Welcome to

The QUEST

by Dallas Snell, Joe Toler and Joel Ellis Rea

Special Apple Hi-Res/Double-Res Graphics version by Steven and Marsha Meuse

Atari and Commodore 64 versions by Jeffrey A. Jay

IBM PC/PCjr version by David Shapiro

B efore embarking on thy (possibly short-lived) career as an advisor to King Galt of Balema, there art a few things thou shouldst know.

Thou wilt be traveling in the company of the King's Champion, Gorn. Gorn is a fighter, not a thinker, and that is why thou art with him. However, he is a good deal larger than thee, and somewhat stubborn in nature. 'Tis fruitless to argue with him when he has made up his mind. The trick is to advise and manipulate him.

The kingdom through which thou shalt be traveling is not only fraught with peril, 'tis also relatively dry. Thou shalt want to keep track of thy water supply and find places to refresh it. Remember, water is the source of life in most instances. Thy lantern dost not burn forever. If thou art careless and thy fuel supply dwindles to naught, thou must locate a fresh supply.

The Return key wilt toggle between the graphics screen and a text screen. The top of the text screen wilt show possible exits as well as visible objects. When moving through terrain that has already been traveled, thou canst move more quickly in the text mode than in the graphics mode.

An arrow pointing to thy right is thy prompt to advise Gorn. If one dost not appear, pressing the space bar will let thee continue on thy way.

Whilst a map is available in Balema, 'tis advisable to make thine own as thou playest. The various roads, paths, and tunnels canst be quite confusing if thou dost not have a map to refer to from time to time. Be thou advised that there art over 200 locations in this game!

Certain commands can be abbreviated. These are the direction commands: N,E,S,W,U,D. Some other commands are: Inventory —which shows thee what thou art carrying; Look—which allows thee to do just that; and Flee Screaming Hysterically—which doesn't accomplish anything but seemeth appropriate when meeting up with some of the local fauna.

The Quest will accept multiple sentence commands, i.e., thou canst say "Get the sword and then smite the dragon" and the game will obey thy commands. Such multiple commands must be separated by a comma, a period, the word "and" or the word "then".

Loading Thy Game

Apple Version
Placeth thy disk in the disk drive and turn on thy computer.

Atari Version
Turn thy disk drive on. When the motor stops and the "busy" light goes off, placeth thy disk in the disk drive and turn on thy computer.

Commodore 64 Version
First turn on thy disk drive. When the motor stops, insert the disk with Side 1 facing up and turn on thy computer. To begin thy Quest, type: LOAD "*",8,1

IBM PC/PCjr Version
To use the IBM PC/PCjr version, thou must enchant thy disk to prepare it for thy adventures. First, take a disk of DOS 2.0 or DOS 2.1 and booteth it. Then, thou shalt place thy DOS disk in drive B, if thou hast a second drive. Even if thou dost not, never fear, for DOS in its wisdom has forseen they need and shall prompt thee to swap disks. Place thy Quest disk in drive A, and type "SETUP". Thy Quest shall begin shortly thereafter, and in the future, thou canst boot thy Quest disk itself.

Saving Thy Game

Life in Balema is not always placid. There art people and creatures around that would as soon see thee dead as alive. Others would prefer seeing thee dead. 'Tis advisable to save the game periodically, or when thou feelelt like going to do something foolish such as eat or sleep.

Apple and IBM PC/PCjr Versions
To saveth thy game, thou wilt need an initialized DOS 3.3 disk for Apple or a formatted disk for IBM PC/PCjr. Type "SAVE" when thou art ready to take a break. The game will prompt thee for a name. Thou then needs type in a name. Thou art then asked to put thy "save game" disk into the drive. Once the game has been saved thou canst resume where thou left off, or turn off the computer. To start up again, boot the game disk, and when thou art prompted for a command, simply type "RESTORE". Thou wilt be asked for the name thy game was saved under. Type that in and put thy save game disk in the drive. Once the save game information has been read by the computer thou wilt be ready to begin where thou left off.

Atari and Commodore 64 Versions
Both Commodore and Atari versions will be saved onto Side 1 of thy disk. When thou art ready to save a game, type "SAVE"
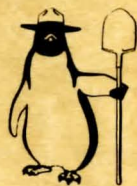
and the game will prompt thee for a slot number. If thy mind has changed and thou dost not want to save a game, the ESC key on the Atari or the left arrow key on the Commodore 64 wilt continue thee on thy journey. Otherwise, thou then needs type in a number from 1 to 6. Thou art then asked if thou art sure. Type in a "Y" if thou art and "N" if thou aren't. Once thy game has been saved, thou canst resume where thou left off, or turn off thy computer. To start up again, boot thy game disk, and when thou art prompted for a command, simply type "RESTORE". Thou wilt be asked for the slot number thy game was saved in. Make sure Side 1 is facing up and type in that number. Once the game information has been read by thy computer thou wilt be ready to begin where thou left off.

Disk Replacement

If your Quest disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for Enter-tainment software such as The Quest. Please help us by not making any copies of this program.

In addition to our Entertainment software, Penguin also produces a line of Utility and Applications software. Because these types of programs are used by people in their work or in other programs, they are not copy-protected. We feel it is important that the people using such programs be able to make backup copies or modify the programs to suit individual needs. If you decide to purchase one of these programs, please do not make any copies except for your own use as backups.

Preston Penguin says:
Remember, only thou canst prevent
software piracy.

Penguin software™
the graphics people