

The Final Odyssey

GAME FEATURES

- Huge play area - Hundreds of screens of action!
- Random arenas - Different maze each time you play!
Guards move around the maze dropping bombs. You must deactivate the bombs before they detonate. Only when all the guards are dead will the exit open. There is one section where the maze goes on forever until the puzzle is solved!
- 50 frames per second - smooth animation
- 3D Stereo Sound - Every sound is played according to where it is in the arena. That is, if you step on a pressure pad and it sets something off that is not currently on the screen, you can tell where it is! Listen to your footsteps as you move across the arena. Fire an arrow across the arena and listen when it hits.
- Hundreds of frames of animation
- Characters to interact with
- Runs on any Amiga with 2 meg
- Tons of gameplay variety - Puzzles are not just repeated each level. The game is constantly different as you progress, making the game more rewarding and good value for money.
- Lots of pickups eg. food, money, weapons, scrolls, invincibility potions, keys, important items etc.
- Maze transformations - flick a switch and the maze changes. flick it again and it goes back to how it was!
- Monsters have advanced artificial intelligence. Each monster is different with its own personality Each one has its own strength and aggressiveness. Some are really tough and relentless, others quite weak and will retreat when the going gets tough. They can also work as a team to trap the player. Some are extremely intelligent and can find you no matter where where you are in the maze. Others wander around blindly.

There are 3 kinds of creatures per level. Each species has its own strengths and weaknesses. You must use different combat techniques on different species to effectively destroy them. Some creatures will also guard important items, like money or keys when they find them.

- There are arenas where the light disappears and you have to step on certain tiles to bring the light back. When in the dark, all you can see is the red eyes of the monsters coming for you.
- 5 powerful weapons :
 - * Crossbow - General purpose weapon.
Good all-rounder.
 - * Plasma Rifle - Plasma bolt that goes straight through monsters.
Good for handling large numbers of creatures.
Powerful but quite slow.
 - * Chain Gun - Extremely high rate of fire.
Excellent long range weapon.
Poor close contact weapon.
 - * Fireblade - Deadly blade of fire that surrounds you. Can slice through anything.
Vaporises any creatures that it touches.
Excellent close contact weapon.
Poor long range weapon.
 - * Nuke - The most powerful weapon. Acts like a smart bomb, destroying anything in the arena that's alive. Usually used to aid in puzzles.
- Tons of nasties eg. flamers, arrows, electric bolts, pits, spikes, rolling rocks, bouncing balls, homing missiles one-way paths, invisible walls, trap doors, transporters, lava timed bombs, fall-away tiles etc.
- A plot that progresses as you play.
- 2 girls per level to rescue.
- Moveable block puzzles.
- some retraced animations.
- Constantly changing gaming environment.
- Underground levels.
- Special Effects - Reflections, colour cycling, advanced palette fades, dark levels etc.
- Good balance of action and strategy.

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PLOT

The storyline revolves around Greek Mythology. Theseus is the main character you control. The story of Theseus and the Minotaur, is about an annual tribute of seven girls which has been imposed by the king of Minos to Athens since the murder of Androgeus. These unfortunate young people were, when they arrived in Crete, thrown as food to a monster called the minotaur. Theseus embarks with the victims with the intention of destroying the legendary Minotaur. The Minotuar lives in a vast labyrinth which he uses to capture his victims. It is up to you to solve the puzzles and kill the minotaur so no more innocent victims need to be sent ot Crete. You must also find all the girls that have been imprisoned in the labyrinth and get them out.

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BASIC INSTRUCTIONS

The main goal of The Final Odyssey is to rescue 6 girls from the dungeons and to kill the Minotaur.

In order to do that there are many other puzzles and sub-plots.

The Final Odyssey is broken up into arenas (small sections of the labyrinth), in order to make the puzzles more manageable and less confusing.

Level Passwords are as follows :

Level 2 - minos
Level 3 - badlands
Level 4 - darkcastle

after entering a password you can then enter in another password which is - givemepower, to activate the cheat mode (infinite lives).

- The girls are rescued by getting an orb using it to open a jail where there is a girl. Once the girl is free she will follow you around. You need to find the porthole (rainbow coloured tunnel) and take her to the end of it to rescue her. The porthole transports girls to the outside of the labyrinth to safety.
- Press 'space bar' to place a bomb. The number of bombs remaining is displayed at the bottom left of the screen in blue. The bomb is placed at your feet. Place next to something that is destructable or use it as a smart bomb to kill everything currently alive in the maze.
- Press 'P' to pause the game
- Press 'Q' to restart the arena. If you do something wrong in a particular arena, ie. you get trapped or move a block in the wrong way, you can press 'Q' and the arena will restart as it was when you began. This gives Theseus a second chance but results in the loss of one life.
- There is an exit at the end of each level. It will not open until both girls are saved.
- Theseus's energy and lives remaining is displayed at the top left of the screen. Once you lose all your energy you lose a life. Energy is replenished by finding food. There are occasional extra life pickups as well. You lose a whole life by falling down a trap door, being blown up in a random arena or pressing 'Q'.

- random arenas are mazes that are different each time you play. To prove it, activate the cheat mode. When you get to a random level, press 'Q' to restart the arena and you will notice it's different. Keep pressing 'Q' to see a new maze.

Random arenas are usually hedge mazes and are occupied by guards that come out of the ground. These guards drop bombs that will detonate after a period of time. You must collect the bomb before it detonates or you will lose an entire life. The bombs have a dial which shows how long before the bomb detonates, you can also tell by the frequency of the ticking. To get out of a random arena, you must kill all the guards without being blown up by the bombs.

- The panel at the bottom of the screen displays current objects you are holding. On the far right of the panel is an image of a bag of money. There is a bar which shows you how full your money bag is. If you cannot pick up any more money then you know the bag is full.
The panel also displays messages from scrolls etc.
- Weapons that are picked up only last during the arena that you are currently in. This gives you infinite ammo but you will go back to the crossbow if you leave the arena.