

QUEST

A DIFFERENT KIND OF ADVENTURE

THE PEOPLE OF THE KINGDOM HAVE LONG SUFFERED UNDER THE EVIL RULE OF MOORLOCK, THE MASTER OF THE DARK CASTLE IN THE SOUTHERN REACHES OF THE REALM. MANY HAVE TRIED TO OVERCOME HIM, ONLY TO BE CRUSHED BY HIS MIGHTY FORCES! NOW YOU, BRAVE ADVENTURER, HAVE COME TO TEST YOUR STRENGTH AND CUNNING IN SEARCH OF VICTORY WHERE SO MANY HAVE FAILED.

YOU WILL START WITH A BAND OF ONLY TEN BRAVE FOLLOWERS. IT'S UP TO YOU TO GATHER UP A BIG ENOUGH ARMY AND REG, BUY OR STEAL ENOUGH ARMS AND EQUIPMENT TO ATTACK MOORLOCK'S CITADEL AND VANQUISH HIS MINIONS, THUS FOREVER FREEING THE LAND OF HIS EVIL INFLUENCE.

YOUR MAP WILL AT FIRST SHOW ONLY THE MAJOR GEOGRAPHICAL FEATURES OF THE LAND (THE MOUNTAINS, SWAMPS AND RIVER), THE LOCATIONS OF THE TWO CITIES, MOORLOCK'S CITADEL AND YOUR PRESENT LOCATION. AS YOU EXPLORE THE KINGDOM, YOU WILL ENCOUNTER CASTLES, TOWERS, CAVES AND RUINS. IF YOU MANAGE TO GET INTO THESE PLACES, YOU WILL BE ABLE TO SEARCH FOR TREASURE. UNFORTUNATELY, SOME OF THESE PLACES MAY BE GUARDED, AND YOU WILL HAVE TO FIGHT FOR THE TREASURE.

YOU WILL ALSO RUN INTO BANDS OF PILGRIMS, WIZARDS, OGRES AND SOLDIERS. MOST OF THE TIME, YOU MAY CHOOSE WHETHER TO ATTACK THEM, RUN OR BE FRIENDLY. IF YOU'RE FRIENDLY ENOUGH, SOME MAY JOIN YOU, BRINGING ALONG SOME OF THEIR EQUIPMENT. IF YOU CHOOSE TO RUN, THE SPEED OF YOUR ARMY WILL DEPEND ON HOW HEAVILY LADEN YOU ARE. IF YOU FIGHT, THE OUTCOME WILL DEPEND ON MANY FACTORS: THE STRENGTH OF EACH SIDE, THE SHEEP NUMBERS OF WARRIORS, THE TYPES OF WEAPONS ON EACH SIDE, THE EXPERIENCE OF EACH OF THE FOES AND OF COURSE, LUCK. AFTER EACH SKIRMISH, YOU MAY CHOOSE TO CONTINUE THE BATTLE, TRY TO RUN, OR GIVE THE ENEMY A CHANCE TO GIVE UP BY OFFERING HIM TERMS OF SURRENDER.

WHEN YOU REACH A CITY, YOU CAN GO TO THE MARKETPLACE AND BARGAIN WITH THE MERCHANT FOR ARMS AND SUPPLIES. YOU CAN ALSO OFFER TO SELL HIM ITEMS FROM YOUR INVENTORY. THE MERCHANT IS A CAGEY OLD FELLOW, KNOWN TO GIVE AN OCCASIONAL GOOD DEAL, BUT GENERALLY DRIVES A HARD BARGAIN. HE'S WILLING TO PARTER, BUT IF YOU TRY HIS PATIENCE BY HAGGLING TOO LONG, HE MAY THROW YOU OUT!

AN IMPORTANT THING TO REMEMBER IS THAT YOU MUST FEED YOUR ARMY AS YOU GO AROUND THE LAND EXPLORING AND FIGHTING. TRAVEL IN THE MOUNTAINS IS ESPECIALLY ARDUOUS, SO LAY IN SUFFICIENT SUPPLIES BEFORE TREKKING THROUGH THAT REGION, TO AVOID STARVING ANY MEN!

ONCE YOU'VE ASSEMBLED ENOUGH MEN, ARMS AND EQUIPMENT, YOU MAY BEGIN YOUR ASSAULT ON THE CITADEL OF MOORLOCK. GODSPEED TO YOU, MIGHTY WARRIOR!

