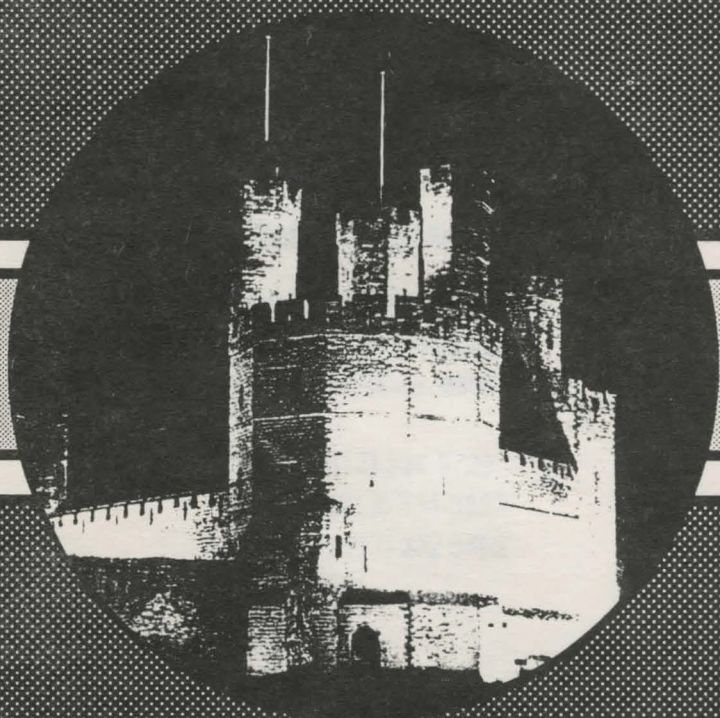


# *The Grail*

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by **MicroDeal**

A Graphic Adventure Game for the Atari ST

# *The Grail*<sup>TM</sup>

A Graphics Adventure Game

For All Atari ST Computers

Reference Manual

Published by MicroDeal U.S.A.

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*The Grail*<sup>™</sup>  
A Graphics Adventure Game

For All Atari ST Computers

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ISBN 0-124970-0056-7

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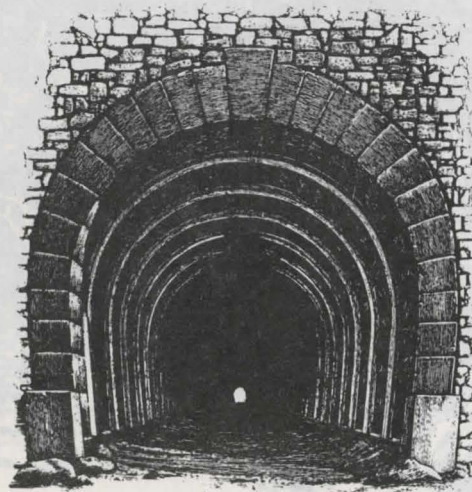
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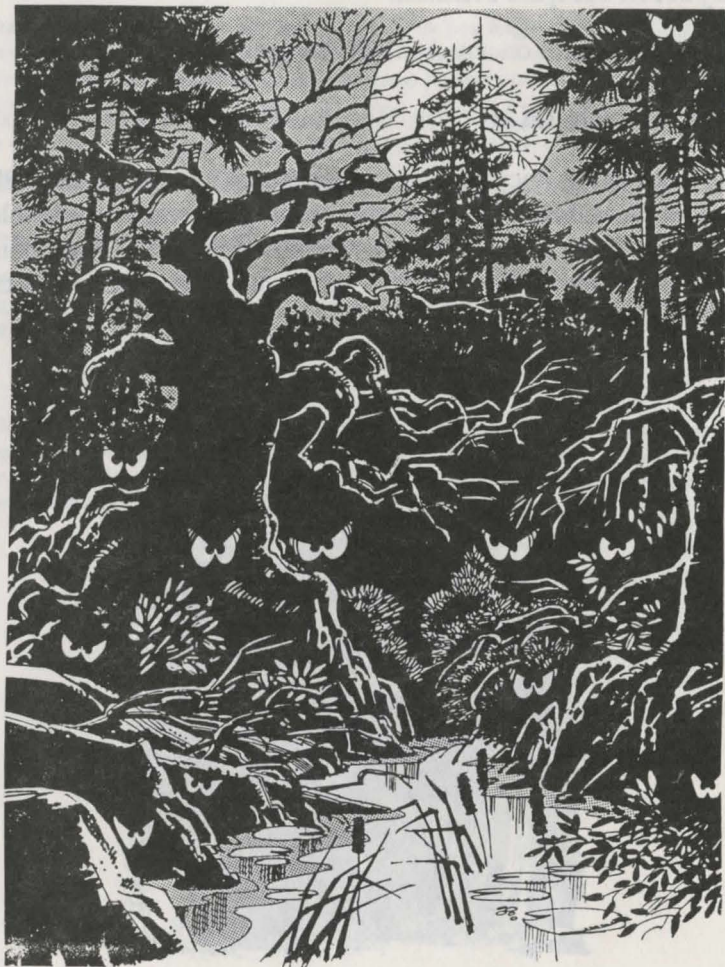
## System Requirements

The Grail™ runs on any Atari ST Computer.

