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DESCRIPTION

Sword Quest 1 is a fantasy role playing game based in a world of dragons,

knights, and magic. You will be able to

control your character's actions and

interact with the world around you.

The game is designed to be played on

any computer system that can run

MS-DOS 2.0 or higher.

Before you begin, you will need to

install the game on your hard drive.

QUEST 1

SWORD QUEST 1

THE SEARCH

INSTRUCTIONS

To run Sword Quest 1 go to the drive and directory containing all of the files received with Sword Quest 1 and type "QUEST1" at the DOS prompt.

Once the game has loaded a title screen will be displayed. Press any key to go on from the title screen. A menu with two choices will then be displayed.

Press 'C' to create a new character or 'R' to retrieve a previously saved game.

If you have never played the game or saved a character, you will need to press the 'C' key. If you wish to retrieve a character you have saved previously you would answer with the 'R' key and then, when asked, would type the name of the character you wished to retrieve.

Character Creation:

If you choose to create a new character you will be given a list of three characteristics of the character and asked if you wish to use them. The characteristics are random, and if you do not like them you can answer 'N' and

Version 3.0

FROM NGS Software

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DESCRIPTION

Sword Quest 1 is a fantasy roll-playing game based in a world of dragons, knights, and magic. The player controls a character who is the royal court jester in the land of Ferd. The land has become overrun with creatures controlled by the Evil Warlock. The King of Ferd has commissioned the character to seek out and destroy the Evil Warlock and free Ferd from his evil clutches. The game also supports any Adlib compatible sound card.

QUICK START

To run Sword Quest 1 go to the drive and directory containing all of the files and type "QUEST1V3" at the DOS prompt. If you have not played the game before, you will need to create a new character and game. e.g. C:\QUEST1 >QUEST1V3

INSTRUCTIONS

To run Sword Quest 1 go to the drive and directory containing all of the files received with Sword Quest 1 and type "QUEST1V3" at the DOS prompt. Once the game has loaded a title screen will be displayed. Press any key to go on from the title screen. A menu with two choices will then be displayed. Press 'C' to create a new character, or 'R' to retrieve a previously saved game. If you have never played the game or saved a character you will need to press the 'C' key. If you wish to retrieve a character you have saved previously you would answer with the 'R' key and then, when asked, would type the name of the character you wished to retrieve.

Character Creation:

If you choose to create a new character you will be given a list of three characteristics of the character and asked if you wish to use them. The characteristics are random, and if you do not like them you can answer N and the game will pick three new numbers at random for the characteristics. The best possible number for each trait is 18 and the worst is 9.

Strength: Number from 9 to 18 representing the character's strength in a fight

Skill: Number from 9 to 18 representing the character's skill in a fight

Dexterity: Number from 9 to 18 representing the character's dexterity in a fight

Once you have found a set of characteristics that you like answer the question with a Y. The game will then ask for the name you wish to give your character; this can be up to 8 characters in length. When you have chosen the name press ENTER and the game will load. If you wish to retrieve the character at a later date it would be a good idea to save the character once the game begins.

Retrieving a character and game:

Type N in response to the starting question

Type the name of the character you wish to retrieve the same way it was typed when the character was created, followed by the ENTER key.

In the game:

Once in the main part of the game you will find a number of "windows" on the screen: a view window showing what your character can see at the top right; a fight window that shows an enemy when in a fight at the bottom left; a small rectangular dialogue window that shows conversation and messages at the top left; a menu window that gives your options at any time in the middle far-left; and a status window that shows your vital statistics in the middle mid-left.

Movement:

Moving the character is accomplished by pressing the arrow key corresponding to the direction you wish to move the character. When the character is moved over a town, cave, stairway, or castle the game will ask if the character is to enter. To leave a town or castle just walk out and the game will ask if the character should leave.

View Window:

The view window is located at the top right of the screen. It displays the area around the character that the character can observe at any point in time. In caves this area is smaller due to the absence of light.

Fight Window:

The fight window is located at the bottom left of the screen. It shows the enemy that the character is fighting during a fight, otherwise it just shows a picture of the name of the game.

Dialogue Window:

The dialogue window is located at the top left side of the screen. It shows anything that another person in the game says to the character, any questions that the game has of a yes or no type, and it tells the events of a fight.

