GrailQuest™

Adventure in the Age of King Arthur

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Macintosh version

About GrailQuest...

In **GrailQuest**™ you portray **Perceval**, a young knight of the Round Table. Perceval has arrived at Camelot, the mythic capital of **King Arthur's** realm, only to find the King strangely troubled. His kingdom, it seems, is in disarray. The great victories of the past that unified England are now largely forgotten. The **Saxon** invaders have returned and won back much of their former land. Strongholds that once enforced Arthur's borders have fallen into disrepair - or worse, now guard Arthur's enemies. **Merlin**, the King's trusted advisor for so many years, has disappeared after seemingly falling in love with a young **enchantress**. A strange malaise has fallen on the Round Table. The knights who helped Arthur build an empire to rival ancient Rome now spend their days in Court intrigue and their nights besotted with wine and their mistresses.

Then, as Merlin foretold, Arthur received a vision. "In the days of your decline," Merlin had said, "You shall see a vision of the **Holy Grail**. It shall become the focus of a great Quest. All your knights shall seek it, and in seeking it, shall find themselves. And he that finds the Grail shall become the greatest and noblest of knights. And in finding the Grail, he shall restore the realm to its former grandeur and the Waste Land shall flower once again, and the maimed King shall be healed."

And so it was. As Arthur slept one night in the depths of dispair, the vision came to him. The next morning, he proclaimed the Grail Quest as the duty and honor of each knight of the Table Round, and, inspired as they had not been since the days of Arthur's youth, they rode forth from Camelot in great numbers.

It is at this very moment that Perceval arrives at Camelot. Seeing at once the great potential in the young man, Arthur grants Perceval his lifelong wish - to be a Knight of the Round Table. And as Arthur's man, Perceval must now join the Quest for the Grail, though he has yet to learn the Code of Chivalry by which all true Knights must live their lives.

Here's where you come in. You direct the actions of Perceval as he explores the castle of Camelot and the vast lands surrounding it. With Perceval, you will learn the true meaning of Knighthood. You will explore the strange and magical realm that has inspired writers and artists for over 900 years. And by using your imagination and wits, you will cross the Waste Land, solve the secrets of the Chapel Perilous, and enter the Grail Castle. Perhaps you will be the one to achieve the Grail and bring peace and glory once again to Arthur's Realm.

System Requirements:

Macintosh with a minimum of 512K RAM.
At least one 800K disk drive, or a hard disk.

GrailQuest™ is so large that we could not include the Macintosh system files or all the digitized sound files on the 800K game disk (Disk 2). These files reside onDdisk #1, which is a single-sided (400K) disk. Launching **GrailQuest**™ is therefore a little different than launching other Macintosh software.

☞   If you have a single-drive system:

Insert Disk 1 into the internal drive and boot your system. When the desktop appears, eject Disk 1 and insert Disk 2. Double-click on the **GrailQuest**™ icon. You will be asked to swap disks several times as the game is launched, and during the course of the game.

☞   To avoid excessive disk-swaps:

Since the only game files contained on Disk 1 are additional sounds which are not absolutely necessary to play the game, you can skip these sounds if you wish and thereby avoid swapping disks once the game begins. To skip these sound files, simply change the name of Disk 1 to anything other than "GQ I". You will still have to swap disks during the launching of the program, but once you are into the game, you will not have to insert Disk 1 again until you quit.

☞   If you have an external drive (either 400K or 800K):

Boot your system with Disk 1 in either drive (use the external drive if it is a 400K drive). Insert Disk 2 in the other drive and double-click the **GrailQuest**™ icon.

☞   If you have a hard drive:

Copy the two disks to a folder on your hard drive. Note that running from a hard drive will greatly limit the amount of sounds in the program. Sorry...

GrailQuest™ will take several minutes to launch. As a saved game launches much faster, we recommend you save your game frequently. When you start a new play session, double-click a saved game icon instead of the **GrailQuest**™ icon.

Commands

File Menu:

New: Starts a new game.

Open: Displays a selection dialog box for opening a previously saved game.

Close: Closes the current game. You can also close the current game by clicking the mouse in the "go-away" box in the active window. If the current game has not been saved, you will be asked if you want to save it before closing.

Revert: Reverts the game to the most recently saved position.