## README.DOC

Updates to this document, if any, are stored in a file on this disk called README.DOC. IF this file exists, please read it by double clicking on the README Icon, then choosing Show. Make note of the updates to the documentation in the relevant portions of this booklet.





## The Ertalian War The Final Days

A great darkness covers the land of Kabar.

The terrible war is laying waste to the land. Starvation is no longer a stranger at the hearths of Kabar. Fields which once were rich with the bounty of the land lay fallow. Men and even boys are being pressed into service of the Wizard King, Bentalynz.

Each day news arrives of more deaths in battle. Mystical figures, conjured by the Mages of Ertal, appear in the streets of the city wreaking havoc upon all who dare to venture away from the safety of their homes.

Werewolves and terrible demons are everywhere. Travel is possible, only with the protection of the most powerful magical spells.

Even Lord Sulphres, grand nephew of Bentalynz, is rumored to be tiring from the long war. However, his magic is growing in strength.

The dust hangs heavy over the nearby forest as the battle draws closer with each passing day. Soon, all will be lost. Bentalynz will be vanquished, and Kabar will be doomed to darkness under the harsh rule of the minions of Ertal.

As the kingdom of Kabar falls prey to the twin evils of Death and Pestilence. Surrender, an unacceptable alternative to King Bentalynz, seems to be the only solution.

Ranylant, the most powerful wizard in all of Kabar, has been toiling night and day, conjuring new spells of protection. But all seems in vain.

Lord Sulphres struggles with his conscience. His mystical power has grown even more powerful since finding the Book of Alcyzar, containing the most powerful magical spells ever known. Many long forgotten spells have been revived, including the ability to call the Army of the Undead. Even so, the war could at best only be fought to a draw.

As resources run low, the end is inevitable. Perhaps one final choice for survival of the land is possible. King Bentalynz must be replaced.

Emissaries from King Ertal have suggested that Sulphres would be an acceptable ruler of Kabar, under the domination of Ertal. Treachery might save the few lives left in this ravaged land.

The battle presses ever closer to the very heart of Kabar. All appears lost. The die was cast. Lord Sulphres agreed to an alliance with King Ertal. Bentalynz must be overthrown.

However, all was not easy. Ranylant remained loyal to King Bentalynz. Magical furies hurtled through Kabar as first Sulphres, then Ranylant gained the upper hand.

Finally, with the aid of King Ertal, Sulphres launched the final treacherous blow against King Bentalynz. He unleashed a horde of demons which devoured the few remaining loyal troops, and attacked the castle itself. When all was done, not one stone remained upon another.

King Bentalynz was imprisoned in the nether regions, from whence no man may return. An uneasy peace was felt throughout the land.

The Army of Ertal returned home, demons were dispelled, and the land began to flower, except in one small corner.

Ranylant, using all his mystical powers, was besieged in the mountain fortress of Crowthen. His powers weakened by the constant need to defend his very life against the horrible creatures aligned against him. The very populace of Kabar, who once thought Ranylant a saviour, had turned against him, in the interest of peace.

As the fortress fell, Ranylant issued one final curse. "I curse the very ground upon which Lord Sulphres stands for all eternity! Death and Disease will be the reward of future generations of Kabarians for their treachery! Not this generation, but future

generations will pay the dire consequences! Only The Grail will have the power to save your descendents!"

A veil of blue smoke issued forth, lightening flashed, thunder roared as though the very bowels of the Earth had been opened. Light disappeared from the land, and when all could see again, Ranylant had disappeared.

Soon, all but a few priests and storytellers had forgotten the prophesy of Ranylant, as peace was enjoyed throughout the land.

Generations have passed. Domino, the great Grandson of Sulphres rules Kabar, and a plague has struck the land.

The pall of Death hangs heavy over the land. The disease causes hideous deformities and ends in a merciful death to all infected.

The only hope is the Holy Grail, font of all goodness which can only be approached by a pure soul.

Thus begins our tale.....

## The Grail Instructions

### Loading the Game

Insert the disk marked 'DISK ONE' into the disk drive and switch on the computer: the program will start loading. [If the computer is already switched on, you may double click on the file named TELLTALE.TOS to achieve the same result.]

When directed, remove 'DISK ONE' and insert 'DISK TWO' into the drive and then, using the mouse, click the left mouse button on the relevant text. Alternatively, if you have more than one disk drive, you may insert 'DISK TWO' into a different drive and when 'DISK TWO' is requested, click the left mouse button on the 'Select drive\folder' part of the text in order to tell the system where to look for it.

