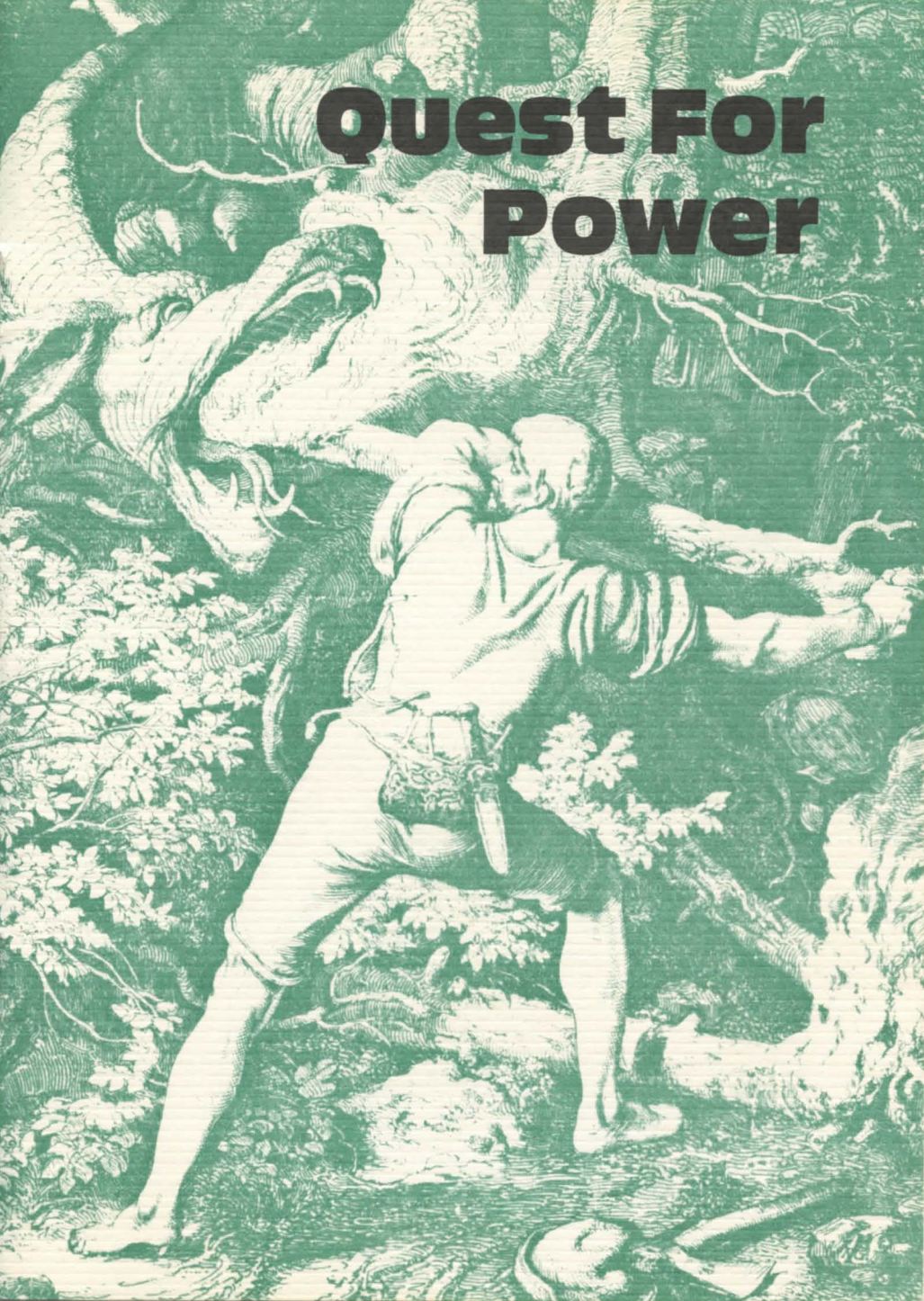


Quest For Power



Quest For Power

By
Marc Russell Benioff

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Crystalware



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Credits

<i>Typesetting:</i>	Hilary Graphics
<i>Layout:</i>	Hilary Graphics
<i>Printing:</i>	Gilroy Printers
<i>ATARI Translation:</i>	Marc Russell Benioff, Mike Potter
<i>Research:</i>	Marc Russell Benioff, Joel Harris
<i>Theme Development:</i>	Marc Russell Benioff, Steve Fisher

Warranty

This merchandise is warrantied for thirty days against defects in the physical disk itself, boot errors, and programming defects. Money will not be refunded due to matters of personal taste and subjective opinion on the program merits or playability, or if any attempt has been made to catalog, copy or alter the software in any fashion. Defective disks still under warranty should be mailed to Crystal Computer, 17429 Blue Jay Drive, Morgan Hill, CA 95037. Allow 4 to 6 weeks for replacement of a defective disk. If a disk should need to be replaced after warranty has expired, please enclose a \$10.00 mailing and processing fee with the disk.

