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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 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 OTHERS 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 HAGGLIN 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 NOT FOR SINCLAIR/TIMEX MACHINES)
'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 DELETE KEY TO LET YOU START OVER. ON TRS 80 COLOR COMPUTERS 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 THE 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. THE MOORLOCK'S CITADEL IS LOCATED AT THE BOTTOM RIGHT HAND SIDE OF THE SCREEN.

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 (I.E. - 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 GREAT CAUTION UNTIL YOU'RE FAMILIAR WITH YOUR NEW CHARACTER AND YOUR NEW SURROUNDINGS!!!!

LOADING INSTRUCTIONS:

TRS 80 COLOR - CASSETTE - TYPE 'LOADM', PRESS PLAY ON RECORDER AND THE PROGRAM WILL AUTORUN WHEN FINISHED LOADING.

COMMODORE VIC 20 - CASSETTE - PRESS 'SHIFT' & 'RUNSTOP' KEYS - COMPUTE PROMPTS WITH 'PUSH PLAY ON RECORDER'. GAME WILL APPEAR ON SCREEN WHEN LOADED.

COMMODORE 64 - CASSETTE - SAME AS VIC 20 EXCEPT WHEN PROGRAM NAME IS FOUND PRESS 'COMMODORE' KEY.

TI/99 - CASSETTE - TYPE 'OLD CBI' PRESS RETURN, COMPUTER WILL PROMPT WITH 'REWIND TAPE'. PRESS RETURN, COMPUTER WILL THEN PROMPT WITH PRESS PLAY BUTTON ON CASSETTE RECORDER AND PRESS RETURN AGAIN. WHEN 'READY' APPEARS - TYPE 'RUN' TO BEGIN.

SINCLAIR - TYPE (LOAD""), NO NAME IS NECESSARY. REMEMBER TO ADJUST VOLUME SETTINGS AS SINCLAIR IS VERY TOUCHY. SINCLAIR USERS DO NOT- REPEAT - DO NOT "RUN" AN ADVENTURE, AS IT WILL WIPE OUT THE VARIABLE TA AFTER LOADING THE PROGRAM, TYPE IN GOTO1.

TRS 80 COLOR AND CMD USERS FOLLOW MANUAL INSTRUCTIONS FOR DISK LOADING

