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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  
Macintosh version by Ed Loewenstein*

**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 shouldst keep track of thy water supply and find places to refresh it. Remember, water is the source of life. 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.

In the Macintosh version, the text and graphics art both displayed upon the same screen, in different windows. Also, the points of thy compass (and







sometimes the up and down arrows as well) shall light up to show thine possible exits. Thou mayst move by positioning the mystical mouse pointer on any lit compass point and pressing the mouse button. It is not known why the King's sorcerer chose to use a rodent for this enchantment, but it doth ease the fingers most remarkably.

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.

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 smite yon 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 and Macintosh Versions* Placeth thy disk in the disk drive and turn on thy computer. *With the Macintosh, be thou warned to shut off thy computer for a few moments before booting thy Quest disk. Failure to do so may result in a slain disk.*

*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, holding down the option key as thou doest so.

*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 adventure. First, take a disk of DOS 2.0 or DOS 2.1 and booteth it. Then, thou shalt place thy Quest disk in drive B, if thou hast a second drive. Even if thou dost not, never fear, for DOS in its wisdom has forseen thy need and shall prompt thee to swap disks. Type "B: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 feeleth like going to do something foolish such as eat or sleep.

*Apple Version* To saveth thy game, thou wilt need an initialized DOS 3.3 disk. 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, Commodore 64 and IBM PC/PCjr Versions* Commodore, Atari, and IBM 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, or 1 to 3 in the IBM version. If thou art using a Commodore or Atari then thou shalt be asked if thou art sure. Type in a "Y" if thou art and "N" if thou art not. 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. If thou art using Commodore 64 or Atari, 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.

*Macintosh Version* To saveth thy game on the Macintosh, thou must again make use of the enchanted rodent. Move thine mystic pointer to the word "Options" at the upper left, and press the button. A pull-down menu scroll shalt appear, though no feasting shall be done until thy Quest is complete. Nay, this menu contains not foodstuffs, but choices that will ease thy task, such as reviewing thine introduction, or starting thy quest anew. Move thine pointer to the words "Save game", being careful not to let go of thy button for an instant, lest the spell be broken. When thou reacheth thy





choice, only then shouldst thou release the button. Upon choosing to save thy game, thou shalt be presented with more choices still! For thou canst save up to three different games, and thou must choose which thou shalt save, or whether thou shalt cancel thine invocation. Move thine pointer once more to thy choice, and press the button one last time. Thy adventures thus far wilt be inscribed upon the disk, and thou canst then continue thine Quest, or turneth off thy computer. To start up again, boot thy game disk, and when thou are prompted for a command, thou mayst use the "Restore game" option from the Options scroll. It worketh in a similar function to the Save option, and wilt resume thy Quest 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 Entertainment software such as The Quest. Please help us by not making any copies of this program.

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The Quest is written by Dallas Snell, Joe Toler and Joel Ellis Rea. Special Apple Hi-Res/Double-Res version by Steven and Marsha Meuse. Atari and Commodore 64 version by Jeffrey A. Jay. IBM PC/PCjr version by David Shapiro. Macintosh version by Ed Loewenstein. The Quest is copyrighted 1983, 1984 by Penguin Software, Inc. All rights reserved.

