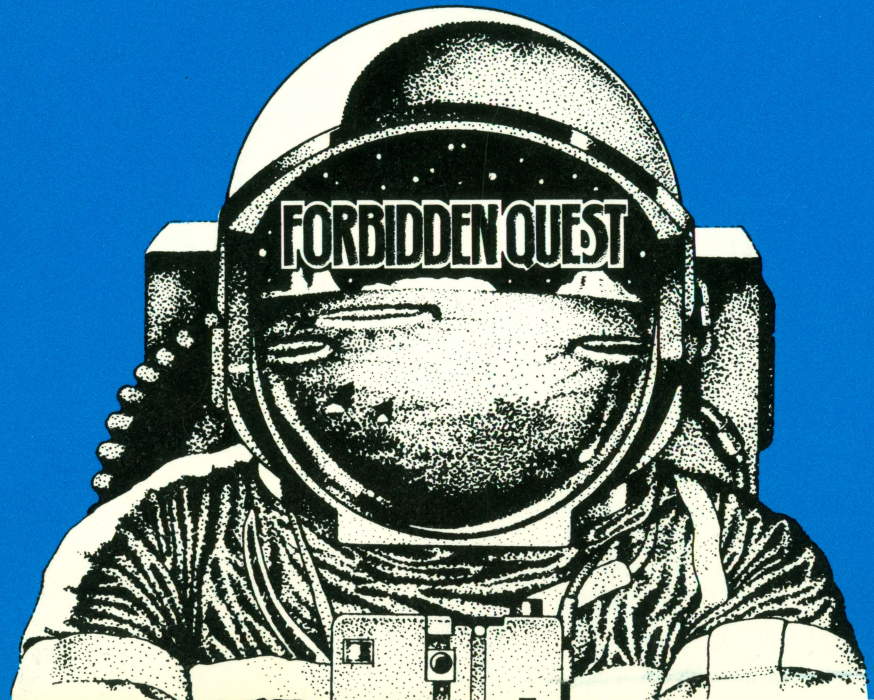
Prepare To Be Drawn In and Engulfed by PRYORITY SOFTWARE's Science Fiction Thriller

an interactive adventure novel



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The Quest

Five hundred years have past since the end of the intergalactic civil war, which destroyed the trade routes between the United Alliance of Planets. Technology has faultered, the planets have fallen into a state of chaos and decay. Machinery has come to a screeching halt. Something must be done to re-establish a technilogical society or civilization will perish.

Though strictly forbidden by the ruling government, you have taken off in your private starship PARADOX to seek out an ancient rumor of a lost alien civilization. For hundreds of years there have been tales of a superior race of beings and other radically different forms of life at the outer reaches of the galaxy. There has never been a confirmed report of any contact with the aliens, but frightning tales have been spread by asteroid miners who have touched close to that region.

Deep space analysis reveal powerful magnetic fields and strange nebulous clouds shielding that sector of space from detailed scanning. The limited data that has been gained suggests the possibility of a system of planets beyond the nebula.

Against all odds you have set out to find this alien race to secure help and return with their knowledge to restore order to the United Alliance of Planets.

Section 1: For First Time Adventurers (and clue seekers)

This game is an interactive adventure novel controlled by your input to the computer. Through "talking" **(see section 5)** to the computer you are able to direct the progress of your adventure. **You are part of the story!**

There are many paths your adventure can take, some obvious and others hidden. Let your imaginzation run wild. No matter what you "say" to the computer you won't hurt it.

There are many objects to manipulate within the adventure, some of their uses are readily apparent while others are not. Again, don't be afraid to experiment. There is a limit to the number of objects you can carry at one time. This is based on the "weight" of the objects. Your goal will be to collect and store the **special** objects within the adventure necessary to solve the adventure. It is not necessary to find all the objects to solve the adventure, but your score will be based on how many objects you find and store in the least number of moves.

This adventure consists of a series of "rooms." Each new location you move to in the adventure is considered a "room," whether it is inside, outside or in space. If you don't map **(see section 6)** your adventure from your first move you will become lost quickly.

Warning: This Adventure Is Known To Contain Mazes!

These are the dreaded curse of most adventures. Mazes require careful and detailed mapping. Sometimes a hint will be found earlier in the adventure to aid in passage through the maze. In some mazes you should drop an object in the first room of the maze and continue to drop objects as you move through the maze. Map each room of the maze with the name of the object you dropped. When you finish mapping the maze, retrace your steps and regain the objects you dropped. (Be careful where you drop the objects.)