Menu Window

The menu window is located at the middle left of the screen. It gives the options you have at any time in the game, and the keys corresponding to those options. The menus are fairly self-explanatory, and no harm can come from experimenting. The only time in which the options cannot be found in the menu window are when a question is being asked of the player in the dialogue window (see above), in which case the user must answer that question. The game will automatically display either the normal or the fight menu depending on whether or not the character is in a fight; the item and magic menus will only be displayed if the user chooses to either use an item or cast a spell from either of the other two menus.

Normal Menu:

- S SOUND: Press the S key to toggle sound on and off
- C CAST SPELL: Press the C key to cast a spell that is at or under the character's level (will bring up the magic menu)
- U USE ITEM: Press the U key to use an item that the character has in possession (will bring up the item menu)
- A CHECK ARMS: Press the A key to check what armaments the character has at the moment.
- E EXAMINE: Press the E key to look for hidden items around the character
- L LOCATION: Press the L key to find the character's location in relation to the beginning castle.
- T TALK: Press the T key to talk to an other character in the game (Your character must be facing the other)
- O OPEN: Press the O key to open doors and chests.

V SAVE: Press the V key to save the character at the current position in the game.

Esc QUIT: Press the Esc key to quit the game

Fight menu:

S SOUND: Press the S key to toggle sound during a fight

U USE ITEM: Press the U key to use an item during a fight (will bring up the item menu)

C CAST SPELL: Press the C key to cast a spell during a fight (will bring up the magic menu)

F FIGHT: Press the F key to take a physical swing at the character's enemy in a fight

A CHECK ARMS: Press the A key to check what armaments the character has at the moment.

R RUN: Press the R key to attempt to run from a critter during a fight.

Magic menu:

A spell will only be shown if the character is of high enough level to cast it. The numbers that will be next to the options are the number of magic points that are required to cast the spell.

N NONE: Press the N key to cast no spell

H HEAL: Press the H key to heal the character (restore some hit points)

I INJURE: Press the I key to injure an enemy in a fight (decrease enemy's hit points)

C CURE: Press the C key to cure the character (restore all hit points)

K KILL: Press the K key to kill the character's enemy in one shot

R RETURN: Press the R key to magically return the character to the beginning castle

Item menu:

Items will only be shown if at least one is in the character's possession.

N NONE: Press the N key to use no item

H HEAL: Press the H key to heal the character with a potion (restore some hit points)

C CURE: Press the C key to have the character swallow a curing potion

W WINGS: Press the W key to use wings which cause the character to return to the beginning castle

P POISON: Press the P key to throw a poison potion at the characters enemy

Status Window:

The status window is located at the middle of the screen. It shows the vital statistics of the character being played. Items in the status window:

HitPoints: A number corresponding to the character's health

MagPoints: A number corresponding to the character's remaining magic energy

Experience: A number representing the characters fight experience

Gold: The amount of the character's gold (money)

Level: The character's level (based on experience)

Strength: The character's strength when healthy

Skill: The character's skill in combat when healthy

Dexterity: The character's dexterity when healthy

Dialogue Window:

The dialogue window is located at the top of the left side of the screen. It will display any questions that the program has, anything that an other character in the game says to you, and it will give you messages on what is happening during a fight.

Parts of the game:

Towns: Towns are represented by a picture that looks like a fort. When the character is moved over the picture the game will ask if the character should enter the town; answer this question with Y for yes or N for no.

Items store: sells items for the character to use

Armor store: sells weapons, armor, and shields

Inn: permits the character to sleep for a fee in a comfortable bed and thereby gain all possible hit points and magic points for the character's level.

Caves: Caves are represented by a picture that looks like a mountain with a hole in it. When the character is moved over the picture the game will ask if the character should enter the cave; answer this question with Y for yes or N for no. Caves often contain items of interest such as chests of gold which the character can open up to obtain wealth.

SWORD QUEST 2

TAIL OF THE TALISMAN

Version 1.1

FROM NGS Software

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DESCRIPTION

Sword Quest 2 is a fantasy roll-playing game based in a world of dragons, knights, and magic. The player controls a character who is whisked from his/her own world into another where he/she is charged with freeing the land from the clutches of an evil dragon king. The player selects what items the character will purchase and use during his/her quest. During the search the character will be challenged by many evil critters and confusing puzzles that only persistence and a good blade can conquer.

