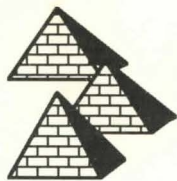




OrbQuest

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1) Part One: A history of the Orb

Saith (in part) the Book of the Deeds of Cricken the King:

Thai the All-Father, giver of good things, did fashion the **ORB** as a store for his power. Before he passed on to the World beyond worlds, to his rightful heir, Taigorn, he gave up the **Orb**; to his eldest of sons, as a ward against evil. But evil already did darken the land, for Trigoth, Thai's younger son, envied his brother. Seething with malice, this Trigoth the Jealous soon raised up an army from regions Below. Fiends of the nether-planes, following Trigoth, battled his brother in search of revenge. Taigorn, though, triumphed, through weight of his wizardry, wielding the **Orb** he did fend off his foes. All of these he punished; for Underworld Exile was brought to Trigoth and the beings who wrought the worlds woes...

Four ages passed then before good King Cricken, son of King Karak (of Morlock, the son) looked on a world in which evil was growing. Slowly but surely, despite Taigorn's ban, forces of darkness returned from their exile; monsters and madness infected the land. Cricken, a king of the good line of Taigorn, well-versed in wizardry, studied his scrolls. Seeking a spell there to banish all baneful ones back to the netherworld, never to stir, Cricken did call on the **Orb** of his fathers to cast away evil. Alas! Through some treachery within his palace, Cricken was countered. Awry went his spell before all darkness passed! The king disappeared with a flash and a thunder; the legends all say that the **Orb** then was sundered, shattered in seven parts, scattered afar, to the world's seven corners, wherever they are . . .

All was not lost in the doom of King Cricken: the forces of Evil were weakened that day. Though the good line of Taigorn had perished, fairly few fiends remained to ravage the land. That is until recently; hear now, good reader, tales of great terror abound in the land. Evil awakens and darkness grows mighty. Is there some Hero against them to stand?

So Where Do You Fit Into All This?

As the scrolls tell it, at the time of Cricken's catastrophe the **Orb** of Thai was blown into seven parts (hereafter known as the *Seven Wards*), and scattered to the seven corners of the world. Further Legends say that the Wards, weakened in power though they were, caused themselves to be housed in seven great Pyramids, hidden in remote places. Legends also speak of a

mighty hero or heroine who will rise up in the world's darkest hour, gather the Seven Wards, reassemble the **Orb**, and use its power to finish Cricken's task. Whatever the **Orb's** mysterious powers, they say, the person wise enough and strong enough to collect the Seven Wards will be wise enough and strong enough to use them

You, as a player in Orbquest, The Search for Seven Wards, have a chance to be that hero. To accomplish the quest, you must first create a **Character** to represent you in the game. Next, you must set out to explore the world in search of the Seven Wards, to battle and defeat the many hungry, viscious, and sometimes evil **Monsters** that seek to stop you, to grow in power and skill, and eventually to assemble the **Orb**. Of course, you probably knew all that.

2) Beginning the Game

Begin by turning on the Macintosh and inserting the game diskette into a disk drive (internal or external). After a momentary pause to admire our attractive title page, a somewhat abbreviated version of the history of Cricken and the Orb will appear. Beneath the scroll are three buttons, allowing you to:

- a) Load an Old Character
- b) Create a New Character
- c) Read the remainder of the History of Cricken

If this is the first time you have played **Orbquest**, move the cursor to "Create..." and double-click. Selection "Load Old Character" will give you a menu of existing characters to play. Click on your choice and the game will return you to the point where you last saved that character's adventure.

Note: If you already have a system running when you load the game disk, you will see a standard Macintosh "Desktop". To play from this point, click on the **OrbQuest** or a previously saved character's icon.

3) Creating A New Character

After choosing to create a new character, a special Character Generation menu will appear. This menu is divided into four areas:

Character Ability Statistics

Race

Profession or Class

Gender

At the bottom are option bubbles for redoing statistics, cancelling a truly hopeless character and accepting the future Champion of Good. At the top is a line for your hero's name, whatever you might choose to call him/her/it. (Yes! We have "Its"!)