Table of Contents

- II. Loading Instructions
- III. A Message to the User
- IV. A Word from Arthur
- V. A Note from Merlin
- VI. Merlin's Magical Guide Sheet — Magical Places
- VII. Merlin's Magical Guide Sheet — Magical People
- VIII. Merlin's Magical Guide Sheet — Magical Things
- IX. Merlin's Magical Guide Sheet — The Forces of Magic
- X. Basic Movements and Commands — ATARI 800
- XI. About the Mystery
- XII. Hints from the Author

Loading Instructions

CAUTION: Do not remove the disk from the drive unless prompted. The program accesses the disk at several alternate times during the game without notice.

The program accesses the disk at several different times during the game without notice.

A Message to The User

This program requires that you read the entire manual before playing. If you play the game without reading the manual, you will be killed by various monsters very quickly. If you are having trouble finding a city, or magical place, look in the manual under that place for directions.

If at any time you are killed, you may restart the game by pressing (BREAK) and then typing "RUN". Do not type anything except for "RUN", or you may destroy the program.

REMEMBER: When all else fails, read the manual.



A Word from Arthur

"... and so the time has come for England to select another ruler," sobbed Arthur. "That is why I have summoned you here today, Sir Galahad, for I name you, son of my good friend Lancelot, as my first choice to be the next ruler of England. But first, you must show your future subjects that you, too, are worthy of the crown. It is for this reason, that I am sending you on your *Quest For Power*."

"But what will be required of me in this quest?" chanted Galahad. Arthur then replied, "I have summoned Merlin to hide the infamous Scroll of Truth somewhere within England. Finding and returning the scroll to Camelot will be your requirement for the Crown. Now this is all I can tell you, except Merlin has prepared a Guide Sheet for you. It will be your only help, so guard it. This Guide can be your key to the Crown of England."

A Note from Merlin

My Dear Sir Galahad,

Here is your guide sheet. This guide contains information vital for your recovery of the scroll, and its safe return to Camelot. Use it wisely, and remember: when the bird flies to the rock, and when all the Eagles flock, it is then the time has come, for every knight to go here and from.

Now, try to remember that your strength is limited, so be careful in the beginning. Also, if you find my good friend Amadas on Hastings Mountain, his price is extremely high!! Just as your father before you, the great Lancelot, has always said, "Don't pay more than you have, because wizards don't give credit."

Now be off. Here is your guide sheet, and Good Luck!!

Lancelot, has always said, "Don't promise more than you have, because wizards won't give credit."

Merlin's Magical Guide Sheet

Magical Places

The Caves of Somerset — These caves have been used by hundreds of magicians throughout their myriad years of existence. Obtaining some of the magical treasures that can be found in these caves is most important to your entire quest, especially at the beginning. You need a lamp to enter the caves, or you will be unable to see.

Hastings Mountain — Hastings has been known for attracting the most powerful prophets in the world. A person who finds Hastings Mountain, will be rich with knowledge. Hastings Mountain is also rumored to be the home of Amadas, the most expensive wizard you will encounter.

Sunderland — In Sunderland you will be able to purchase supplies. It is a small trading village in the north east.

Essex — Essex is one of the most magical cities in all England. Unfortunately for you, the gates of the city will have to be opened with a key. But, if you make it inside, the wizard of Essex will counsel you for free! You will also be able to stock up on supplies here.

The Castle of Skenfrith — This supernatural place is guarded by the Devil. Your visit here will very likely be one of the most important events in your quest.

The Black Forest — Beware of this evil place, for it is the ancient home of the infamous giant Gogmagog. When entering the forest be sure to have extra magic on hand.

The Eagle Stone — This stone is known by pilgrims as a place to stop and ask directions. Who can tell what creature will appear when the proper magic is in use.

Canterbury — The most beautiful and magical city in Arthur's kingdom. Canterbury is guarded by Oberion, and unless your magic is more powerful than his, he will not let you in.

Camelot — The beginning and end of your quest. You must reach Camelot safely with the Scroll of Truth to gain the Crown.

Hillsborough by the Sea — A small trading village, inaccessible without a boat.

Leeds — Another small trading village, located north of the Black Forest.



Merlin's Magical Guide Sheet

Magical Places

Amadas — A great prophet, who can be consulted. But beware, his fee is usually very high!! His home is rumored to be Hastings Mountain.

The Wizard of Essex — If you can open the gates of Essex, his powers will amaze you.

The Devil at Skenfrith Castle — To gain entrance to Skenfrith, you must subdue the devil, but beware he has powers that are immeasurable.