QUICK START

To run Sword Quest 2 go to the drive and directory containing all of the files and type "QUEST2" at the DOS prompt. If you have not played the game before, you will need to choose the "CREATE A NEW CHARACTER AND GAME" option. e.g. C:\QUEST2 >QUEST2

INSTRUCTIONS

To run Sword Quest 2 go to the drive and directory containing all of the files received with Sword Quest 2 and type "QUEST2" at the DOS prompt. Once the game has loaded a title screen will be displayed with the words "PRESS A KEY TO CONTINUE" flashing; at this point you should press a key. A menu will now be displayed:

CHOOSE AN OPTION

- C CREATE NEW CHARACTER AND GAME
- R RETRIEVE A CHARACTER AND GAME
- T THE STORY
- S SEE THE CREDITS FOR THIS GAME
- O SOUND SETUP

For the first time the game is played you should choose the "T...THE STORY" option by pressing the T key and read the background story of the game. When you are finished reading you will again find yourself at the opening menu. All of the other options, with the exception of CREATE and RETRIEVE, work this way, so have no fear.

Creating a new character and game:

Press the C key at the opening menu

Type the name you wish to have for your character (No spaces or symbols, and up to 8 characters in length) Choose which attribute of the character to edit by pressing the letter corresponding to the attribute, then edit the attribute by pressing the + key to increase or the -key to decrease.

- Strength: Number from 5 to 18 representing the character's strength in a fight
- Skill: Number from 5 to 18 representing the character's skill in a fight
- Dexterity: Number from 5 to 18 representing the character's dexterity in a fight
- Gold: Amount of money the character will start with

Press ENTER when finished with each trait.

When you are done editing the character press ENTER once more and the game will begin.

Retrieving a character and game:

Press the R key at the opening menu

Type the name of the character you wish to retrieve the same way it was typed when the character was created, followed by the ENTER key.

Sound setup for the game:

This option allows you to use the PC-speaker for music if you have an ADLIB compatible sound card, and to enter the game with the sound off. Press the O key at the opening menu. Press either Y for yes or N for no at the two questions you will be asked. If you wish, you can press O again from the opening menu to change your choices.

In the game:

Once in the main part of the game you will find a number of "windows" on the screen: a view window showing what your character can see at the top left; a fight window that shows an enemy when in a fight at the top right; a small rectangular dialogue window that shows conversation and messages at the middle right; a menu window that gives your options at any time in the lower left; a status window that shows your vital statistics in the mid bottom; and an item window in the lower right that shows your characters armor, weapon, shield, and other items.

Movement:

Moving the character is accomplished by pressing the arrow key corresponding to the direction you wish to move the character. When the character is moved over a town, cave, door, stairway, or temple the game will ask if the character is to enter. To leave a town just walk out of the town and the game will ask if the character should leave the town.

View Window:

The view window is located at the top left of the screen. It displays the area around the character that the character can observe at any point in time. In caves this area is smaller due to the absence of light (though it can be increased by use of magic or a torch).

Fight Window:

The fight window is located at the top right of the screen. It shows the enemy that the character is fighting during a fight, otherwise it just shows a picture of the name of the game.

Dialogue Window:

The dialogue window is located at the middle of the right side of the screen. It shows anything that another person in the game says to the character, any questions that the game has of a yes or no type, and shows the events of a fight.

Menu Window:

The menu window is located at the lower left of the screen. It gives the options you have at any time in the game, and the keys corresponding to those options. The menus are fairly self-explanatory, and no harm can come from experimenting. The only time in which the options cannot be found in the menu window are when a question is being asked of the player in the dialogue window (see above), in which case the user must answer that question. The game will automatically display either the normal or the fight menu depending on whether the character is in a fight; the item and magic menus will only be displayed if the user chooses to either use an item or cast a spell from either of the other two menus.

Normal menu:

S SOUND	Press the S key to toggle sound on and off
T TALK	Press the T key to talk to another character in the game (Your character must be facing the other)
L LOOK	Press the L key to look for hidden items around the character
U USE ITEM	Press the U key to use an item that the character has in possession (will bring up the item menu)
C CAST SPELL	Press the C key to cast a spell that is at or under the character's level (will bring up the magic menu)
M CAMP	Press the M key to have the character camp for the night (regains some hit points and magic points)
V SAVE	Press the V key to save the character at the current position in the game.
R RETRIEVE	Press the R key to retrieve a character that has previously been saved, then type the characters name
Esc QUIT	Press the Esc key to quit the game

Fight menu:

S SOUND	Press the S key to toggle sound during a fight
U USE ITEM	Press the U key to use an item during a fight (will bring up the item menu)
C CAST SPELL	Press the C key to cast a spell during a fight (will bring up the magic menu)
F FIGHT	Press the F key to take a physical swing at the character's enemy in a fight
R RUN	Press the R key to attempt to run from a critter during a fight.