As in most adventures you will find yourself being killed often. Luckily this isn't permanent, but you will be sent back to the beginning of the story everytime you're killed, so **save your game often! (See section 5A).** There is no penalty for saving or restoring a game. It is absolutely necessary to save the game at regular intevals and also before any dangerous looking situation you encounter.

While in each "room" of the adventure, "examine" **(see section 5A)** everything you can see. Everytime you pick up an object, examine it. Never leave a stone unturned.

If at any time you become hopelessly stuck, take a break and come back to the problem with a fresh mind or involve family or friends in your quest. If all else fails, call us at **(408) 625-0125** for a hint.

Section 2: Warnings

Describes a potential danger either to the program or your computer.

This means that the sentence following this symbol is very important.

Section 3: How To Start The Game

Please refer to your **Red** System Information Card for **instructions** on using this program on your particular computer system.

Section 4: How To Play The Game

After following the instructions on the reference card for your system, you will see the prompt: >>

Anytime you see this prompt you can type in command words **(section 5A)**, or sentences **(section 5C)**. After entering a command or sentence press <**Return**> to enter the command. In a short time a response to the command will appear, then the prompt will reappear, waiting for you to type in another command.

Forbidden Quest will accept and respond to complete sentences but the response time is increased the longer you make the sentence. The quickest response time is generated by single-word commands **(section 5A)**, then two-word commads; i.e., **Get Blaster**, then multiple-word commands; i.e., **Push the blue button.** Sometimes it is necessary to use miltiple-word commands as in the previous example. See **section 5C** for a more detailed explanation of sentence structure allowed by **Forbidden Quest.**

Section 5: Command Input

The following commands can be typed in anytime you see the prompt:

>>

A. Single-word commands

Brief

After you enter this command all room descriptions for rooms you have already visited will be shortened to just the name of the room you have entered and no long text. If you wish a long description printed out, type in **"look"** at the prompt.

Detailed

If you have previously entered the **brief** command this will reverse that command, and print out the long description for the room you've entered whether you've been there or not.

Format (*Apple version only*)

This command allows you to prepare save game diskettes from within the program. See your reference card for detailed instructions on use of this command.

Inventory or I

Whenever you want to check what you are carrying or picked up, type this command and you will be given a list of objects in your possession.

Look or L

If you type this command by itself, you will be given the long description of the room you're currently in. **Look** can also be used in conjunction with other words to get additional responses; e.g., **look at the screen.**

Panic

In case of exteme emergency; i.e., if your wife (husband) walks in the room while you're playing the game and you're supposed to be balancing the check book, or if you're playing the game at work on company time and you see your boss approaching, type **panic**. When the emergency passes simply press <**return**> to resume play.

The printer command is dangerous in some cases, so make sure and read the reference card for your computer before using this command.

Printer

This command is used to toggle a printer on and off if you have one connected to your computer. See your **reference card** for specific information on this command that applies to your computer.

Quit

Type quit when you want to stop playing. You will be given the opportunity to save your game position at this time if you wish.

Restore

This command is entered when you want to restore a game that you previously saved with the save command. Consult your **reference card** for detailed information on using this command.

Make sure and consult your system reference card before using this command, there is potential danger if this command is used incorrectly.

Save

Any time you wish to save a game position if you're quitting or are in a critical situation in the game, use this command. Consult your **reference card** for detailed information on using this command.

Score

Entering this command will give you your score based on the number of moves you have completed, which objects you have gathered, and what problems you have solved. **(See section 7).**

Wait

Some events within the adventure are triggered by the number of moves that have passed. If you wish to stay in one place to see if anything will happen, type **wait**. This will allow you to wait one turn without doing anything to see if anything is going to happen. Remember, this will add one move to the **moves** counter, which will affect your score.

B. Movement Commands

North or **N, South** or **S, East** or **E, West** or **W, Up** or**U, Down** or **D,** will move you in the direction indicated, if movement in that direction is possible from the room you are currently in.

In special cases; i.e., inside space craft, you may use **Starboard** or **Sb, Port** or **P, Fore** or **F,** or **Aft** to move **Right, Left, Forward** or **Backward** respectively.

Go may also precede the above commands if you wish.

In some cases you might be in a situation where you want to go somewhere but are not sure of the direction; i.e., there might be some interesting looking bushes described in the text, if you want a closer look at them type **"Go Bushes."**

C. Multiple Word Commands

For the most part, the computer is looking for a verb-noun sentence; i.e., **take key** or **take the key** are both the same. If there was more than one **key**, you could enter **take the brass key.** If you forget to supply an adjective and there is more than one possibility, the computer will ask you,

Which Key?
The B)rass one or the S)ilver one:

In this case, all you have to do is press the one letter to make your choice.

