Panasonic

Instructions

Medieval Quest

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JR–TU65

Personal
Computer
32K
TAPE

Instant Software

Medieval
Quest

Introduction

Welcome to the chilly castles of Olde Normandie, where torture racks and poisoned arrows are not unheard of instruments for dealing with uncooperative guests. Your noble friend, Sir Hedric, is about to lose his betrothed to the Black Knight. Since he refuses to do so graciously, he has been imprisoned in the Black Knight's dungeon.

An expert in the practice of medieval torture, the Knight has made certain that your friend will not escape alive. . . But Sir Hedric must escape and get to the palace in time to stop the wedding—or die in the attempt.

You must guide him past killer guards, down dimly–lit spiral staircases, through locked gates, across dangerous drawbridges, past troops of trolls. . . You formulate the strategy. You make the decisions. Sir Hedric's life depends on you. Will you take on the adventure and find a way to escape the perilous dungeon?

Loading Instructions

1. Insert the cassette in the program recorder and rewind it to the beginning. If you are using a Panasonic program recorder, be sure to use the high speed 2400-baud recording on side B of the tape. If you are using another standard recorder, use the 600-baud recording on side A.
2. Insert the white, black, and red plugs into the CMT OUT, REMOTE, and CMT IN outlets (in that order) on your Panasonic program recorder (model RQ-8300). If you are using another model the outlets may be labeled differently (EAR, REM, and MIC are commonly used.) Insert the large black plug at the other end of the cord in the outlet labeled TAPE RECORDER on the back of your Panasonic keyboard.

3. Set the volume level of your program recorder to approximately three-quarters of full volume (8 to 10). Set tone to HIGH, if applicable.
4. Hold down <CTRL> and press <R>. Then type "pan" (be sure to include the quotes), and press <RETURN> on your keyboard. Follow the prompt to press PLAY on your program recorder.
5. The program will now begin to load. Characters will flash in the upper right corner of the screen as they are read into the computer's memory.
6. The title page will automatically appear on-screen when the program is completely loaded. Once the program has loaded be sure to press STOP on your program recorder to avoid damaging the equipment.
7. If you encounter loading problems, TAPE READ ERROR will appear on the screen. Adjust your program recorder volume level and repeat the loading procedure.
8. If you continue to have difficulty loading, clean the heads of your program recorder, or try loading the other side of your tape.

How to Play

Once the program is loaded, a description of where Sir Hedric is will appear at the top of the screen. Then Sir Hedric will prompt you to tell him what to do. To instruct him, you may type up to 20 letters, limited to two words, and press <RETURN>. Only the first three letters of the first and last words are actually recognized by the computer. To delete a word, press <RUB OUT> to backspace and then type in the new word.

The only words the computer understands are the key words listed below.

KEY WORDS

Key Verbs

assemble	eat	knock	save
build	examine	load	shoot
chop	feel	look	slay
climb	file	lower	spray
connect	get	open	swing
cover	go	press	throw
cross	help	pull	turn
cut	hook	push	unlock
dig	inventory	put	use
dip	jump	quit	walk
drink	kill	read	

Key Nouns

archway	crocodile	handle	repellent
arrow	curare	help	rope
axe	door	hole	sack
bar	dragon	key	shield
basin	drain	knight	spigot
bottle	drawbridge	moat	stairs
bow	envelope	mural	stump
bridge	executioner	note	sword
cask	file	palace	tree
castle	gallows	princess	troll
catapult	game	quicksand	wall
chains	gate	rack	window
cookies	gold	rags	
crate	guard	ravine	

Other Key Words

across	in	North	East
up	to	South	West
down	with		

It is best to use two-word commands containing a noun and a verb, such as OPEN DOOR, GO DOOR, GET COOKIE, GO STAIRS, CLIMB TREE, SLAY TROLL, and so on.

To go in the various directions, North, South, East or West, you need only type N, S, E, or W and press <RETURN>.

For a list of what you are carrying, type INV for INVENTORY.

How to Save a Game

If you are tired and wish to stop playing the game, but would like to be able to pick up where you are, later, you may save the game onto a blank tape and reload it at another time. At any time during the game, type SAVE GAME. Rewind the game tape. Then eject the game tape from the program recorder and replace it with a blank tape. Rewind the blank tape. Press both PLAY and RECORD on the program recorder and press <RETURN> on the keyboard. The game will be saved onto the tape. Rewind the saved game

tape and press STOP on your program recorder. Label the tape for future reference.

To finish the game at a later time, load the original tape just as you did before. Then eject that tape and insert the saved game tape. When prompted for a command, type LOAD GAME and press <RETURN>. Press PLAY on your program recorder. The game will load and will begin with a description of the last scene you were in.

How to Exit a Game

To exit a game, type QUIT at any time during the game. You will be asked if you wish to start the game over. Press <Y> to play again or <N> to quit altogether.

Good luck on your medieval quest!