Magic menu:

A spell will only be shown if the character is of high enough level to cast it and has possession of a spell book. The numbers that will be next to the options are the number of magic points that are required to cast the spell. Spells sometimes malfunction, do nothing, or miss their target.

N NONE	Press the N key to cast no spell
H HEAL	Press the H key to heal the character (restore some hit points)
I INJURE	Press the I key to injure an enemy in a fight (decrease enemy's hit points)
S SHIELD	Press the S key to increase the character's defensive rating
L LIGHT	Press the L key to illuminate a cave system

G LIGHTNING	Press the G key to cause lightning to hit the character's enemy in a fight
U UNLOCK	Press the U key to unlock most locked doors (Ones the character can not walk through)
F FLY	Press the F key to levitate to cross barriers (water, mountains...)
P SLEEP	Press the P key to cause the character's enemy to fall asleep during a fight
Z FREEZE	Press the Z key to freeze the character's enemy during a fight
A ACID	Press the A key to cause the character's enemy to be drenched in acid
K. KILL	Press the K key to kill the character's enemy in one shot

Item menu:

Items will only be shown if at least one is in the character's possession.

N NONE	Press the N key to use no item
W WINGS	Press the W key to use wings which cause the character to fly for a while over obstacles (water, mountains...)
F FIRE.JAR	Press the F key to throw a fire jar at an enemy during a fight. (The jar douses the enemy with flames)
C CURE.PO.	Press the C key to have the character swallow a curing potion (Raises hit points to the maximum according to level)
D DARTS	Press the D key to throw a pouch of magic darts at an enemy
T TORCH	Press the T key to light a torch to illuminate a cave or temple
M COMPASS	Press the M key, followed by the name of a town and the compass will tell how far, and in what direction, the named town is from the character.

Status Window:

The status window is located at the middle of the bottom of the screen. It shows the vital statistics of the character being played.

Items in the status window:

Food	Amount of food that the character has remaining; No food causes loss of hit points
HitPoints	A number corresponding to the character's health

MagPoints	A number corresponding to the character's remaining magic energy
Experience	A number representing the characters fight experience
Gold	The amount of the character's gold (money)
Level	The character's level (based on experience)
Strength	The character's strength when healthy
Skill	The character's skill in combat when healthy
Dexterity	The character's dexterity when healthy

Dialogue Window:

The dialogue window is located at the middle of the right side of the screen. It will display any questions that the program has, anything that an other character in the game says to you, and it will give you messages on what is happening during a fight.

Item Window:

Item Window	The Item window will show the items that the character being played has obtained, including weapon, armor, shield, potions, and other items of use.
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Weapon:

Weapon	can be bought at a sword store in a village; increases the characters attack advantage. The greater the expense the better the weapon.
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Armor:

Armor	can be bought at a sword store in a village; increases the defensive abilities of the character. The greater the cost the better the armor.
Shield:	can be bought at a sword store in a village; increases the defensive abilities of the character. The greater the expense the better the shield.
Other items:	Other items can be bought at a magic store in a village or found at other locations in the game.

Parts of the game:

- Towns:** Towns are represented by a picture that looks like a few small houses. When the character is moved over the picture the game will ask if the character should enter the town; answer this question with Y for yes or N for no. Once in the town the character can enter many buildings by moving over the doorway.
- Magic store** sells items for the character to use
- Sword store** sells weapons, armor, and shields
- Inn** permits the character to sleep for a fee in a comfortable bed and thereby gain all possible hit points and magic points for the character's level.
- Pub** sells food to the character
- Other buildings** mainly private residences.
- Caves:** Caves are represented by a picture that looks like a mountain with a hole in it. When the character is moved over the picture the game will ask if the character should enter the cave; answer this question with Y for yes or N for no. Once in the cave the character will probably want to light a torch or cast LIGHT in order to see.

Caves often contain items of interest such as piles of gems and chests of gold which the character can pick up to obtain wealth.

- Temples:** Temples are represented by a picture that looks like a pyramid. When the character is moved over the picture the game will ask if the character should enter the temple; answer this question with Y for yes or N for no. Once in the temple the character will probably want to light a torch or cast LIGHT in order to see.

Be cautious when you exit a temple, though, the character's location may be much removed from where you would expect.