Quit: Closes the current game and returns you to the desktop. If the current game has not been saved, you will be asked if you want to save it before closing.

Edit Menu:

This menu if for use with desk accessories only.

Commands Menu:

This menu contains commands used frequently in the game.

North, South, East, West, Up, and Down: Used to move about the world of **GrailQuest**.

Look: Repeats the general description of your surroundings that displays when you first enter a new location.

Rest: Resting can help cure physical and spiritual wounds.

Status: Displays your physical and spiritual health and the status of any armor and/or weapons you are carrying.

Physical condition can decline if you take *physical damage* in combat.

Spiritual condition can decline if you take *magical damage* in combat.

Inventory: Displays what you are carrying in your pack.

Search: Provides a closer inspection of your surroundings.

Open and Close: Opens or closes items such as trunks, chests, doors.

Weapons Menu:

This menu shows all your available weaons, both normal and magical. If you are in combat, use this menu to select you weapon for each blow.

Keyboard

You can use the keyboard to enter any of the commands in the menus, and many others. To speak to a character in the game, or to say something out loud, enter "say" or "speak" followed by what you want to say. To ask a character a question, enter "ask" followed by your question.

Example:
You are in a room with King Arthur.

>ask where is the Grail?

King Arthur says, "It's in the moat."

To examine an object in greater detail, you can use "search" or "examine" followed by te object name. "Examine door" will give you a description of the door (this is different than entering "Search" by itself, which indicates a careful look at your entire surroundings).

Example:
You are in a narrow hallway.

>search

The hall is long and narrow. A large oak door is to the North.

>examine door

The door is about 8 feet tall with silver hinges.

To get an item, type "get" or "take" and the item name. To drop an item, enter "drop" and the item name ("get" sword"; "drop knife")

Interactive Graphics

You can also acquire items by clicking the mouse on them when they appear in the graphics window.

Combat

During the course of the game, you will meet a variety of characters. Some are friends, others are strangers in need of help from a chivalrous knight, still others are enemies bent on your destruction. When confronted by a hostile character, you may fight or flee. To fight, use the Weapons Menu as described previously. To flee, use one of the directional commands.

There is another option: making an offer. You may be able to placate a hostile character by offering him or her one of your items. Enter "offer" followed by the item name to make an offer ("offer ring").

Characters, too, may make offers if they think it is to their advantage. Enter "accept" to agree to an offer.

Hints

GrailQuest is designed so that the thorough and thoughtful player can win the game without resorting to outside hints. There are clues within the game for solving most puzzles. However, if you find yourself getting stuck, read the hints at the end of this booklet.

Tips on playing GrailQuest...

☞ Upon entering a new location, use the **Look** command to examine everything there.

☞ **Get** any items you find. You never know what may come in handy later.

☞ Check your **Status** frequently. Your **Physical Health** and **Magic Resistance** indicate if you've taken damage during a fight. Your **Spiritual Strength** represents your moral progress towards being a True Knight. As you accomplish chivalrous deeds, your Spiritual Strength increases.

☞ **Rest** to heal Physical and Magical damage.

☞ Whenever you are in a scene with a character, be sure to **ask** questions.

☞ If you encounter an **enemy** who seems impossible to defeat, you may need a special **item** to provide protection or with which to deliver a killing blow. Use your imagination to develop a unique strategy. Perhaps if you **offer** one of your items...

☞ You can offer items to both friendly and hostile characters. Friends and strangers will always let you know if they want something in particular. Enemies may be placated by your offer and withdraw.

☞ Hostile characters may make offers to you, if they think it is to their advantage.

☞ Keep a notepad and pencil handy. Write down any **clues** you find. For virtually every puzzle, there is a clue ...somewhere!

☞ Make a map of your progress through the game. Note the names of each location and where each exit leads.

☞ If you're stuck, look at your **inventory**. Think about how each item might be used. Check your notes to see if you've encountered a clue somewhere. If you can't find the solution, skip on to another part of the game - maybe you'll find something there to help you. When all else fails, turn to the **Hints Section** of this manual.

☞ **Save** your game frequently.

Some thoughts on Game Design...

