

Stonequest

The Quest for the Great Stone of Prosperity

By David Strelitz

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LOTSABYTES

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Many years ago, a struggling alchemist created a stone that magically gave prosperity to whoever owned it. Being an intelligent and loyal person, he gave the stone to the king as a gift, hoping to bring prosperity to the kingdom of Parnidell.

Soon prosperity came. The farms yielded more and more grain and a gold mine was discovered. No one was hungry, and everyone was happy and content. At this time, the king was growing old and senile, and instead of giving credit to the alchemist for the stone, he claimed he invented it himself. The king became very popular, and the poor alchemist remained a nobody.

The alchemist became angry and bitter, and soon turned to evil. He retreated to the Black Fortress, which had been deserted for centuries and had been previously owned by many famous evil people. Here he plotted against the king and did many evil deeds in his spare time. After many years of prosperity, the king died, and his young son, Weesey, became heir to the throne. King Weesey was a good king, but not well endowed in the brains department. The evil doings of the alchemist became known to him, and the king was forced to summon him for punishment.

The alchemist journeyed to the royal palace, and King Weesey announced that he was to be exiled from the Kingdom of Parnidell for all his nasty deeds, but was allowed one request by law. The alchemist, with an evil glint in his eye, asked to see the Great Stone of Prosperity, as it had

come to be known. King Weesey, being too stupid to see through the Evil Alchemist's trickery, had the Great Stone brought out and set before him. The Evil alchemist, quick as a snake, snatched up the stone and vanished with an evil cackle into a cloud of red smoke.

The king now felt very foolish indeed, and prosperity quickly left the kingdom. An icy winter destroyed the crops, the gold mine caved in and killed many people, and the Parnidell Stock Market crashed. Hunger abounded, and good King Weesey was cursed by everyone for his stupidity.

The king sent for the greatest adventurers and risk-takers of the kingdom to recover the Great Stone of Prosperity, but all their missions proved unsuccessful. Some returned and spoke of great underground passages and violent whirlpools, but none were able to defeat the Evil Alchemist. The king grew despondent because he thought the Kingdom of Parnidell would never flourish again, and sent out a decree that whoever returned the Great Stone to him would receive the greatest reward imaginable.

Being an adventurous type, you set off for the royal palace to learn more about the reward. You are welcomed by the king and asked to stay for dinner. Over the dinner, which could not really be called a feast, King Weesey talks of the passage to the Black Fortress that lies underground, but he seems to know little about how to get there. When dinner is finished, he shows you a magic mirror hanging on a wall and explains that there are two mirrors, one here and the other lost and perhaps broken by the last person who

attempted this quest. He explains that if you peer into the other mirror, you will be pulled into it and magically transported to this room. When you ask of the reward, he says that he will reveal it to you only when you complete your quest and return with the Great Stone of Prosperity.

Soon the time comes for you to make your decision, and of course you decide to quest for the Great Stone of Prosperity. The king is pleased with your choice and he invites you to spend the night in his guest room. You have a good night's sleep and after a hearty breakfast you start out on your quest. King Weesey leads you out to the drawbridge and wishes you good luck.

When you boot Stonequest, you will be presented with a title screen asking you to type a codeword or press RETURN. At certain points in the game, a codeword will be given that will allow you to skip ahead to that point without going through all the work you have already completed. To start at the beginning of the game, just press RETURN, and it will load the first part of Stonequest.

At the beginning of the game, you will be placed outside the Royal Castle of King Weesey. From there you must journey to the Black Fortress, destroy the Evil Alchemist, and bring back the Great Stone to King Weesey. It won't be as easy as it sounds, because there will be many traps, pitfalls, and puzzles to overcome on the way. Most of the people and creatures you meet will be your enemies. You must outsmart them, or you will never reach your destination. However, some of them will aid you-- for a price.

Magic is operative in this land, and will be found in many forms. Sometimes you must invoke an object by saying a magic word; othertimes you can just use the object and let its powers take effect.

It is very simple to communicate with Stonequest. Stonequest understands a wide variety of commands and has a large vocabulary. You tell Stonequest what you want your character to do by typing one or two word commands at the "Your command ?" prompt. If Stonequest understands what you have entered, it will come back with a reply or carry out what you have ordered the character to do. If it doesn't

understand, it will tell you so. If you find Stonequest is giving you too many "I don't understand this word" replies, it may be a good idea to rephrase your ideas.

These are only a few of the commands understood by Stonequest. Never be afraid to experiment with commands that may seem strange. Being imaginative is the key to successfully completing Stonequest.

I or Inventory	Take inventory of all your possessions
Q or Quit	Quit the game
L or Look	Look at your surroundings
D or Down	Go down
U or Up	Go up
N, S, E, or W	Walk north, south, east, or west
Get or Take	Pick up an object
Drop or Put	Drop an object

Only one or two word commands may be used, first a verb, then a noun. Some typical commands would be:

Drop hat
Jump
Take albatross
Eat cantelope
Kick platypuss
Yell
Get rock
Swim
Climb fence

Writing this adventure was quite an interesting experience for me. I hope you enjoy playing Stonequest as much as I enjoyed writing it!

David H. Strelitz