

THE CRYSTAL CHALICE OF QUOROM

An Adventure
by
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LOADING THE CASSETTE

1. Place the cassette in the tape deck.
2. Make sure the cassette is fully rewound.
3. Type CLOAD and press ENTER.
4. Press the PLAY button on the tape deck. The S ("search") symbol should appear on the screen while the tape runs, until the F ("found") symbol and the program name appear. The program will then load.
5. When the program has finished loading, the screen display will print OK. Type RUN and press ENTER.
6. If you have any difficulty loading the program, check that the read/write head of your tape deck is clean. You may also find that running the tape through on "fast-forward", followed by a complete rewind tightens up the tape to correct slackness (which can prevent loading.)

In the event that you are unable to load the program, return the cassette with a covering letter to:

DUNGEON SOFTWARE
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Derbyshire. DE6 1AQ.

INTRODUCTION

Peace and prosperity reigned in the Kingdom of Quorom since the years of Far Beyond. The Dark Forces of Klartz were held at bay by the power of the Crystal Chalice, which was kept in safety in the King's Palace. It radiated warmth and light throughout Quorom, bringing joy and tranquility to all.

This was the rosy state of the Kingdom, until at last a junior White Wizard, on guard at the fringes of the Kingdom, took time to dally with a milkmaid and, by his inattention, allowed the Dark Forces to penetrate the frontier. They slithered through the defences, across the Meadowplain and into the Palace. The Crystal Chalice was shattered and its fragments scattered to the four corners of the Kingdom. Since that dreadful day, darkness has reigned supreme, with a thorn-spiked Tanglewood replacing the lush meadows and a black, brooding castle raised on Dragon Mountain to overlook the plagues and misery sweeping through the Kingdom.

As an Apprentice Adventurer of the Second Order, you have been chosen to quest for the lost fragments of the Chalice and, through death and danger, to return them to the Palace. Then (and only then) will peace and light return to the stricken Kingdom!

PLAYING THE GAME

Your journey will take you through Quorom, but also into The Klarz, the home of the Dark Forces. You will meet many enemies, spawned by the presence of evil, and perhaps even the awful fearfulness of Klarz himself. Look out for weapons or any other object which could assist you to survive and remember that, while some foes may be laid low by brute force and cold steel, others must be overcome by stealth or cunning.

Should you stumble in your quest and find yourself overcome by the awesome power of the Dark Forces, I, the Dragon, will assist you and bring both your body and spirit back to the Palace to set out afresh. Your possessions, alas, will be left behind and beware of relying on my powers too freely. Even Dragons can only rescue Second Order Adventurers just so many times!

Use the following commands to travel in your quest:

N - Go North	S - Go South
E - Go East	W - Go West
NE - Go North-East	
NW - Go North-West	
SE - Go South-East	
SW - Go South-West	
U - Go up	D - Go down
I - Go in	O Go out

Four useful commands are:

TAKE - followed by the name of an object (to pick it up)

DROP - followed by the name of an object (to put it down)

LOOK - for a full description of your surroundings

INVEN for an inventory of the objects which you are carrying

There are many, many more commands and words understood by the Dragon, which could assist you in your journey through mystery and danger. Keep your eyes open and your wits sharp and, above all, look out for clues and portents.

May the Dragon protect you in your search!