4) Character Abilities

A set of ability scores is automatically rolled for you. On the screen will be values for the following six Character Abilities:

Strength determines how hard your character smites opponents in combat. Strength is the most important ability for Fighters (see "Character Classes" below) as their profession involves a great deal of smiting.

Intelligence governs how quickly, and well, your character learns things such as spells. Along with Wisdom, Intelligence is the principal requisite of a Spellcaster.

Wisdom dictates how well your character remembers lessons already learned. Adventurers with low Wisdom tend to hang out together... in graveyards. Wisdom, with Intelligence, improves a character's ability to cast Spells.

Dexterity determines your character's stealth, slipperiness, quickness of hand and swiftness of foot. Dexterity is the priciple ability of Thieves. It also aids one in dodging sword, claw and miscellaneous appendage in combat.

Charisma measures your ability to win friends and influence people (and things). Charisma is useful in trading situations like buying, selling and seeking information.

Constitution determines resistance to bites, cuts, hammer blows, axe swipes, sword thrusts, arrow pierces (not to discourage you) and all the thousands of shocks to which mortal flesh is heir.

Values in each of these abilities range between 1 and 99. A values of "1" in an area signifies hopeless ineptitude, while a "99" indicates superhuman proficiency. Various events during the course of the game, fair and foul, may alter your ability scores in one or more areas. Should any ability score fall below "1", the unfortunate character is declared unable to continue due to reasons of death. ("But," you say, "I know *real people* with Charismas below "0")

5) Character Classes

While any character can attempt any activity, each adventurer begins as a specialist in a given profession or **Class**. There are three classes in OrbQuest, which, between them, cover all those activities near and dear to the adventure gamer: Swiping, Scorching and the aforementioned Smiting. The three classes are:

Fighters are skilled in the art of handling and using heavy cutlery, and at bashing, flailing and hacking about. Fighters rely on strength, gaining bonuses from bulging biceps, and typically have more Hit Points than other classes.

Spellcasters excel in the arcane and mystical arts of crafting spells, causing and repairing damage through magical means, and mucking about with things from a distance by gesticulating and murmuring. Spellcasters tend toward the brighter and wiser, if a little weaker than the average person.

Thieves practice the ancient charity or relieving others of burdensome material goods and getting into and (sometimes) out of tight spots. Thieves as a lot rely greatly upon Dexterity.

6) Gender

You may further modify your character's abilities by choosing a Gender. **OrbQuest** is an equal opportunity adventure, and we assure you that any statistical differences caused by a character's sex a) fall well within the established ranges for that ability, and b) are balanced by corresponding

advantages in other abilities. In plainer terms, Male characters typically have higher scores in Strength and Constitution, while Female ones possess greater Dexterity and Charisma.

7) Race

You have the opportunity in **OrbQuest** to choose to which of the five Races your character belongs. These races include:

Elves - have higher Ability Scores in Intelligence and Charisma, but lower ones in Constitution.

Dwarves - have higher Constitution, but lower Charisma.

Halflings - have higher Dexterity scores but lower Wisdoms.

Half-Orcs - have greater Strength scores, but (much) lower scores in Charisma.

Humans - enjoy no bonuses, nor suffer any penalties as a result of Race.

Should none of the available modifications and choices produce a character that suits your taste, fancy and desire to complete the adventure in fewer than two pieces, you have the option of generating a completely new set of statistics by moving the cursor over the "Redo Stats" button and clicking on it.

Once you have generated a character that you are sure will make Dad proud, use the keyboard to give him/her/it a name. To do this, start typing and the Mac will place the name in the appropriate place on the screen.

After you have named the character, move the cursor to the button marked "OK" and click on it. The game will now begin!

