The QUEST™

APPLE

Loading the Game

Apple and Macintosh Versions. Place the disk in the drive and turn on the computer. With the Macintosh be sure to shut off the computer for a few moments before booting the Quest. Failure to do so may damage the disk.

Atari Version. Turn on the disk drive. When the motor stops and the "busy" light goes off, place the disk in the drive and turn on the computer, holding down the option key.

Commodore 64 Version. Turn on the disk drive. When the motor stops, insert the disk with Side 1 facing up and turn on the computer. To begin, type LOAD"*",8,1.

IBM PC/PCjr Version.

1 - Drive. Put DOS 2.0 or DOS 2.1 disk in the drive, turn on the drive. Hit RETURN several times (until cursor alone appears). Type in all caps B"SETUP. Hit RETURN. (You will swap disks approximately 5 times.) The prompt for drive A will always be the DOS disk and drive B will always be the Quest disk. After the swaps, the computer will prompt to insert Quest in drive A. Shut off the computer. Insert the Quest disk . (if you are prompted for BASIC, insert BASIC, and at the next prompt put in the Quest). This should be the only time you have to go through this process. In the future, boot the Quest disk by itself.

2 - Drives. Boot a DOS 2.0 or DOS 2.1 disk. Put the Quest disk in drive B Type "B:"SETUP". Hit Return. The game will begin shortly, and in the future, you can boot the Quest disk itself.

Saving The Game

Apple Version. You will need an initialized DOS 3.3 disk. Type SAVE when you are ready to take a break. The game will prompt for a name. Type in a name. You are then asked to put in the "save game" disk into the drive. Once the game has been saved, you can resume where you left off, or turn off the computer. To start up again, boot the game disk, and when you are prompted for a command, simply type RESTORE. You will be asked for the name the game was saved under. Type that in and put the saved game disk into the drive. Once the saved game information has been read by the computer, you will be ready to begin where you left off.

Atari, Commodore 64, and IBM PC/PCjr Versions. They will be saved onto Side 1 of your disk. When you are ready to save a game, type SAVE and the game will prompt for a slot number. Type in a slot number from 1 to 6, or 1 to 3 in the IBM version. If you are using a Commodore or Atari, then you will be asked if you are sure. Type in a "Y" if you are and "N" if you are not. (If you change your mind and do not want to save a game, the ESC key on the Atari or the left arrow key on the Commodore 64 will continue.) Once the game has been saved, you can resume where you left off or turn off the computer. To start up again, boot the game disk, and when you are prompted for a command, simply type RESTORE. You will be asked for a slot number the game was saved in. If you are using Commodore 64 or Atari, make sure Side 1 is facing up and type in that number. Once the game information has been read by the computer, you will be ready to begin where you left off.

Macintosh Version. Move the mouse pointer to the word "Options" at the upper left, and press the button. A pull-down menu scroll shall appear. Move the pointer to the words "Save game", release the button. Upon choosing to save a game, you will be presented with more choices. You can save up to three different games, and choose which game you want to save, or cancel. Move the pointer to your choice, and press the button. To start up again, boot the game disk and when you are prompted for a command, use the "Restore game" option from the Options scroll. It works in a similar function to the Save option, and will resume your Quest where left off.

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The QUEST
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Atari and Commodore 64 versions by Jeffrey A. Jay
IBM PC/PCjr version by David Shapiro
Macintosh version by Ed Loewenstein

Before embarking on your career as an advisor to King Galt of Balema, there are a few things you should know. You will be traveling in the company of the King's Champion, Gorn. Gorn is a fighter, not a thinker, and that is why you are with him. However, he is a good deal larger than you, and somewhat stubborn in nature. It is fruitless to argue with him when he has made up his mind. The trick is to advise and manipulate him.

The kingdom through which you shall be traveling is not only fraught with peril, it is also relatively dry. You should keep track of your water supply and find places to refresh it. Remember, water is the source of life. Your lantern does not burn forever. If you are careless and your fuel supply dwindles, you must locate a fresh supply.

The Return key will toggle between the graphics screen and a text screen. The top of the text screen will show possible exits as well as visible objects. When moving through terrain that has already been traveled, you can move more quickly in the text mode than in the graphics mode. While a map is available in Balema, it is advisable to make your own. The various roads, paths, and tunnels can be quite confusing if you do not have a map to refer to from time to time.

Certain commands can be abbreviated. These are the direction commands: N,E,S,W,U,D. Some other commands are: Inventory, Look, and Flee Screaming Hysterically (which doesn't accomplish anything but seems appropriate when meeting up with some of the local fauna).

The Quest will accept multiple sentence commands, i.e. you can say "Get the sword and slay the dragon" and the game will obey your command. Such multiple commands must be separated by a comma, a period, the word "and" or the word "then".