discipline. DIMPs require regular doses of discipline so they remember who the boss is. In fact, the more discipline they receive, the happier they are. A good whipping really brightens a DIMP's day. By selecting the Discipline icon, a sub-menu appears :



Whip



Electro-Therapy



Boil in Oil

An arrow appears initially under the Whip icon. This can be toggled through the three options with the left DIMP button. Choose whichever form of discipline you feel like dishing out, then press the right DIMP button and watch the results.

If you select the Electro-therapy option, then you have the choice of dishing out as much or little therapy as you wish. When the two electrodes have appeared by the DIMP, clicking the left DIMP button will turn on the juice, or by clicking the right DIMP button will spare the DIMP from millions of volts coursing through his veins.

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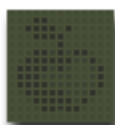
- Light. Your DIMP will inevitably be tired after lots of work or discipline so you should really turn out the light at night and let him sleep. Or, you could deliberately leave it on, whatever you prefer. Or you could just flick it on an off all the time, making him all dazed and confused. Heh heh.



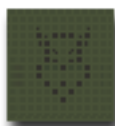
- Work. Large amounts of back breaking labour are just the thing your DIMP needs in order to be disciplined and keep a good attitude. By clicking the right DIMP button when this is selected he will start his daily work of pushing a boulder up a hill. He will keep going as long as you want him to. Click the left DIMP button to give him a break.



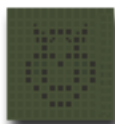
- Status. This will let you know how well you're looking after your Demon. By clicking on the right DIMP button when over this option, four icons will appear :



Apple : Select the apple to see how hungry your DIMP is. There are 5 apples and they are either light or dark. However many dark apples there are is an indication of how full he is (1 dark apple = hungry)



Attitude : If your DIMP develops a bad attitude, he will start to get very abusive and rude. Some nice hard work will improve his attitude.



Happiness : Your DIMP will be happiest if he is well disciplined and not too hungry. A rating of 1 is a very unhappy chappie, whilst a rating of 5 means he's as happy as a Demon on fire.

To exit the status screen, select the large arrow.

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DEMON in my Pocket

DIMP Functions



- Medicine. If your DIMP is ill (lying in bed), or you just feel like jabbing him with a large needle then right DIMP button on this option to give him what he needs. Whilst a dose of medicine can heal an ill DIMP, too much can have an opposite effect and make him unhappy.



- Feed. Clicking the right DIMP button on this option will unleash an unsuspecting chicken in the vicinity of your Demon. After the inevitable result, your DIMP's hunger will be vanquished for the time being.

DIMP Questions

Do I have to leave my computer on all the time ?

No. When you shutdown your computer in the correct manner (i.e. by selecting Shutdown from the Windows 95 Start menu) your DIMP will pause itself automatically. When you turn your computer on again, it will automatically resume when Windows 95 loads.

I'm too busy to look after it at the moment, will it die ?

Probably, if you don't give it any attention. What you have to do to avoid this sad state of affairs is to simply select 'Pause' from the DIMP system tray menu.

My DIMP's just died and gone to heaven.

That's bad. If you look after your DIMP properly, then when he dies he will go to hell where eternal damnation and happiness awaits him.



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Trouble Shooting



Q : How do I uninstall the Puzzle Pack ?

A : To completely remove the Puzzle Pack from your computer, select the 'Uninstall' option from the Puzzle Pack section of your Start Menu. This will remove all the game files from your computer, but your high scores and Swampy Adventures save games will remain on your hard disk.

Q : The games don't run at all, or if they do the graphics are all messed up.

A : This is likely to be a problem with your hardware drivers. DirectX™ 5.2a requires that your video drivers are up to date. Contact your video card vendor for up to date drivers, or visit their website where they should be freely available to download.

Q : I'm really stuck on Swampy Adventures. Where can I get tips ?

A : Tips for Swampy Adventures and all other Adventure Soft Publishing games can be found on our website, at www.adventuresoft.com.

Q : My problem isn't mentioned here. What can I do ?

A : Up to date technical support is available from our website, at www.adventuresoft.com or by calling us on (0121) 308 8900. (It helps us if you are by your computer when you phone)

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Adventure Soft Publishing Ltd., PO Box 786, Sutton Coldfield,
West Midlands B75 5RS. UK.

Tel : 0121 308 8900 Fax : 0121 308 8815 Web : www.adventuresoft.com



The games that started it all – Simon the Sorcerer 1 and 2 are two classic point and click adventure games made by Adventure Soft. Simon, the lead character, is a teenage kid who gets embroiled in all sorts of high jinks and derring-do when he is transported to another dimension and asked to help out Calypso, a dundering old wizard, in his battles against the really-*quite-nasty* Sordid. Naturally, exciting adventure topped with brain-bending puzzles and a side order of comedy is the dish of the day.

Simon the Sorcerer 1 and 2 are available for purchase direct from Adventure Soft Publishing. For more information, write to us at the above address or better still visit our [website](http://www.adventuresoft.com).



EXIT

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