### Playing the Game

*The Grail*<sup>TM</sup> is a fully mouse-driven adventure. The left mouse button is used to play the game by clicking on different parts of the picture.

The right mouse button is used for control functions, such as re-starting the adventure, setting and finding placemarkers

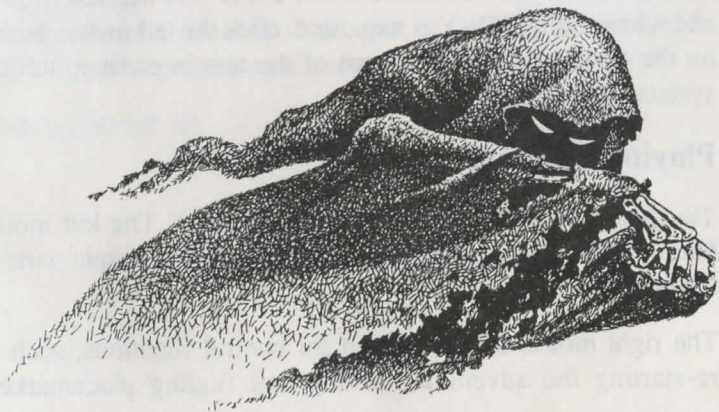
(previously saved positions within the adventure), selecting a different drive and/or folder, or returning to the Desktop.

Left clicking on characters in the story will produce sounds, text or changes of the scene.

When the cursor is moved over the areas of text, some parts may be highlighted. Left clicking on these may lead the characters to a different scene, or simply be part of an on-going conversation.

Now it's up to you...!

This adventure was created with the user-friendly TALESPIN™ system from MICRODEAL!



## Talespin™

Have you ever wanted to write your own adventure game, using high quality graphics, an easy to follow user interface, and all in all, create the best Graphics-Adventure Game in the world?

Even if you've never programmed before, you'll be creating amazing adventures quickly and easily with Talespin™.

What makes a good user interface? How about graphics imported from any of the popular drawing programs and mouse driven selections from dialog boxes?

That's good, but still not enough. Screen images can occupy over 32000 bytes of storage for every picture. How about graphics that can be reused? For instance, a scene in a forest where the moon changes positions as you gradually move through the forest. Or how about a wizard that once drawn could appear in every scene, but in different sizes and facing in different directions? With Talespin, these features are easily created, and occupy only about 18K of memory.

Still, the game wouldn't be complete without sound. Digitized sound can be easily used anywhere in the stories you'll create with Talespin™.

Games created with Talespin™ feature dialog boxes with options appearing in reverse text. Each adventure is fully mouse driven,



eliminating the need to type in text. Use of digitized sound is fully supported. Compressed picture files and reusable graphics permit larger adventures. And there's a help option available for your user.

Other powerful features you'll be taking advantage of as you work with Talespin™ include importing Neochrome™ or Degas™ format pictures, and an internal art package to touch up your pictures. Switchable color palettes for each page allow you to create a more colorful adventure.

Your drawings can appear dependant on variables. Multiple text boxes can be linked to each drawing.

And, perhaps best of all, you can produce stand alone adventures that will run with the Public Domain "Telltale"™ program.

And there's much more.

Talespin™ is your first step toward unlocking the creative genius in you.

*Notes*

## ***Come and join us at the Roundtable™, Where the GENie™ and the Griffin meet!***

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We know that our low prices and superior quality wouldn't mean as much to you without proper support and service to back them up.

So we are available on GENie, the General Electric Network for Information Exchange. GENie is a computer communications system which lets you use your personal computer, modem, and communication software to gain access to the latest news, product information, electronic mail, games, and MichTron's *own* Roundtable (See the specialMicroDeal Section for game information)!!

The Roundtable Special Interest Groups (SIG) gives you a means of conveniently obtaining news about our current products, new releases, and future plans. Messages directly from the authors give you valuable technical support of our products, and the chance to ask questions (usually answered within a single business day).

GENie differs from other computer communication networks in its incredibly low fees. With GENie, you don't pay any hidden charges or minimum fees. You pay only for the time you're actually on-line with the MichTron product support Roundtable, and the low first-time registration fee.

For more information on GENie, follow this simple procedure for a free trial run. Then if you like, have ready your VISA, Mastercard or checking account number and you can set up your personal account immediately -- right on-line!

1. Set your modem for half duplex (local echo)--300 or 1200 baud.
2. Dial **1-800-638-8369**. When connected, type **HHH** and press **Return**.
3. At the **U#**= prompt, type **XJM11957,GENIE** and press **Return**.

And don't forget, MichTron's Bulletin Board System, The Griffin BBS, is still going strong (the griffin is the half-lion/half-eagle creature on our logo). Our system is located at MichTron headquarters in Pontiac, Michigan. For a trial run, call (313) 332-5452.

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