We believe people buy computer games for one reason: **To have fun!** We have designed **GrailQuest™** to be challenging, charming, entertaining, a little bit educational, and above all - fun. And fun, to us, is not dying every 5 minutes, nor hitting one "bottleneck" after another. So, even though there are occasional dangerous situations in which Perceval can die, they are logical and clearly indicated by the storyline. You won't die by walking through a door which **WE** arbitrarily decided you shouldn't. And while there is a bottleneck at the very beginning of the game, once you leave Camelot you will find a vast world to explore (the only reason we have the bottleneck is to make sure you have several vital items you'll need later in the game).

Our bias, admittedly, is **story**. We have tried as much as possible to create a story that unfolds coherently and reasonably, and yet which is completely determined by **your actions.**

Further, while we include hints in this manual, **GrailQuest™** is designed to be played without them. Each puzzle may be solved by using information found in the game itself. Should you get stuck, however, you can always turn to the **Hint Section** to avoid excessive frustration. We've put a lot of work into **GrailQuest™**. We want you to enjoy all of it!

Some things to do in Camelot...

The following is a walk-through of the first few locations in **GrailQuest™**. It demonstrates the Control Panel and how to use it to direct Perceval's actions. This section is designed for *beginning* adventure gamers.

☞ The walk-through contains answers to some game puzzles and hints that experienced game players may not want to see. Read this section only if you need help getting started.

1. Answer the King: Select "Yes" from the Control Panel.

2. Check your Inventory: Select "Items." You'll notice that you start the game with a copper coin.

3. Check your Status: Select "Status." You will see that you are at full strength physically and that your magic resistance is high. Your spiritual status, however, is a bit low. This is something you'll have a chance to improve as your adventure progresses.

4. Look at the Round Table: Select "Look" then "Round Table"

5. Walk West: Select "Walk." Then select "West." You are now in the Hall.

6. **Walk South:** Perceval is now in the castle armory.

7. **Get Armor, Helmet, and Mace:** Select "Get." Select "Armor." Repeat for helmet and mace. Perceval is now a proper knight, wearing plate mail and bearing a formidable weapon. **Look** at each item.

8. **Walk North:** Perceval is back in the Hall.

9. **Walk West:** You are now in the Courtyard. There is a horse here! **Look** at the horse. Try to **Mount** it. Don't worry! It'll be back.

10. **Walk Down:** The Kitchen. **Look** at each item in the room. Perceval will find a lump of sugar in the bowl. **Get** the sugar.

11. **Open the Oven:** Select "Open." Select "Oven." **Get** the loaf of bread.

12. **Walk Up:** The Courtyard. The horse has returned! Horses like sugar, don't they?

13. **Offer Sugar to Horse:** Select "Talk." Select "Offer." Select "Sugar." Select "Horse." You've made a friend!

14. **Save Game:** Press ESCAPE. Select "Save." Select "1." Name the game "courtyard." Select "Yes."

15. **Mount:** Oops! Oh, well. **Load** your game and wander around some more. Maybe you'll find a saddle somewhere...

Historical and Literary Background...

The historical Arthur probably lived in Southwest England during the 5th or 6th century. He was not a king at all, but a Roman battle leader (*dux bellorum*) who won several decisive victories over the Saxons, including the battle of Badon Hill. These battles are mentioned by several contemporary historians such as the Venerable Bede.

The legendary Arthur occurs in literally hundreds of sources, from the Welsh Triads, to Scottish folk tales, to French romances, to medieval English authors like Geoffrey of Monmouth and Sir Thomas Malory.

We have drawn heavily from Geoffrey, Marie de France, and Malory for the adventures in **GrailQuest™**. The anachronistic world where the Tower of London coexists with Camelot is right out of Le Morte D'Arthur. The Chapel Perilous, the Sword Bridge, the cursed Knight and his riddle - indeed virtually all game situations and characters - have their antecedents in Arthurian literature.

According to legend, the Holy Grail was the cup used by Christ at the Last Supper. It was brought to England in the first century A.D. by Joseph of Arimathea. There he hid it in the Grail Castle where only a "worthy, parfit knyght" might find it. Perceval was one of three knights to achieve the Grail, and the only one to be crowned King of the Grail Castle.

Hints...