8) ADVENTURING AND THE ENVIRONMENT

(Or "How to Join the Local Food Chain")

The game screen displays three principal "Windows" along with a standard Macintosh menu bar. In addition, from time to time various dialog and alert boxes will appear to tell you about things you've found (or things that have found you). These three windows are:

The Map displays your character in his or her immediate environment along with any groups of monsters lurking, skulking or dropping by for tea.

The Message Log records the results of the last several actions by your character and anything else in the area.

The Status Window shows your character's current vital statistics. It provides information on how weak you are from combat and how much money you have.

These windows and their functions are discussed in detail below.

9) The Map

For most of the game the Map displays the gross geography of the area around your character. As you move, the Map will scroll in the direction of your movement to reveal new territory. The Map displays a number of important geographical features:



Mountains, which present an impassible barrier to the player.



Water, which is also impassible.



Desert through which you may pass slowly.



Forest, through which you may pass.



Hills, usually near mountains, through which you may pass.



Bridges, must be crossed and are usually the only passage across bodies of water.



Swamp, through which you may pass slowly



Terra Firma, through which the player may pass swiftly and in relative (always relative) safety and comfort.

The Map also displays several architectural features:



Cities, in which one may find safety, sustenance, and shopping places.



Towns, in which one finds most of what is in cities.



Pyramids, about which you should know if you studied your lore.



Castles, in which one finds things best left to your imagination.

In the center of this geographic and architectural jumble sits your character's icon. When you enter a City, Town, Castle or Pyramid, the map will change scale to focus on important features within the local environment. Watch the Map window for other less frequent, but often important, events. Importance is a relative concept, but we urge you to consider a herd of Carnivorous Pine Trees important, if a bit odd.

10) The Message Log

The Log window displays a brief record of your character's very recent history. Look here for results of combat and for the effects of any spells you might have cast. Check the log also for notices of any conditions that might be important to your character.

11) The Character Status Window

This window displays the current values of the adventurer's abilities. It also registers five statistics that you did not see when you created your character:

Hit Points represent the amount of bodily damage he/she/it can withstand. The more Hit Points, the more damage you can take. Characters gain Hit Points by advancing in experience, and lose them through injuries in combat, illness, poison, starvation, explosions, fires, smoke, claws, junk food binges and all the other things one might expect. Lots of ways to lose Hit Points. You can regain Hit Points over time through natural healing, or faster, through magical means.

Experience Points accumulate as you meet challenges and do Important Things. Especially, they grow as your character defeats monsters. (No bonus for dismemberment) As you gain experience, you gain a "reputation" as a worthier and worthier opponent (read: target) with whom ever more powerful monsters would simply love to pick a fight. Advice: though the biggies come in limited quantities, there is but one of you. Avoid conventions.

Spell Points indicate the amount of magical energy available at your disposal. Your character recovers spell points with time and loses them by casting spells. Surprised? Like Hit Points, Spell Points have a maximum value which increases with Experience.

Gold is the medium of exchange in the world of **OrbQuest**. As you travel and fight, you accumulate wealth in Gold. In the game, as in life, money is better spent than carried. Kept, money works to attract thieves, monsters and sundry nastiness, as well as the really evil things like Tax Collectors. You may (and must) spend Gold in Cities and Towns to acquire Food, Armor, Weapons and other Useful Things.

Food is needed by your character as he moves through his adventures. Food is depleted with time and movement. You can replenish food by visiting the local grocery in any Cities or Towns.

Orb Points represent the relative power available to the pieces of the Orb as you collect them.

12) MENUS

The Menu Bar across the top of the screen displays the names of a number of menus. Clicking on these main menus will reveal a list of commands. You may invoke the commands listed in these menus by dragging the arrow down and clicking on the selection. Some menu selections will not be highlighted, indicating that these options are not currently available to your character. These menus and their associated commands are:

File Menu

Save Game copies to disk the character's current position and statistics. If the player is killed, the adventure may be resumed from the last saved position. Saving is possible only in Towns, Cities and Pyramids.

Revert restarts the adventure from the last saved point. You will be asked to confirm this.

