Prepare To Be Drawn In
and Engulfed by
PRYORITY SOFTWARE's
Science Fiction Thriller

an interactive adventure novel

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The Quest

Five hundred years have past since the end of the inter-galactic civil war, which destroyed the trade routes between the United Alliance of Planets. Technology has faultered, the planets have fallen into a state of chaos and decay. Machinery has come to a screeching halt. Something must be done to re-establish a technological society or civilization will perish.

Though strictly forbidden by the ruling government, you have taken off in your private starship PARADOX, acting on an ancient rumor of a lost alien civilization. For hundreds of years there have been tales of a superior race of beings and other radically different forms of life at the outer reaches of the galaxy. There has never been a confirmed report of any contact with the aliens, but frightning tales have been spread by asteroid miners who have touched close to that region.

Deep space analysis reveal powerful magnetic fields and strange nebulous clouds shielding that sector of space from detailed scanning. The limited data that has been gained suggests the possibility of a system of planets beyond the nebula.

Against all odds you have set out to find this alien race to secure help and return with their knowledge to restore order to the United Alliance of Planets.
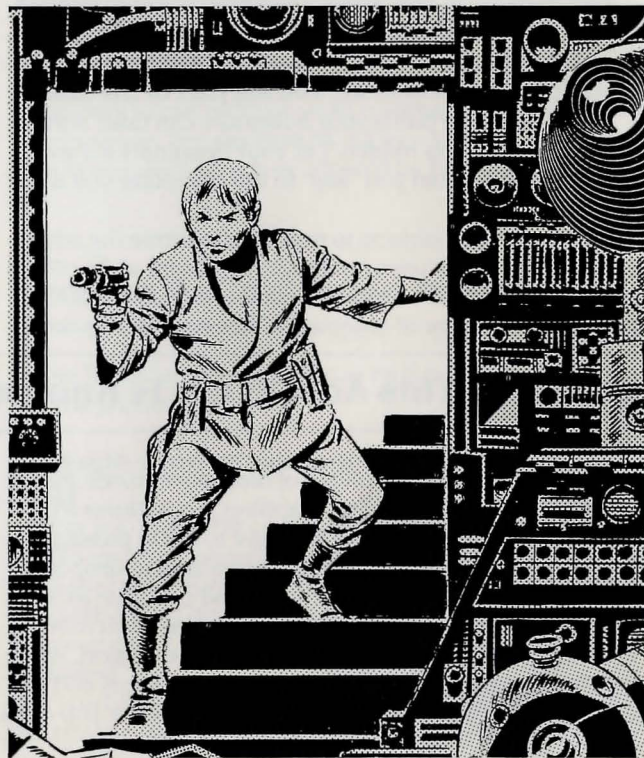
Section 1: For First Time Adventurers (and clue seekers)

This game is an interactive adventure novel controlled by your input to the computer. Through "talking" **(see section 5)** to the computer you are able to direct the progress of your adventure. **You are part of the story!**

There are many paths your adventure can take, some obvious and others hidden. Let your imagination run wild. No matter what you "say" to the computer you won't hurt it.

There are many objects to manipulate within the adventure, some of their uses are readily apparent while others are not. Again, don't be afraid to experiment. There is a limit to the number of objects you can carry at one time.

This is based on the "weight" of the objects. Your goal will be to collect and store the **special** objects of the adventure necessary to solve the adventure. It is not necessary to find all the objects to solve the adventure, but your score will be based on how many objects you find and store in the least number of moves.

This adventure consists of a series of "rooms." Each new location you move to in the adventure is considered a "room," whether it is inside, outside or in space. If you don't map **(see section 6)** your adventure from your first move you will become lost quickly.

Warning: This Adventure Is Known To Contain Mazes!

These are the dreaded curse of most adventures. Mazes require careful and detailed mapping. Sometimes a hint will be found earlier in the adventure to aid in passage through the maze. In some mazes you should drop an object in the first room of the maze and continue to drop objects as you move through the maze. Map each room of the maze with the name of the object you dropped. When you finish mapping the maze, retrace your steps and re-gain the objects you dropped. (Be careful where you drop the objects.)

As in most adventures you will find yourself being killed often. Luckily this isn't permanent, but you will be sent back to the beginning of the story everytime you're killed, so **save your game often! (See section 5A).** There is no penalty for saving or restoring a game. It is absolutely necessary to save the game at regular intevals and also before any dangerous looking situation you encounter.