PLAYING QUEST

WHEN THE QUESTION 'WHAT NOW SIRE?' APPEARS, YOU HAVE YOUR CHOICE OF ENTERING A DIRECTION TO TRAVEL, SUCH AS NORTH OR EAST, OR A COMMAND SUCH AS 'INVENTORY' OR 'USE'. ONLY THE FIRST LETTER NEED BE TYPED, AND YOU DO NOT NEED TO PRESS THE ENTER KEY. A DIRECTION COMMAND WILL MOVE YOU IN THE DIRECTION SPECIFIED, AND WILL DISPLAY ANY RESULTING INFORMATION OR MESSAGES AT THE BOTTOM OF THE SCREEN.

THE COMMAND 'INVENTORY' WILL PRESENT A LIST OF ALL THE ITEMS YOUR BAND IS CARRYING ALONG WITH THE QUANTITY OF EACH, THE WEIGHT OF EACH AND THE TOTAL WEIGHT BEING CARRIED. YOU WILL ALSO HAVE THE OPPORTUNITY TO DROP ANYTHING OR IF IN THE CITY, TO SELL ANYTHING YOU LIKE.

SIMILARLY, 'USE' ALLOWS YOU TO USE THE ITEMS YOU ARE CARRYING.

IN GENERAL, WHENEVER A COMMAND OR ANSWER TO A QUESTION IS A LETTER, YOU WILL NOT NEED TO PRESS THE ENTER KEY. WHEN A NUMBER IS BEING ENTERED, YOU MUST PRESS THE ENTER KEY TO TELL THE COMPUTER THAT YOU ARE DONE TYPING DIGITS. IF YOU MAKE A MISTAKE WHEN TYPING NUMBERS, PRESS THE LEFT ARROW KEY (←) TO LET YOU START OVER.

WATCH THE BOTTOM LINE CAREFULLY FOR QUESTIONS AND MESSAGES. BE SURE NOT TO PRESS ANY KEYS TOO SOON, AS THE TRS-80 WILL REMEMBER THE LAST KEY PRESSED AND COULD CAUSE AN ERRONEOUS ACTION. FOR EXAMPLE, IF YOU WERE TO PRESS THE ENTER KEY TWICE, THE SECOND PRESS COULD BE INTERPRETED AS A BID OF ZERO IN THE MARKETPLACE, CAUSING THE MERCHANT TO THROW YOU OUT!

THE QUESTION 'WHICH ITEM' MUST BE ANSWERED WITH THE ITEM'S NUMBER, NOT ITS NAME!

CASTLES, TOWERS, RUINS AND CAVES ARE REPRESENTED BY VARIOUS SYMBOLS, WITH WHICH YOU WILL SOON BECOME FAMILIAR. SOLDIERS, OGRES, WIZARDS AND PILGRIMS ARE REPRESENTED BY THE FIRST LETTER OF THEIR NAMES. OTHER SYMBOLS YOU WILL HAVE TO KNOW ARE:

YOU :
CITY +
SWAMP =

RANK OF ARMS AND ARMAMENT
LEAST TO MOST EFFECTIVE

ARMS

SHIELDS
CROSSBOW
BROADSWORD
LONGBOW

ARMAMENT

JERKINS
CHAINMAIL
PLATE ARMOR

EACH MAN MAY HAVE MULTIPLE WEAPONS AND ARMAMENT I.E PLATE ARMOR OVER A JERKIN OR A LONGBOW AND A BROADSWORD. BUT WE WILL COUNT ONLY AS MANY WEAPONS IN EACH CATAGORY AS THERE ARE MEN TO USE THEM.

YOU WILL HAVE CHARACTERISTICS OF SPEED, TOUGHNESS AND CHARISMA THAT WILL CHANGE WITH EACH GAME. WHAT WORKS IN ONE GAME WILL NOT WORK IN OTHERS. EACH PERSONAL PARAMETER IS ALSO AFFECTED BY HOW MUCH YOU ARE CARRYING, HOW WELL YOU ARE ARMED AND OTHER FACTORS WE WILL LEAVE YOU TO FIGURE OUT.

LOADING QUEST

ENTER THE COMMAND "PCLEAR1" BEFORE ENTERING "CLOAD" OR YOU WILL HAVE AN OUT OF MEMORY ERROR. THAT WILL OCCUR TO ALL PLAYERS WHO ATTEMPT TO LOAD AND PLAY THE PROGRAM WITHOUT READING THESE DIRECTIONS. IF YOU ARE ONE OF THOSE - GOTCHA!!