Abandon sends the character to that great adventure in the sky. The character is lost permanently. Again, you are asked to confirm this option.

Quit exits from the game and ejects the disk.

ACTION MENU

Attack is possible when the character is adjacent to a monster. Using this command attacks the monster with whatever weapon is currently selected (see "Weapons"). Using the mouse, simply click on the monster you wish to attack.

Enter moves the character from the Map into a Town, City or Pyramid. The Character icon must be on top of the structure in order to enter it. You may also move onto a structure and double-click with the mouse to enter.

Inventory lists the character's possessions in the Message Log Window.

Use allows you to select and use an item from a list of possessions that is displayed in the Message Log Window. Some possessions are in use as soon as they are picked up.

Drop discards a possession of the player's choice.

Barter allows you to Buy, Sell or Steal from a merchant in a city or town. Click on the merchant icon with the mouse to execute this command.

Toggle Animation/Sound turns either the sound or the animation on or off.

WEAPON / ARMOR MENUS

These menus allow you to select which armor you will wear and what weapon you will use in combat. Any weapon or armor in bold type is termed "selectable", which indicates that you own that item and may choose it.

The item with the check mark next to it is the item currently in use. To change weapons or armor, click on the appropriate menu, move the arrow to the desired item and release.

SPELL MENU

Selectable items are spells that the caster knows and is able to cast. Selecting a spell from this menu casts it if the caster has sufficient spell

points. In addition to the spells a character may cast, listed below, there are several Orb Spells which you will discover in the course of play.

Cure Wounds cures small amounts of damage. The greater the damage the character has suffered, the more effective the spell.

Magic Missile causes a magic projectile to strike one group of monsters, causing minor damage.

Knock opens a chest without setting off any traps. May be used only when a chest is found.

Sleep puts one group of monsters into a magical sleep. They cannot attack while magically slept. Be ruthless.

Lightning causes a lightning bolt to strike one group of monsters doing large amounts of damage.

Neutralize Poison cures the character of any poisoning received in combat.

Mind Killer destroys the mind of one monster. Be careful, the body may fight on...

Heal cures almost all damage a character has sustained.

13) PLAYING THE GAME

Now that you have created a character and understand the basic mechanics of the game, playing will be simple. All necessary actions may be performed using the mouse. Some actions, like "Inventory" require that use a menu.

Movement

The arrow that appears on the screen indicates the direction in which your character will move. To move, point this arrow in the desired direction and click the mouse. Should the direction you have chosen take your

character accidentally into water, mountains or some slimy thing that thinks you would go well with fries and a large Coke, your character will stop short of the obstacle and the word **BLOCKED** will appear in the Message Log window. You can move more quickly by down the button on the mouse. As your "OrbQuest Technique" improves, movement will be less like jumping a game piece, and more like steering a moving vehicle.

Monsters

Once you have begun exploring, your character is likely to encounter one or more groups of Monsters. When a monster appears in the area, the Message Log window records the type and number of your new friends. Monsters may appear in groups of one to six of each type, with no more than four groups galavanting around at a time.

Note that, unlike the monsters in other namby-pamby fantasy adventure games, with whom characters may trade, negotiate, grovel, plead, and ask out on dates, the monsters in **OrbQuest** are always out to slay, kill, murder, dry-gulch, and otherwise dispatch your character. Rumor has it that Dwarf Jerky and Elf Loaf are tops on the Orc Nouvelle Cuisine list. Our monsters attack relentlessly and without fear. Be Forewarned . . .

Once a Monster appears, it will move quickly and efficiently toward you, trying to engage you in mortal combat. Monsters cannot retreat from a character, and always follow a character's movements.

In a way, you should be glad that Monsters find you: it saves you the trouble of looking for them. In a mood appropriate for a stout-hearted adventurer, you should think of monsters as . . . Delivery Persons! Monsters are the games way of bringing you treasure, magic, gold, and information, and making sure you get it the old-fashioned way: you earn it. Once you have dispatched a party of Monsters, the Message Log window will record what, if any, treasure the Monsters were carrying.