While in each "room" of the adventure, "examine" **(see section 5A)** everything you can see. Everytime you pick up an object, examine it. Never leave a stone unturned.

If at any time you become hopelessly stuck, take a break and come back to the problem with a fresh mind or involve family or friends in your quest. If all else fails, call us at **(408) 625-0125** for a hint.

Section 2: Warnings

☠ **Describes a potential danger either to the program or your computer.**

☞ **This means that the sentence following this symbol is very important.**

Section 3: How To Start The Game

☞ Please refer to the System Information Card for **instructions** on using this program on your particular computer system. Use the HELP MENU on Macintosh.

Section 4: How To Play The Game

After following the instructions on the reference card for your system, you will see the prompt: >>

Anytime you see this prompt you can type in command words **(section 5A)**, or sentences **(section 5C)**. After entering a command or sentence press <**Return**> to enter the command. In a short time a response to the command will appear, then the prompt will reappear, waiting for you to type in another command.

Forbidden Quest will accept and respond to complete sentences but the response time is increased the longer you make the sentence. The quickest response time is generated by single-word commands **(section 5A)**, then two-word commads; i.e., **Get Blaster**, then multiple-word commands; i.e., **Push the blue button.** Sometimes it is necessary to use miltiple-word commands as in the previous example. See **section 5C** for a more detailed explanation of sentence structure allowed by **Forbidden Quest.**

Section 5: Command Input

The following commands can be typed in anytime you see the prompt:
>>

A. Single-word commands
Brief

After you enter this command all room descriptions for rooms you have already visited will be shortened to just the name of the room you have entered and no long text. If you wish a long description printed out, type in **"look"** at the prompt.

Detailed

If you have previously entered the **brief** command this will reverse that command, and print out the long description for the room you've entered whether you've been there or not.

Format (* Apple][version only*)

This command allows you to prepare save game diskettes from within the program. See your reference card for detailed instructions on use of this command.

Inventory or I

Whenever you want to check what you are carrying or picked up, type this command and you will be given a list of objects in your possession.

Look or L

If you type this command by itself, you will be given the long description of the room you're currently in. **Look** can also be used in conjunction with other words to get additional responses; e.g., **look at the screen**.

Panic

In case of extreme emergency; i.e., if your wife (husband) walks in the room while you're playing the game and you're supposed to be balancing the check book, or if you're playing the game at work on company time and you see your boss approaching, type **panic**. When the emergency passes simply press <**return**> to resume play.

☠ **The printer command is dangerous in some cases, so make sure and read the reference card for your computer before using this command.**

Printer

This command is used to toggle a printer on and off if you have one connected to your computer. See your **reference card** for specific information on this command that applies to your computer.

Quit

Type quit when you want to stop playing.

Restore

This command is entered when you want to restore a game that you previously saved with the save command. Consult your **reference card** for detailed information on using this command.

☠ Make sure and consult your system reference card before using this command, there is potential danger if this command is used incorrectly.

Save

Any time you wish to save a game position if you're quitting or are in a critical situation in the game, use this command. Consult your **reference card** for detailed information on using this command.

Score

Entering this command will give you your score based on the number of moves you have completed, which objects you have gathered, and what problems you have solved. **(See section 7).**

Wait

Some events within the adventure are triggered by the number of moves that have passed. If you wish to stay in one place to see if anything will happen, type **wait**. This will allow you to wait one turn without doing anything to see if anything is going to happen. Remember, this will add one move to the **moves** counter.

B. Movement Commands

North or **N, South** or **S, East** or **E, West** or **W, Up** or **U, Down** or **D,** will move you in the direction indicated, if movement in that direction is possible from the room you are currently in.

In special cases; i.e., inside space craft, you may use **Starboard** or **Sb, Port** or **P, Fore** or **F,** or **Aft** to move **Right, Left, Forward** or **Backward** respectively.

Go may also precede the above commands if you wish.

In some cases you might be in a situation where you want to go somewhere but are not sure of the direction; i.e., there might be some interesting looking bushes described in the text, if you want a closer look at them type "**Go to the Bushes.**"

C. Multiple Word Commands

For the most part, the computer is looking for a verb-noun sentence; i.e., **take key** or **take the key** are both the same. If there was more than one **key**, you could enter **take the brass key.** If you forget to supply an adjective and there is more than one possibility, the computer will ask you,

Which Key?

In this case reenter your command but add the correct adjective.