The Evil Giant Gogmagog — With the right magic, and wizards you can subdue Gogmagog, and he will join your quest!! His powers also will transfer to you.

Ambrosius — The most wonderful wizard of them all!! He is the kindest, and friendliest of all the magical people you will meet!

Black Wizard — Beware, for his magic can destroy even the largest company of knights.

Oberion — The guard at the entrance to Canterbury. Your magic must be greater than his, before he will let you in.

The Dragons — Rumored to live by the hills near The Caves of Somerset and Leeds. The Dragons can destroy you if you are without any magic. Since they will not enter the Caves of Somerset, this may be a good place to hide from them!



Merlin's Magical Guide Sheet

Magical Things

Anselm's Staff — The first of the three most powerful instruments of magic sought out by all magicians. This staff originally was held by Anselm, the first archbishop of Canterbury.

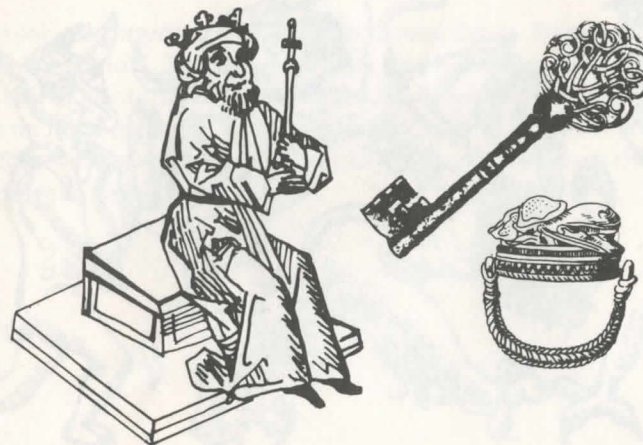
Solomon's Ring — The second of the three most powerful treasures desired by magicians. This ring was worn by Solomon, King of Israel in the 10th century B.C.. Solomon, mentioned when Canace's magic ring is acclaimed, was supposed to have supernatural powers.

Moses' Rod — The third of the three most powerful instruments. Moses used this rod when he climbed Mount Sinai in search of the burning bush.

The Ark of Power — Within the ark is the most powerful magic known to man. Beware when opening it, because without your possessing the three magical treasures, the ark's magic will destroy you.

The Key to Essex — Allows you to open the gates of Essex.

Scroll of Truth — Having possession of the scroll will entitle you to a safe journey back to Camelot and to the Crown. The scroll contains all the magic necessary to rule England!!



Merlin's Magical Guide Sheet

The Forces of Magic

Magical Item	Magical Power
Anselm's Staff	1700 White
Solomn's Ring	1700 White
Moses' Rod	1700 White
The Ark of Power	7000 Black
The Devil	1500 Black
Gogmagog	2000 Black/White
Black Wizard	5000 Black
Oberion	5000 Black
Dragons	1500 Black

Black signifies that they are against you!!



Basic Movements ATARI 800

With this program we have taken a new concept and put it to work. We feel that the more controls you can put on the joystick, the better! Therefore we have eliminated the old "use" and "pick up" commands. If you have a boat, you may automatically cross the river. If you have a lamp it is automatically turned on when needed. We have left in three keyboard commands. When you are in a trading village and enter a house (by moving your character on top of the house) it will say "Welcome!!!". To trade push "T". Any time you would like to get an inventory, push "I". If you wish to save the game, push "S".

The character movement is done with the joystick.

About the Mystery

To solve the mystery, you must do several things. First, you must read the entire manual. Then you must go to each of the magical places listed, and talk to all of the magical people. It is then you may understand the very neurotic mystery. To the first person with the ATARI and APPLE versions will be awarded a \$250 grand prize, so if you solved the mystery, please write us a letter.

Hints from the Author

Please read the entire manual; if you don't, you most likely will be killed within 5 or 10 minutes. We have designed the game this way on purpose. We also suggest you take a good look at the page on Magical Forces. Use logic when playing the game. If your magic is 100, as it is in the beginning, we do not suggest you attack Gogmagog — he will kill you. Oh, and while we are talking about Gogmagog, his home is the Black Forest. He will not come out of the forest! This is also true about the devil, excepting he may take a few steps out of Skenfirth.

I recommend using logic when beginning the program — I cannot stress this enough! For you adventurers who, like myself, do not like to read the manual before playing the game, I guarantee you will not survive!

Do not attempt to copy this program or any other Crystalware program!! This disk has a new protection device which will destroy the program if you try to copy it!!

Remember this, and then I will leave you to play:

"Magical Things are found in Magical Places!"

Good Luck!





crystal computer

17429 Bluejay Dr.
Morgan Hill, CA 95037
(408) 778-2966