Occasionally, Monsters will have or reveal Treasure Chests. Upon finding a Chest you can:

- 1) Open it, risking possible traps
- 2) Ignore it, thus avoiding selfsame traps
- 3) Knock it, using the knock spell to open it without setting off any traps.

14) Bastions of Civilization

Cities and Towns are the adventurers best friends (next to Monsters, of course). To enter a City or Town, move the character over the City or Town's image on the map, and double click. Once you do this, the Map will change from a large scale landscape to a small scale city or townscape.

You can move your character around a city or town in the same manner as you would outside them. In these urbane settings you will find a number of shops.



Taverns, Where you can find drinks and helpful talk.



Groceries, Where you can purchase food.



Armoury, Where you can purchase Armour.



Weaponry, Where you can purchase Weapons.



Magic Shops, Where trade in things arcane is conducted.

Note that the magic shop can display either spells or items at any one time. Be patient, eventually the shopkeeper will display his selections of both.



Temples, Where the assistance of the clergy can be obtained in times of distress.

In Groceries and Temples you may only buy goods or services. In Armouries, Weaponries, and Magic shops you have the option to Buy the goods on display there, Sell any of your own possessions (at a fair price, determined by the buyer), or Steal what you might need. Shoplifting is a practice that ill befits a character of heroic aspirations, and an angry shopkeeper has every right and duty to punish shoplifters as they are caught. Be especially wary of the proprietors of Magic shops, many of whom are retired spellcasters and, as a whole, a wierd lot.

In taverns you can buy refreshments. These drinks will do little for you themselves (in game terms), but you might be able to chat up the inkeepers for some vital (or trivial) information.

Exits are marked with banners. To leave a town or city, move your character through the nearest exit.

15) Saving the Game

An additional important feature of Cities, Towns, and Pyramids are that they are the only places from which you may Save the game. In your first few tries at adventuring, your character is likely to be killed. While death is not a pleasant learning experience, you can ease its consequences by saving the game frequently, and **Reverting** to your saved game after your unfortunate demise.

To save the game you must be in a City, Town or Pyramid, and then choose **Save** from the File Menu. If your character is killed, the game will automatically give you the choice to **Revert**. This will restore the game to the last saved position and allow you to adventure with your death only a memory.

16) Combat

In Seven Wards, combat is quite simple. To fight a group of monsters, simply move your character to a position adjacent to a group of monsters (or, even easier, simply wait for the monster to move next to your character). After you are positioned next to a group of monsters click on the monsters you wish to attack. Watch the Log window to see the results of each exchange of blows. (depending on the monster, some of the results may

surprise you...) You may also choose to attack from the Action menu when next to a monster.

17) Casting spells

You may cast spells in combat, or out of combat, depending on your immediate needs and on the kinds of spells you're carrying. To cast a spell, select the spell you wish to cast from the spell menu. You may choose only among the spells which you own. (dont worry, the Mac will keep you honest) You must also have enough spell points to cast the selected spell, otherwise the spell will fail.

Warning! Spells are tricky things to cast and they may fail to work for other reasons. They may fail quite often if your character is a Fighter or Thief and has a low score in Wisdom. You must watch the log screen to see whether a spell has succeeded or failed. One of the easiest ways for a character to die is to assume repeatedly that his or her "Cure Wounds" spells have succeeded when the facts prove otherwise.

18) Journeying Forth

As a parting act of kindness, we will warn you that bravery and success in combat aren't everything in this game. If you expect to obtain the Wards and assemble the Orb, you'll be expected at some time in your travels to prove that you're both brave enough and smart enough to succeed.

Now, you know all you need to know in order to begin the search for the Seven Wards. Venture forth, then, with a smile on your lips, a song in your heart, and your eye on the Log window. Fame, fortune, and great deeds await you! The world is yours to save! (and besides, the monsters are getting **HUNGRY!!!**)