Commands may also be linked together on one line by seperating them by either **then** or a period ".", i.e., **North. Examine the wall. Drop the space suit** or **North then examine the wall then drop the space suit.** You do not have to put a period "." at the end of your sentence except when followed by another command. Sentences can be as long as 255 characters long (less on the Macintosh). We strongly recommend against this length of a command sentence for two reasons. First, something might happen between your list of commands that you should take specific action on. Second, if you take the time to type in a long list of commands and you've made a mistake in typing or used a word the computer doesn't know, it will quit executing the commands at the point of the error. At this point you would have to type in the commands again to correct the error. You will definitely save time, and frustration, by keeping your entries to one or two commands at a time.

Remember, don't hesitate to experiment, you won't hurt the computer or game program no matter what you type in.

D. Computer Responses

If the computer understands your command it will take the appropriate action. If it doesn't understand what you have typed it will respond with a statement explaining why it doesn't understand.

If you try to **look** or **examine** something or try to **get** or **take** an object which is not in the room or not in the computers vocabulary, some of the responses you will see are:

There isn't any "object" here.

If it is in the room but there's nothing extra to add about it you will see:

There's nothing special about the "object."

If the computer doesn't understand a word in your input it will respond:

I don't know the word "word."

The computer only looks at the first 6 (5 in the Apple)[() letters of any word you type in; i.e., **examine the graffiti** is the same as **examin the graffi.**

Make sure if the computer doesn't understand a word, that you have spelled the word correctly. The computer is intolerant of inkorect spellings.

Section 6: Mapping Your Adventure

Mapping your adventure is extremely important to solving the game. For every move you make, your should create a square block on a piece of paper to represent the room you are currently in. Put the room name and any other information you think is important within this block. When you move to another room, create another block next to the first block in the direction you move. Connect these blocks with lines indicating the direction necessary to move to that room.
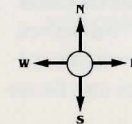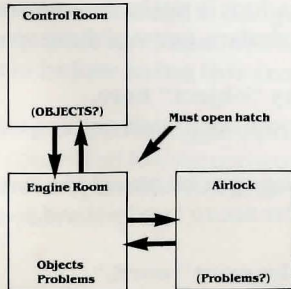
If you think you've entered a maze you might try dropping objects in each room you enter so you can tell the rooms apart. In a maze, all the rooms are named alike, although they can be either the same room or a different room. After you have mapped the maze, retrace your steps and retrieve the objects you dropped. **Warning:** Be careful where you start dropping objects, some places might not be safe to drop objects.
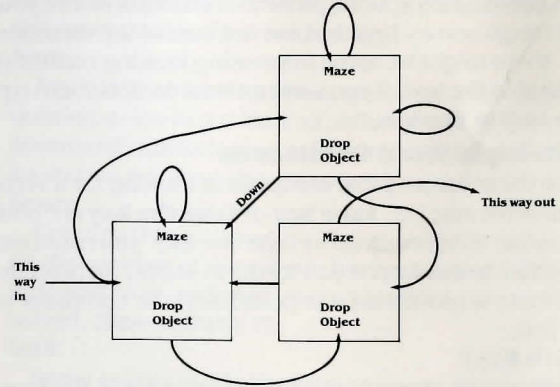
Section 7: Scoring

You can get points in basically four ways.

1. By collecting objects you find, you will be awarded points.

2. By storing **special** objects (in a location you'll have to find) you will receive additonal points. The **special** objects are not described as such within the adventure, you will have to deduce which are the **special** objects yourself.

3. When you solve particular problems your score will be increased by varying amounts dependent on the complexity of the problem.

The perfect game is only achievable if you find all the objects and store all the special objects in the proper place. You will be informed at the end of the game if you made a perfect game or how close you came to that goal. It is possible to solve the game without finding all the objects, but your score and the outcome of the success of your **quest** depend on finding as many **special** objects as possible.

You can see how many points you've scored at any time by looking at the display line as described on your reference card. You can find out what your score is, relative to the perfect score, anytime during the adventure by typing "**score**" at the prompt, ">>".

Section 8: Notes on Using the Artext™ Prints

1. Note the names of each of the prints located at the top of the print.

2. When you reach a location in the adventure with the name at the top of the screen matching the name of the print, study the print closely for hints.

3. Clues necessary to continue the adventure are hidden in each of the prints. Some of the prints contain only one clue, while others contain multiple clues.

4. Remember, the Artext prints contain information vital to the successful completion of the game. There is information in these prints which cannot be found anywhere else in the game.

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ADVENTURES FOR THE MIND

For technical support or hints call (408) 625-0125

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