

LOADING QUEST

YOU MUST FIRST TYPE POKE25,6:NEW <ENTER> BEFORE YOU 'CLOAD' QUEST OR AN 'OUT OF MEMORY' ERROR WILL OCCUR. QUEST USES NEARLY EVERY AVAILABLE BYTE ON A 16K MACHINE AND THE ABOVE LINE WILL CLEAR OUT EVEN THE LAST PAGE OF GRAPHICS SPACE. IT PAYS TO READ THE INSTRUCTIONS FIRST! WE RECOMMEND THIS PROCEDURE: PRESS PLAY ON YOUR RECORDER, THEN:

POKE25,6:NEW:AUDIO ON <ENTER>
CLOAD (ENTER)

SAVING THE GAME IN PROGRESS

QUEST CAN TAKE HOURS TO PLAY, SO YOU MAY WANT TO SAVE THE STATE OF THE GAME TO TAPE SO YOU CAN RESUME IT LATER. THE PROCEDURE IS AS FOLLOWS: YOU MUST HAVE THE 'WHAT NOW SIRE?' PROMPT ON THE SCREEN. PLACE A NEW TAPE IN THE RECORDER AND PRESS THE RECORD BUTTON. THEN PRESS THE SHIFT KEY AND THE ZERO KEY AT THE SAME TIME. THIS PUTS THE COMPUTER INTO LOWER CASE, A SAFETY PRECAUTION AGAINST ACCIDENTALLY ENTERING THE SAVE OR LOAD MODE. THEN TYPE S TO START THE SAVING PROCESS. IF YOU ENTERED 'AUDIO ON' BEFORE YOU 'CLOADED' QUEST, YOU WILL HEAR THE DATA BEING OUTPUT TO TAPE. WHEN THE RECORDER STOPS, PRESS S AGAIN TO MAKE ANOTHER COPY JUST IN CASE. IF YOU WISH TO RESUME PLAYING QUEST AT THIS POINT, YOU MUST ONCE AGAIN PRESS SHIFT ZERO TO GO BACK TO UPPER CASE.

LOADING A 'SAVED' GAME

LOAD QUEST IN THE NORMAL MANNER, BUT WHEN THE 'WHAT NOW SIRE?' PROMPT FIRST APPEARS PLACE THE DATA TAPE IN THE RECORDER AND PRESS PLAY. THEN PRESS SHIFT ZERO, THEN L TO ENTER THE LOAD MODE. ONCE AGAIN, IF YOU HAVE TURNED ON THE AUDIO, YOU SHOULD HEAR THE DATA BEING LOADED INTO QUEST. WHEN THE FILE HAS BEEN ENTERED, THE SCREEN WILL UPDATE TO SHOW THE MAP AS IT WAS WHEN YOU 'SAVED' IT. TO RESUME PLAY YOU MUST AGAIN PRESS SHIFT ZERO. QUEST WILL ACCEPT NORMAL COMMANDS IN UPPER CASE ONLY

IMPORTANT NOTE

TO SPEED UP THE FLOW OF THE GAME, QUEST USES THE 1.8 MHZ OPTION OF THE MOTOROLA SAM CHIP IN THE COLOR COMPUTER. SOME EARLY MODELS OF THE TRS-80 COLOR COMPUTER WILL NOT OPERATE PROPERLY AT THIS SPEED. IF YOU ENCOUNTER PROBLEMS WITH THIS (TYPICALLY THE COMPUTER WILL 'FREEZE UP' WHEN EXECUTING A 'SOUND' COMMAND), THE STATEMENT POKE 65495,0) MUST BE DELETED FROM LINES 1, 50 AND 51. THIS WILL ALLOW THE GAME TO BE PLAYED AT THE NORMAL SPEED OF .9 MHZ.

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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 A BIG ENOUGH ARMY AND BEG, 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 (MOUNTAINS, SWAMP 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 ENTER THESE PLACES, YOU CAN SEARCH FOR TREASURE. OF COURSE, SOME OF THEM WILL BE GUARDED AND YOU WILL HAVE TO FIGHT FOR THE GOLD!

