

Welcome to

The QUEST™

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Before embarking on thy (possibly short-lived) career as an advisor to King Galt of Balema, there art a few things thou shouldst know.

Thou wilt be travelling in the company of the King's champion, Gorn. Gorn is a fighter, not a thinker, and that is why thou art with him. However, he is a good deal larger than thee, and somewhat stubborn in nature. 'Tis fruitless to argue with him when he has made up his mind. The trick is to advise and manipulate him.

The kingdom through which thou shalt be travelling is not only fraught with peril, 'tis also relatively dry. Thou shalt want to keep track of thy water supply and find places to refresh it. Remember, water is the source of life in most instances.

The Return key wilt toggle between the graphics screen and a text screen. The top of the text screen wilt show possible exits as well as visible objects. When moving through terrain that has already been travelled, thou canst move more quickly in the text mode than in the graphics mode.

Life in Balema is not always placid. There art people and creatures around that would as soon see thee dead as alive. Others would prefer seeing thee dead. 'Tis advisable to save the game periodically, or when thou feeleth like going to do something foolish such as eat or sleep. To do so, thou wilt need an intialized DOS 3.3 disk. Type "save" when thou art ready to take a break. The game will prompt thee for a name. Thou then needs type in a name. Thou art then asked to put thy save game disk into the drive. Once the game has been saved thou canst resume where thou left off, or turn off the computer. To start up again, boot the game disk, and when thou art prompted for a command, simply type "restore". Thou wilt be asked for the name thy game was saved under. Type that in and put thy save game disk in the drive. Once the save game information has been read by the computer thou wilt be ready to begin where thou left off.

Whilst a map is available in Balema, 'tis advisable to make thine own as thou playest. The various roads, paths, and tunnels canst be quite confusing if thou dost not have a map to refer to from time to time. Be thou advised that there art over 200 locations in this game!

Certain commands can be abbreviated. These are the direction commands: N, E, S, W, U, D. Other useful commands are: Inventory (can be abbreviated: I) — which shows thee what thou art carrying; Look — which allows thee to do just that; and Flee Screaming Hysterically — which doesn't accomplish anything but seemeth appropriate when meeting up with some of the local fauna.

The Quest will accept multiple sentence commands, i.e., thou canst say "Get the sword and then smite yon dragon" and the game will obey thy commands. Such multiple commands must be separated by a comma, a period, the word "and" or the word "then".

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