Commands may also be linked together on one line by seperating them by either **then** or a period "."; i.e., **North. Examine the wall. Drop the space suit** or **North then examine the wall then drop the space suit.** You do not have to put a period "." at the end of your sentence except when followed by another command. Sentences can be as long as 255 characters long. We strongly recommend against this length of a command sentence for two reasons. First, something might happen between your list of commands that you should take specific action on. Second, if you take the time to type in a long list of commands and you've made a mistake in typing or used a word the computer doesn't know, it will quit executing the commands at the point of the error. At this point you would have to type in the commands again to correct the error. You will definitely save time, and frustration, by keeping your entries to one or two commands at a time.

Remember, don't hesitate to experiment, you won't hurt the computer or game program no matter what you type in.

D. Computer Responses

If the computer understands your command it will take the appropriate action. If it doesn't understand what you have typed it will respond with a statement explaining why it doesn't understand.

If you try to **look** or **examine** something or try to **get** or **take** an object which is not in the room or not in the computers vocabulary, some of the responses you will see are:

I can't see the "object" here.

If it is in the room but there's nothing extra to add about it you will see:

There's nothing special about the "object."

If the computer doesn't understand a word in your input it will respond:

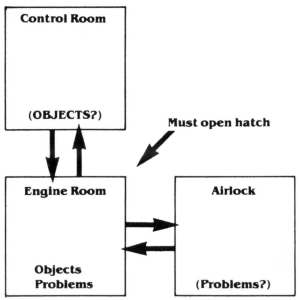
I don't know the word "word."

The computer only looks at the first 6 letters of any word you type in; i.e., **examine the graffiti** is the same as **examin the graffi.**

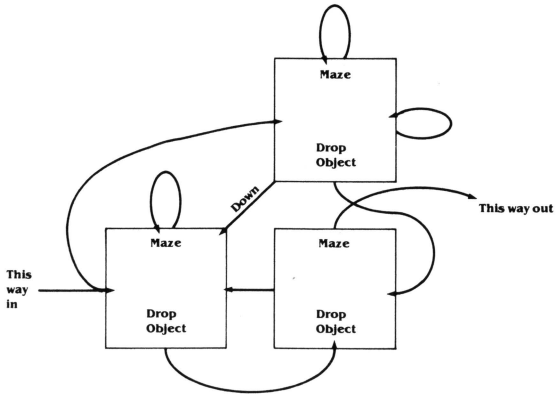
Make sure if the computer doesn't understand a word, that you have spelled the word correctly. The computer is intolerant of inkorect spellings.

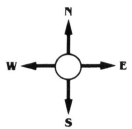
Section 6: Mapping Your Adventure

Mapping your adventure is extremely important to solving the game. For every move you make, your should create a square block on a piece of paper to represent the room you are currently in. Put the room name and any other information you think is important within this block. When you move to another room, create another block next to the first block in the direction you move. Connect these blocks with lines indicating the direction necessary to move to that room.



If you think you've entered a maze you might try dropping objects in each room you enter so you can tell the rooms apart. In a maze, all the rooms are named alike, although they can be either the same room or a different room. After you have mapped the maze, retrace your steps and retrieve the objects you dropped. **Warning:** Be careful where you start dropping objects, some places might not be safe to drop objects.





Section 7: Scoring

You can get points in basicly four ways.

1. By collecting objects you find, you will be awarded points.

2. By storing **special** objects (in a location you'll have to find) you will receive additonal points. The **special** objects are not described as such within the adventure, you will have to deduce which are the **special** objects yourself.

3. When you solve particular problems your score will be increased by varying amounts dependent on the complexity of the problem and the number of moves it has taken you to solve the adventure.

The perfect game is only achievable if you find all the objects, store all the special objects in the proper place and if you solve the adventure in under a certain number of moves. You will be informed at the end of the game if you made a perfect game or how close you came to that goal. It is possible to solve the game without finding all the objects, but your score and the outcome of the success of your **quest** depend on finding as many **special** objects as possible.

You can see how many points you've scored at any time by looking at the display line as described on your reference card. You can find out what your score is, relative to the perfect score, anytime during the adventure by typing "**score**" at the prompt, ">>".

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For technical support or hints call (408) 625-0125

Warnings

Describes a potential danger either to the program or your computer.

This means that the sentence following this symbol is very important.

