

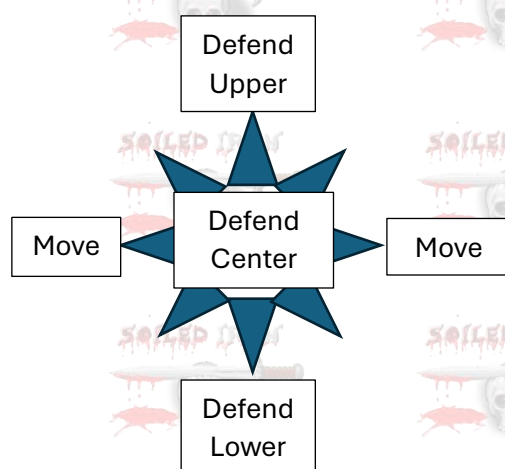
Soiled Iron

It is the 80s – sometime around 4000BC. Two new inventions offer a new career opportunity for muscular long haired uneducated blokes with a crown shaped birthmark (besides propelling a treadmill or lugging stones in a quarry). With iron swords and skimpy underwear you now can become a barbarian warrior, compete in pit fights or collect the riches and spoils of dungeons and palaces.

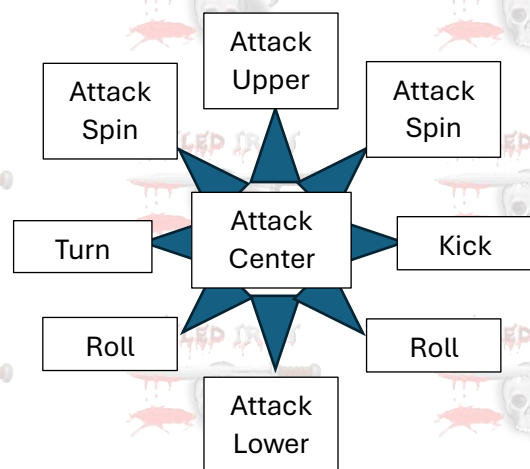
Soiled Iron is a classic two opponent sword fighting game. It offers a quest mode and a one-on-one fighting experience.

Fighting

Fighting is controlled with the joystick, more passive actions require no button. You can only defend when not moving.



Button not pressed



Button pressed

There are three main attack types:

- Basic attacks at upper, centre and lower position. They can be repelled with appropriate defending stances. Upper and lower attacks are only effective with one step distance and are slightly slower than centre attacks. Repelling an attack stuns your enemy for a short period.
- Kicks cause no damage but push your enemy back and cause a momentary loss of equilibrium, so best to follow up with an attack.
- Spinning attacks require a two-step distance, take slightly longer but cannot be repelled by your opponent. You can evade a spinning attack by rolling or stepping back or you can interrupt it with a centre attack at the right moment – hitting your enemy during the movement.

You cannot move past your enemy, but you may bypass him with a roll on the floor. A roll can be blocked by your opponent with a well timed lower attack.

General keyboard control:

- Toggle music on off with M
- Stop restarts the game
- F1, F3, F5, F7 changes player colours (With shift in two player mode for the second player)
- Spacebar to drink a health potion
- The auto map is displayed with P

The Quest to regain your birthright

Born as the first child to the rulers of the realm, your path is set to inherit the reigns. Unfortunately an evil wizard teams up with the steppe bandits and kills your parents, usurping the throne. You are lucky that the greedy chieftain of the bandits decides to make a quick denar selling you off into slavery instead of killing you right away, so you start a new life. Your career progresses from latrine scrubber over stone lugger in the local quarry and replacement oxen in the local treadmill to pit fighter.

One lucky evening you decide not only to kill your opponent, but to extend the offer of your sword to your handler, guard, master and the rest of the household. Being a free man you start a new career as freelance barbarian, adventurer and mercenary – becoming a legend in no time.

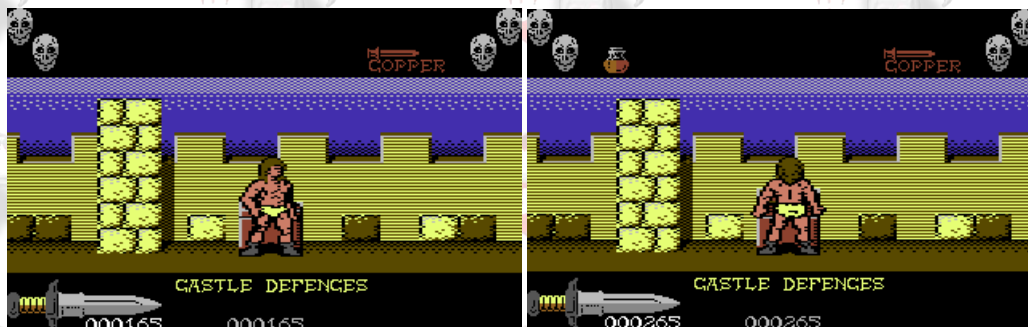
After one fateful night of heavy drinking, were you end up in the tent and bed of a local witch and fortune teller (yes alcohol may impair eye sight) – you get told the story of your ancestry and the role that the wizard played in it. Immediately you decide to storm the castle and bring death and destruction over the wizard to regain your birthright as the rightful ruler of the land (yup, democracy was not yet invented).

Your quest is to find and kill the wizard, deposing of his guards and minions on the way. You start your journey on the castle ramparts and work your way down through the halls and dungeons of the residence. Make sure to look into all chests to gain riches and equipment.

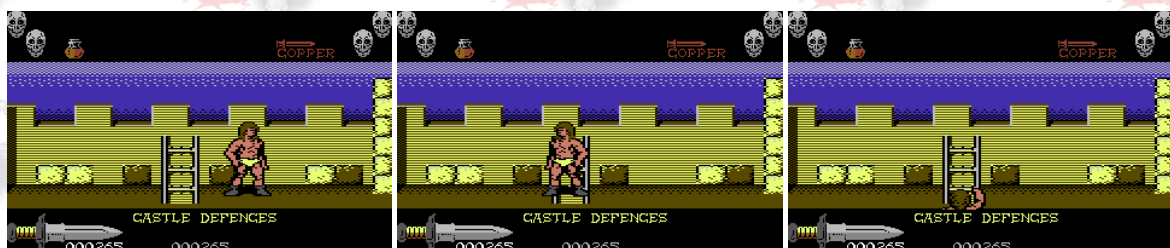
Enemies get stronger as you get deeper into the building and you will need to find swords from sturdier materials than your trusty little copper friend.



You can walk left and right when no enemy is present.



Press Joystick Up to open treasure chest



Press Joystick Up/Down to climb a ladder.

If you encounter enemies that are way too strong and fast for you, you may have taken the wrong turn – so better look for a different path.

You have infinite lives and each traversal of a ladder constitutes a save point. You will lose score when reviving but on the other hand your health will improve.

Match in deadly combat

The one-on-one match scenario has different modes, than can be selected with the keyboard:

- Demo (D) mode pits two computer-controlled enemies against each other
- Versus (V) mode allows two human players to fight each other with two joysticks.
- Training (T) mode gives the opportunity to fight a computer controlled enemy that does not attack
- Challenge (C) mode lets you fight a series of enemies that get faster and smarter at each level. You need four victories to advance to the next level – four losses against one enemy will end your career.
- Level mode (1, 2 .. 9) lets you fight enemies at different levels

The high score of the current mode is retained until you change mode.