

**VIC-20**

COLOUR COMPUTER

CASSETTE

# THE QUEST



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MADE IN ENGLAND



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# THE QUEST

## Instructions for use

### SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your VIC. This program requires a 16K expansion RAM pack.

Before switching on the computer system, check that your Commodore Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your VIC and TV and turn up the volume. The screen will display the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the VIC off and on again before loading a new program. This clears all the memory locations and minimises load errors.

### HOW TO LOAD THE PROGRAM

- Insert the cassette into the cassette unit.
- Hold down the SHIFT key and press the RUN/STOP key.
- Press the PLAY key on the cassette unit as instructed.
- When the program is loaded the title screen is displayed.
- Approximate load time for the program is 5 minutes.

### HOW TO PLAY THE GAME

THE QUEST is a classic Adventure game, simple enough for the novice Adventurer to play and enjoy, but only the most experienced will actually solve the mystery.

Adventures are possibly the hardest, but most rewarding of all computer games. You are put in an imaginary world and set a task. In THE QUEST you must find THE MAKER, an ancient man of wisdom, who countless millions of years ago was marooned on our planet, and re-unite him with his *incredible source of power.*

You have under your command a Guide who accompanies you through this fantasy world. Your Guide provides descriptions of all the places you visit and tells you exactly what happens when you do something. He warns you if you make a mistake and keeps track of your score as you travel through the imaginary world of THE QUEST. On the screen your Guide's responses appear in blue, while your commands appear in black. If you meet anyone, their speech appears in green.

THE QUEST has a standard vocabulary of 51 words, but accepts other words in certain situations! Tell your Guide what to do by using simple two-word commands, usually a verb and a noun e.g. GO NORTH or CLIMB STEPS or EAT PIE. On your journey you will encounter various places and people and will find many objects; some vitally important to your QUEST, some generally useful and some objects which serve no purpose at all. It is not always clear which is which. You also have to keep up your strength by finding and eating food. But be careful, that tasty meal could turn out to be poisonous!

For example: You enter a room and your Guide tells you that there is a knife lying on the floor. By typing "EXAMINE KNIFE" the Guide understands that you wish him to describe it, and he might reply, "The knife is made of solid silver and has gems embedded on its handle." You must now decide whether you wish to take it. Typing "TAKE KNIFE" instructs the Guide that you wish to pick up the knife and carry it with you for the time being. Should you later decide that you no longer need the knife typing "DROP KNIFE" instructs the Guide that you wish to leave it wherever you happen to be at the time. The maximum weight you can carry is 50lbs so be careful that you pick up only genuinely useful objects. In this way you travel through the Adventure collecting and using the various objects scattered around, finding and eating food to keep you alive, and ultimately locating THE MAKER and re-uniting him with his power source.

With all of this activity you use a lot of energy. Your Guide keeps track of your strength and deducts points for every move you make. When your strength drops below 20, your Guide warns you that you are getting weak. If your strength drops to zero then you die and the game is over. You can of course regain strength by eating food.

In addition to this, less hardy Adventurers can use "QUIT" to save their games and go to bed knowing that they can load the game the next day and start off from exactly the same place. This feature is also useful before attempting a dangerous move. You can save the game and make your move knowing that if you die, you do not need to go through the whole game again.

*The complete game consists of approximately 120 rooms, each described in great detail, 53 different objects, and in the final part of the game an awesome 37 room maze that must be solved if the Adventure is to be completed.*

Certain commands to the Guide are worth remembering:

"RULES" gives you the abbreviated instructions to the game.

"INVENTORY" causes the Guide to tell you your current score, strength points, the items you are holding, and their total weight.

"RATING" asks the Guide to evaluate your current score rating which can range from FOOL to ADVENTURER SUPREME.

"GLOSSARY" displays most of the words that the Guide understands, but remember that other words work in certain situations.

"QUIT" allows you to save the game onto either DISK or CASSETTE. This means that if you want to take a rest or give up for the time being, you may do so in the knowledge that you can start from exactly the same place as you left off.

You are now ready to begin THE QUEST, good luck!!

# VIC-20 THE QUEST

VIC 2217

## REQUIRES 16K RAM EXPANSION

This game has been recorded in full colour. In case of damage, the program has been recorded on both sides. Manufactured & Distributed in England.

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