

RING QUEST



**Player
Reference
Card**

Apple II Version



ORIGIN
SYSTEMS INC.

Adventure games are fictional worlds where one can oftentimes get lost for hours, even days, at a time.

Playing an adventure game is closely akin to reading a novel — with the exception of interaction. Imagine reading a story where you determine the sequence of events and the eventual outcome, and you will have visualized an Adventure game.

Starting Ring Quest

Before starting Ring Quest prepare a blank DOS 3.3 initialized disk to be used as a Save Game disk. If you have two disk drives, you may want to make a copy of Side B of the Ring Quest disk to be used in your second drive (this eliminates disk swapping during the game).

Insert Side A of the Ring Quest disk in drive 1. If you have two disk drives and have made a copy of Side B, then insert the copy of Side B in drive 2 and turn the computer on. During the title screen, pressing any key will start the game. It is possible to bypass the title screen altogether by pressing a key before the title screen appears.

Communicating with Ring Quest

Ring Quest is comprised of many **locations** through which you will be travelling and interacting with whatever may be found.

Gorn, the champion of Balema, is your constant companion during your quest. Anytime you wish to perform an action you must direct it to Gorn by typing a command whenever you see the command prompt **>**. Commands are in the form of English sentences.

The most common commands are those that allow you to move from one location to another. The movement commands are **North, South, East, West, NorthWest, NorthEast, SouthWest, SouthEast, and Up or Down**. An example movement command might be **"Gorn, let's go north"**; or just **"North"** or even **"N"**. Some of the most frequently used commands can be abbreviated to their first letter. If you are standing outside of an obvious entrance, such as the door of a house, merely typing **Enter** may move you into the house. Sometimes it may be possible to move to a location by **Going** to it. If there is a cave to the east, you could go to it by typing **"East"** or **"Enter"** or **"Go to the cave"** or **"Go Cave"**. If you are inside of a location, such as a house or a cave, you may leave by giving the compass direction of the exit, or you may type **"Exit"** or **"Leave"**.

Ring Quest has an illustration for every location. When you first enter a location, an illustration is drawn and a text description is printed, four lines at a time, at the bottom of the screen. If a text description exceeds four lines, the text will stop when four lines are printed and a blinking cursor will appear at the bottom right corner of the screen. This cursor is a prompt to press a key to see more text. The next time you enter that location a brief description will be printed. Typing **"Look"**, or **"L"**, will cause the long description to be printed.

Pressing the **RETURN** key toggles the graphics on or off. With the graphics off you will see a full screen of text, along with the **Status Line** at the top of the screen. The status line displays all possible exits from a location and all of the objects that are visible there. If the graphics mode is left off, Ring Quest plays somewhat faster since the pictures do not have to be loaded in from disk and displayed.

Whether in graphics or text mode, you will be informed of any visible objects at a location the moment you enter it. The list of objects is displayed following the location description and also appears in the status line. You can get most objects and take them with you. If, for example, you come across a sword you can say, **"Get sword"** or **"Take sword"** and Gorn will get it. At anytime you may view what you and Gorn are carrying by typing **Inventory** or **Inv**.

You get rid of objects by **Dropping** them (e.g., **"Drop the sword"**). You start Ring Quest with 200 gold sovereigns. If you want to get rid of some of the gold coins you are carrying you could say, **"Drop 10 gold"** (or whatever number you wanted to drop).

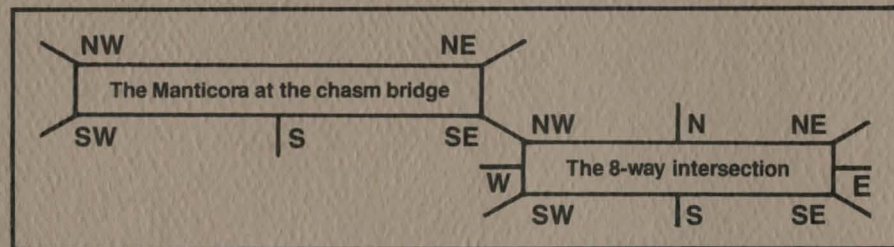
It is possible to link objects or commands together by separating them with **"then"**, **"and"**, a **comma**, or a **period**. You could, for example, type **"Get the sword, rope and ring"** or **"Get the dagger then run north"**. In several cases, you may use the word **"it"** to refer to the last used object, such as **"Get the dagger and throw it"**. If you want to get everything at a location you can type **"Get all"** or **"Get everything"**.

