

SEVERN
SOFTWARE



GRAIL



FOR
ORIC 48K

INSTRUCTIONS

THE GAME HOLY GRAIL, ITS PROGRAM
CODE, AUDIO-VISUAL PRESENTATION
AND DOCUMENTATION ARE STRICTLY
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HOLY GRAIL WILL WORK ON THE
ORIC 48K.

LOADING: For maximum reliability this
program is recorded on both sides of the
tape. Please use the following methods to
load:-

(SLOW LOAD) Side 1 type CLOAD " " ,S
(RETURN)

(FAST LOAD) Side 2 type CLOAD " "
(RETURN)

The program is recorded twice on side 2.

THE QUEST OF THE HOLY GRAIL

Welcome to the world of the Quest. We will explain the program and its main features. The aim of the game is to find the Holy Grail - the mythical chalice which has been hidden in the Castle Perilous. The knights of the Round Table undertook such quests as a test of their knighthood. For you it will prove a test of skill, logic, intelligence and luck.

When the game starts you will find one floor of the five-floor castle displayed as a grid with each of the rooms darkened, you are at the entrance to the castle. You can move in any direction: NSEW by typing the initial letter of the direction and pressing RETURN. A whole host of Monsters await you! Luckily you may also find weapons and armour to fight with. You are allowed one weapon and piece of armour and this will be given to you automatically as you find it. In meeting a Monster you will be asked whether you want to attack or retreat; just entering the initial of your choice is enough. The result depends upon your weapon, your armour and how many strength points you have. You can win, be killed or be wounded, or have your weapon or your armour destroyed even if you win. Your strength starts at 250 and can be increased up to any value by finding strength potions or by buying strength from a friendly Trader. A Trader will ask you if

you have anything to sell (such as jewels) and will then ask if you want to buy strength. If you do it will ask you how much. You can spend whatever you want - up to your current holding of gold coins. You can also buy wound ointment from the Trader which is just as well as 10 wounds leaves you dead. You start out with 250 gold coins and can get up to any value by winning from Monsters in combat, by finding them or by selling jewels to a Trader. Jewels can be found lying about and you can carry any amount. You may move from level to level only by way of stairs up and down shown by 'u' and 'd' unless you stumble into a Warp.

SUMMARY

Follow the prompts given to you and only enter the initial of any required input (except numbers). Keep an eye on both strength and wounds and remember that gold coins come in useful.

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