☞ **WARNING!** The following section contains the solutions to the puzzles in GrailQuest™. Continue reading *only* if you are stuck and want the answer to a specific puzzle!

The following section contains a list of questions you may ask yourself during the course of playing GrailQuest™. The answer appears immediately below the question, printed upside down in a harder to read gothic style text!

How do I get out of Camelot?

Ride West.
Get the sugar from the bowl in the Kitchen. Get the padding from the Library. Offer the sugar to the horse. Put the padding on the horse. Mount.

How do I defeat the Saxon?

Offer him the saber or the mace.

What do I give the Hermit?

Offer him the bread from the oven in the Kitchen.

How do I keep my horse from being stolen?

Defeat the Highwayman in the forest west of Glastonbury. Get the silver coin. Give the coin to the blacksmith in the stables.

How do I increase my Spiritual Strength?

Pray at St. Joseph's, Salisbury, Canterbury, Westminster, the White Chapel and the Chapel Perilous. Give the copper coin to the Pilgrim in South London. Give the Hermit north of the Severn River something to eat. Return the Relic to Canterbury. Refuse the Damsel's offer of marriage.

Is there more than one coin in the game?

Yes. There is a gold coin in the ruins atop Badon Hill. Look in the shadows. After defeating the Saxon, the highwayman in the Forest of Glastonbury has a silver coin.

What do I give Geoffrey?

The gold coin.

What do I give the Scholar?

You can give him the gold coin, if you wish, but you don't have to. This information isn't vital to winning the game.

What does Guenever want?

The medallion from Lancelot. Lancelot should give it to you.

Where is Solomon's Sword?

In the White Chapel, east of the Dreary Forest.

How do I get the Shield?

Your Spiritual Strength must be about 50%.

Where is Sir Lancelot?

In the barrow, south of the North Riding.

What is the answer to the Evil Knight's riddle?

Walk to the Hag in the Dreary forest. Look at the path to find her.

How do I defeat the Evil Knight?

Get the Shield, Sword, and Cross. Attack the Knight with the sword. Raise the cross after being hit thrice. Repeat until you win.

Where is Merlin?

In the Glass Tower. Like Geoffrey, rest in the Clearing west of Briar Wood.

How do I kill the Snake?

Either say "Patrick," or attack with the Cudgel you find in the East Cell of the dungeon in Tintagel.

How do I defeat the Dark Sorcerer?

Get the amulet from Cabot in the prison of Tintagel. Use the dagger forged by Guenever (it's the only weapon you possess "not made by the hand of man.")

How do I cross the Waste Land?

Break the mirror in the High Chamber. Read the parchment. "Two, then one" means three north, once west from the first Waste Land location.

How do I enter the Glass Tower?

Use the talisman given to you by Viviane.

Where is the Relic of St. Thomas?

The Sorcerer used a magic spell to make them disappear. Reverse the spell you read in Viviane's book, using the flint to light the candles. Light the candles, blue, red, green. Then extinguish them red, blue, and green.

Where is Viviane, the Lady of the Lake?

Look at lake Tal-y-llyn. Walk north.

What should I ask Merlin?

He is "long in lore of magic." Ask him about magic.

Do I have to marry the old Hag?

Yes. You'll find her in the chapel in Camelot.

How can I sit in the Siege Perilous?

Your Spiritual Strength must be about 80%.

How do I get out of the Cavern?

Open the Slab.

How do I enter the Chapel Perilous?

Your Spiritual Strength must be about 90%.

How do I get to the Castle on the island in Clear Lake?

Rest in the Chapel Perilous. The Ship of Faith will then take you to the island.

How do I defeat the Demon?

Don't fight back. Just keep resting as he strikes you. "Very bones will harm no one - spill no blood there."

Why won't the boat carry me?

Drop your armor, helmet, and shield first.

How do I cross the Sword Bridge?

Use the Brooch that Lancelot gave you.

How do I use Solomon's Sword?

Use it to bring Lancelot back to life.

Where is the Holy Spear?

Either "Pendragon." Open the slab. Under the Giant's Dance. Place the blue stone on the altar stone. Say

How do I defeat Death?

On your wedding night, let your wife choose when she will be fair. Move the chess piece she tells you.

Why can't I get the Grail?

You forgot to pray in the Chapel Perilous.

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