

GRAILQUEST™

Adventure in the Age of King Arthur

copyright 1988 by Robert Hommel

published by Artworx Software Co., Inc.

Getting Started

GrailQuest is so large that we couldn't include the Macintosh system files or all the digitized sound files on the 800k game disk. These files reside on disk 1, which is a single-sided (400k) disk.

Launching GrailQuest is therefore a little different than launching other Macintosh software.

If you have a single-drive system:

Insert disk 1 into the internal drive and boot your system. When the desktop appears, eject disk 1 and insert disk 2. Double-click on the GrailQuest icon. You will be asked to swap disks several times as the game is launched, and several times during the course of the game.

To avoid excessive disk-swaps:

Since the only game files contained on disk 1 are additional sounds which are not absolutely necessary to play the game, you can skip these sounds if you wish and thereby avoid swapping disks once the game begins.

To skip these sound files, simply change the name of disk 1 to anything other than "GQ I". You'll still have to swap disks during the launching of the program, but once you're into the game, you won't have to insert disk 1 again until you quit.

If you have an external drive (either 400k or 800k):

Boot your system with disk 1 in either drive. (Use the external drive if it is a single-sided drive.) Insert disk 2 in the other drive and double-click the GrailQuest icon.

After double-clicking the GrailQuest icon, the game will take several minutes to launch. A saved game, however, launches much faster. Therefore, we recommend you save your game frequently. When you start a new play session, double-click a saved game icon instead of the GrailQuest icon.

Commands

File Menu

- New**
Starts a new game.
- Open...**
Displays a selection dialog box for opening a previously saved game.
- Close**
Closes the current game. You can also close the current game by clicking the mouse in the "go-away" box in the active window. If the current game has not been saved, you will be asked if you want to save it before closing.
- Revert**
Reverts the game to the most recently saved position.
- Quit**
Closes the current game and returns you to the desktop. If the current game has not been saved, you will be asked if you want to save it before closing.

Edit Menu

This menu is for use with desk accessories only.

Commands Menu

This menu contains standard commands used frequently in the game.

- North, South, East, West, Up, and Down**
Used to move about the world of **GraillQuest**.
- Look**
Repeats the general description of your surroundings that displays when you first enter a new location.
- Rest**
Resting can help cure physical and spiritual wounds.
- Status**
Displays your physical and spiritual health and the status of any armor and/or weapons you are carrying.
- Physical condition can decline if you take physical damage in combat.
Spiritual condition can decline if you take magical damage in combat.
- Inventory**
Displays what you are carrying in your pack.
- Search**
Provides a closer inspection of your surroundings.

Open and Close

Opens or closes items such as trunks, chests, or doors.

Weapons Menu

This menu shows all your available weapons, both normal and magical. If you are in combat, use this menu to select your weapon for each blow.

Keyboard

You can use the keyboard to enter any of the commands in the menus, and many others. To speak to a character in the game, or to say something out loud, enter "say" or "speak" followed by what you want to say. To ask a character a question, enter "ask" followed by your question.

Example:

You are in a room with King Arthur.

>ask where is the Grail?

King Arthur says, "It's in the moat."

To examine an object in greater detail, you can use "search" or "examine" followed by the object name. "Examine door" will give you a description of the door (this is different than entering "Search" by itself, which indicates a careful look at your entire surroundings).

Example:

You are in a narrow hallway.

>search

The hall is long and narrow. There is a large oak door to the south.

>examine door

The door is about 8 feet tall with silver hinges.

To get an item, type "get" or "take" and the item name. To drop an item, enter "drop" and the item name ("get sword"; "drop knife").

Interactive Graphics

You can also acquire items by clicking the mouse on them when they appear in the graphics window.

Combat

During the course of the game, you will meet a variety of characters. Some are friends, others are strangers in need of help from a chivalrous knight, still others are enemies bent on your destruction. When confronted by a hostile character, you may

fight or flee. To fight, use the Weapons menu as described above. To flee, use one of the directional commands.

There is another option: making an offer. You may be able to placate a hostile character by offering him or her one of your items. Enter "offer" followed by the item name to make an offer ("offer ring").

Characters, too, may make offers if they think it is to their advantage. Enter "accept" to agree to an offer.

Hints

GrailQuest is designed so that the thorough and thoughtful player can win the game without resorting to outside hints. There are clues within the game for solving most puzzles. However, if you find yourself getting stuck, GrailQuest Hints are available.

Send \$2.00 and a stamped, self-addressed envelope to:

GrailQuest Hints
C/O Artworx Software Company
1844 Penfield Rd.
Penfield, NY 14526

Historical and Literary Background

The historical Arthur probably lived in southwest England during the 5th or 6th century. He was not a king at all, but a roman battle leader (dux bellorum) who won several decisive victories over the Saxons, including the battle of Badon Hill. These battles are mentioned by several contemporary historians such as the Venerable Bede.

The legendary Arthur occurs in literally hundreds of sources, from the Welsh Triads, to Scottish folk tales, to French medieval romances, to Geoffrey of Monmouth, to Sir Thomas Malory.

I have drawn heavily from Geoffrey, Marie de France, and Malory for the adventures in GrailQuest. The anachronistic world where the Tower of London coexists with Camelot is right out of Le Morte D'Arthur. The Chapel Perilous, the Sword Bridge, the cursed Knight and his riddle - indeed virtually all game situations and characters - have their antecedents in Arthurian literature.

According to legend, the Holy Grail was the cup used by Christ at the Last Supper. It was brought to England by Joseph of Arimathea. There he hid it in the Grail Castle where only a "worthy, parfit knyght" might find it. Perceval was one of three knights to achieve the Grail, and the only one to be crowned the King of the Grail Castle.

GrailQuest was a lot of fun to research and design. I hope you find it as much fun to play!

Robert Hommel
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