I. System Requirements

Minimum Requirements

A. Apple II, IIe or /// in Apple II emulation mode
B. One 16 sector 5 1/4" single sided disk drive
C. Minimum of 48k RAM

Optional Equipment

A. A printer connected to slot no. 1
B. A blank formatted diskette for saving games
C.A second disk drive for ease in saving games

II. Beginning Play

A. Starting the game

1. Turn the computer off if it is on.
2. Make sure a write protect tab is installed on the game diskette.
3. Insert the game diskette in Drive1, label side up.
4. Follow normal loading procedures. If you are not familiar on how to start the computer, consult your owners manual before attempting to start the game.
5. If everything is all right the red light on Drive 1 will come on and in a few seconds you will see:

Please wait, game loading...

A seies of dots will print out to let you know the loading is proceeding normally. this process can take up to one minute.

B. Screen display

1. When the game finishes loading you will see:

Room Name M:0 S:0

The **Room Name** will change as you move throughout the adventure, indicating which room you're in at the current time. the **moves** will update each time you make a valid move. The **score** will increase as you solve problems as described in your manual.

At the top of the screen there will be text followed by the prompt: >>

At this point you can type in commands as explained in your manual.

III. Saving and Restoring Your Game

You must format save game diskettes from within the game program using the "Format" command. Formatting a diskette with this command will destroy all contents on that diskette.

You can abort a Save, Restore, or Format at any time by pressing <ESC>.

A. Preparing Save Game Diskettes

1. At the prompt ">>" type in "Format". You will see:

Press <ESC> to abort
Disk Drive (1 or 2) (Default 2):

2. Press the drive number of the diskette you wish to format or press <**Return**> to accept the default drive. You will see:

Insert blank diskette in Drive 2,
then press to begin

(*this will indicate the drive chosen*)

3. Insert a blank diskette in the drive you have selected, then press any key. The drive will spin for about 30 seconds then you will see:

a. If you formatted the diskette in Drive 1, and the formatting was successful:

Formatting Successful.....
Insert game diskette in Drive 1,
then press any key.

The formatting failed:

Formatting aborted.....
Insert game diskette in Drive 1,
then press any key.

b. If you formatted the diskette in Drive 2, and the format was successful:

Formatting successful.....

The format failed

Formatting failed.....

(* A message will be printed here as to why the formatting process failed *)

c. If the format was aborted, and the problem isn't covered in the message printed out, consult section V. Trouble Shooting.

B. Saving Your Game

1. You can save your game any time during the game when you see the ">>" prompt. Just type "**save**", and you will see the following prompt:

Press <ESC> to abort
Position (0-9) (Default 0):

a. Enter the number of the position you want to save, or press <**return**> to accept the default drive. After your choice you will see:

Insert save disk in Drive 2,
then press any key to begin

(*this will indicate the drive chosen*)

c. Insert the save diskette in the drive you have selected, then press any key. The drive will spin for several seconds then you will see:

If you save to Drive 1, and

The save was successful:

Saved.....
Insert game diskette in Drive 1,
then press any key.

The save failed:

Save aborted.....

(*A message will be printed here as to why the save failed.*)

2. If the save was aborted consult section V. Trouble Shooting.

C. Restoring Your Game

1. The procedure for restoring a saved game is identical to the above instructions for saving a game. At the prompt ">>" type "**Restore**", then follow the save game instructions.

IV. Output to the Printer

Make sure the printer is on before you type "printer" or the program will lock up. If the printer is connected but not turned on, you can turn the printer on and the program will unlock. If you entered the command "printer" but do not have a printer connected to slot No. 1 you will have no choice but to turn off the computer and restart the program. (*Make sure and save games often.*)

A. Type "**Printer**" at the prompt ">>", to receive a hard copy of your game while playing.

B. Your printer must be connected to slot No. 1 and turned on before you enter the command "**Printer**".

C. To stop printing, at the prompt ">>" type "**Printer**" again and the printing will stop.

VII. Troubleshooting

A. If any problems arise in loading the game or during a save or restore operation check the following items.

1. Check that the game diskette is in Drive 1 with the label side up, and then the disk drive door is closed.
2. If saving or restoring make sure`
   a. The save diskette is in the proper drive.
   b. That it does not have a write-protect tab on it.
   c. That it has been formatted from within this program with the "**Format**" command.
4. Check the diskette for visible signs of damage.
5. If all else fails feel free to call us at 1-408-625-0125.

The game diskette is copy protected. Conventional copying techniques will not copy the disk. See your instructions manual for warranty information. If you send in your warranty card you are entitled to purchase one back-up copy for $5.00 including postage inside the U.S.

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FORBIDDEN QUEST™

An ARTEXT™ Adventure
For Apple®][,][e, /// in emulation

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