YOU WILL ALSO RUN INTO BANDS OF PILGRIMS, WIZARDS, OGRES AND SOLDIERS. YOU MAY CHOOSE WHETHER TO FIGHT, RUN OR BE FRIENDLY. IF YOU'RE LIKEABLE ENOUGH, SOME MAY CHOOSE TO JOIN YOU, BRINGING ALONG SOME OF THEIR EQUIPMENT. IF YOU RUN, THEY MAY STILL CATCH YOU! THE OUTCOME OF A FIGHT WILL DEPEND ON MANY FACTORS: THE STRENGTH OF EACH SIDE, THE NUMBERS OF WARRIORS, THE 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 OFFER THE ENEMY A CHANCE TO GIVE UP BY OFFERING TERMS OF SURRENDER.

WHEN YOU REACH A CITY, YOU MAY GO TO THE MARKETPLACE AND BARGAIN WITH THE MERCHANT FOR ARMS AND SUPPLIES. YOU MAY 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 BARTER, 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 YOUR MEN, ARMS AND EQUIPMENT, YOU MAY BEGIN YOUR ASSAULT ON THE CITADEL OF MOORLOCK.

WHEN THE QUESTION 'WHAT NOW SIRE?' APPEARS, YOU HAVE THE CHOICE OF ENTERING A DIRECTION TO TRAVEL, SUCH AS NORTH OR EAST, OR A COMMAND SUCH AS 'INVENTORY', 'USE' OR 'MAP'. ONLY THE FIRST LETTER NEED BE PRESSED, AND YOU DO NOT NEED TO PRESS THE RETURN KEY.

A DIRECTION WILL MOVE YOU ONE DAY'S MARCH (ONE SPACE) IN THE DIRECTION SPECIFIED.

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

'USE' ALLOWS YOU TO USE THE ITEMS YOU ARE CARRYING

'MAP' WILL RECALL THE MAP FROM A GRAPHICS DISPLAY

IN GENERAL, WHENEVER A COMMAND OR ANSWER TO A QUESTION IS A LETTER, YOU DO 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 ENTERING NUMBERS, PRESS THE LEFT ARROW KEY (←) TO LET YOU START OVER.

WATCH THE BOTTOM LINE OF THE MAP CAREFULLY FOR QUESTIONS AND MESSAGES. BE CAREFUL NOT TO PRESS ANY KEYS TOO SOON, AS THE COMPUTER 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!

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

CASTLES, TOWERS, CAVES AND RUINS 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 =

DURING A FIGHT, THE VARIOUS FACTORS AFFECTING THE OUTCOME ARE DISPLAYED, ALONG WITH TWO FLASHING NUMBERS REPRESENTING LUCK. WHEN YOU FEEL THAT A GOOD NUMBER IS GOING TO COME UP, HIT THE SPACE BAR TO STOP THE DISPLAY AND CALCULATE THE RESULTS.

THE VARIOUS TYPES OF ARMS AND ARMOR HAVE DIFFERENT LEVELS OF OFFENSIVE AND DEFENSIVE CAPABILITIES AS FOLLOWS, FROM LEAST TO MOST EFFECTIVE:

ARMS- BROAD SWORDS, LONG BOWS, CROSSBOWS

ARMOR- SHIELDS, LEATHER JERKINS, CHAIN MAIL, PLATE ARMOR

EACH MAN MAY USE MORE THAN ONE TYPE OF ARMS OR ARMOR (IE- PLATE ARMOR OVER LEATHER JERKINS, OR A BROAD SWORD IN HIS BELT AND A LONG BOW ON HIS BACK), BUT ONLY AS MANY WEAPONS OF EACH TYPE AS THERE ARE MEN TO USE THEM WILL BE COUNTED IN A BATTLE!

YOUR CHARACTERISTICS OF STRENGTH, SPEED AND CHARISMA WILL BE DIFFERENT IN EACH GAME, SO WHAT WORKS IN ONE GAME MAY NOT WORK IN ANOTHER. USE CAUTION UNTIL YOU'RE FAMILIAR WITH YOUR NEW CHARACTER.