Sometimes it may be necessary to use a prepositional phrase when dealing with objects, such as **"Put the sword on the table"**.

Often you may be able to get more information about an object (whether you are able to get it or not) by looking at it (i.e. **"Look at the waterskin"** or **"Examine the boulder"**).

Mapping

It is highly recommended that you keep an accurate map of your travels. You have been provided with a geographic map of the lands you will be travelling through, but it is up to you to record the many roads and paths that you traverse. Although you can use erasable markers to write on the map provided, you may want to keep a separate map on paper. This will allow you to map in greater detail. A common mapping technique is to draw a square to represent your current location. Inside the square you can write any details about this location that you think necessary. Before leaving that location, draw lines from the square in all directions that you can go (see the status line on the text screen for all possible exits from a location). Any unconnected lines alert you to an untried direction.



Skill Games

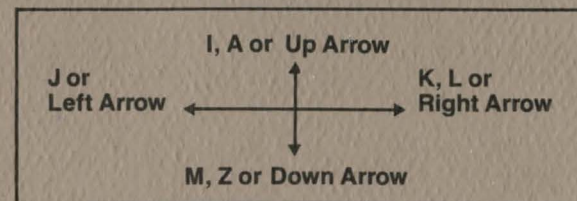
Ring Quest contains two skill games. These tests of skill and endurance are part of your quest and should be played.

The Cliff Climber. This test of skill requires you to climb to a ledge at the top of a cliff while dodging falling boulders and avoiding snakes and rock slides.

The following keys control your climbing:

Use the **SPACE BAR** to stop climbing

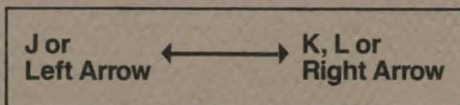
ESC pauses the game



The Flyer. For this test of skill, you are required to fly down to a platform in the midst of a flaming pit, while avoiding fireballs and deadly arrows.

The following keys control your flight:

Use the **SPACE BAR** to flap wings
ESC pauses the game



For those who prefer not to accept the challenge of the tests of skill, typing "**Arcade off**" at any time will allow them to be bypassed. Typing "**Arcade on**" will reactivate them.

Saving/Loading Games

You can, at any time, save the current game status. Use the Save Game disk you made prior to starting Ring Quest.

To save a game, type "**Save**" or "**Store**". You will be prompted to insert your Save Game disk and assign a name to the game you wish to save. You may press **RETURN** or use any name you like. You are limited in the number of games you may save by the amount of disk space available. Once a game has been saved you may continue playing or quit. It is advisable to save games frequently and most especially before trying a particularly dangerous action.

To load in a previously saved game, type "**Restore**". You will be prompted to insert your Save Game disk and to enter the name of the game you wish to load.

Typing "**Catalog**", "**Cat**", or "**Dir**" displays all files on the Save Game disk. Saved games are identified by the prefix "**SAVE**", followed by the name the game was saved under.

Quitting

You may quit at anytime by typing "**Quit**" or by turning the power off (be sure the disk drive is not running while turning the power off).

Waiting

There may be occasions when you will want to pass time without performing any action. This is accomplished by typing "**Wait**" and a number from 1-10 representing the number of turns you wish to pass. You may cut your wait short by pressing any key.

Keyclick

Each time you press a key in Ring Quest you will hear a click. The volume of the click can be turned up or down by pressing "**CTRL-S**".



340 Harvey Road, Manchester, N.H. 03103

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