

What you should have

Enclosed should be two double-sided diskettes marked by a 1,2,3 and 4. Along with the folder you are reading now, there should be a hint sheet and a list of words the game understands.

Booting the game and disk swapping

Boot the side marked 1. From now on insert the side of the diskette the computer instructs you. There will be two other times that you will need to swap disks except for saving and loading games.

Commands

The game has a two-word parser. To move around type in a direction like East or go East or even abbreviate by typing just an E. There is also up, down, north, south and west. Commands such as "enter" and "left" can be used to move around. Other common commands are "get", "take", "drop", "examine". Often commands used are in a verb-noun form like "get rock".

You can also check to see what you are carrying by typing "Inventory" or "Inven" for short. Other commands are on the word list. Try to use this only when you are having problems communicating so it doesn't give you an unwanted hint to do something. Try a lot of different commands and ideas, who knows, it may work.

Special commands

Return - flips graphics and text screen

Brief - gives you a brief description

Long - gives you a longer description, it may sometimes go behind the graphic screen

On - gives player a "beep" sound when command is ready to be entered

Off - turns off beep

Quit - will end game

Display

On the top left of the text screen will be the time of day and what day it is of your adventure, and on the top right is the direction you are facing.

*Note there are some locations which will go to the text screen. This is because there isn't a picture for the location.

Romance and character interaction

You will meet characters on your adventure who will act upon you. There are some where a romance can actually be carried out. Using words like kiss and hug will show affection and the character may show affection to you. Who knows, maybe they will anyway. By no means is a romance necessary but it could make you enjoy the game more.

Time

There are only seven days for you to complete your quest. The time will be displayed on the top left hand corner of the text screen. Use your time wisely so you don't run out. A certain amount of time will be taken depending on what area you are in. An example would be a move in the desert would take up more time than a move in the forest.

Saving and loading the game

Disk side #4 is used to save games. To save a game just type save at any time and enter the number you want to give it. To load, enter the number of the game you want to load. Just type load. To save games on your own disk, just make sure it is initialized. You can save as many games as can fit on your diskette, which will be more than enough.

Help

If you are having problems with knowing where you are, try mapping. Also try saving the game a lot because it should help you. Some of the text may help. *Note that sometimes objects won't be shown in a picture and sometimes it will. Examine the text to see if an object or objects is present. Examine things, be imaginative, if you have problems and you're frustrated try the hint sheet. If that doesn't help, write us or just give us a call. We'll be happy to help.

Disk problems

If your diskette fails to boot, just tell us within 90 days of purchase along with your sales receipt to **Coastal Software, Inc.** After 90 days, send us \$5.00 to cover handling and postage.

Final remarks

Have fun! Send us a line and tell us what you think of the game and/or service. Don't get frustrated. It will be a long adventure and it may take you a while but all the more reason to celebrate when you finish your quest. Good luck!

Want to be a part of Coastal?

If you want a career with us or if you have programs you want to show us, then we'd be more than happy to talk to you. Give us a call or write. Who knows?

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Chalice of Mostania

Word List

arrow	forest	potion
ascend	forward	pour
attach	fuse	punch
ax	gator	quadron
backward	gem	quit
blow	get	quiver
book	go	read
bottle	goblin	rebor
bow	gold	rest
box	guard	right
break	hit	river
brief	hold	road
buy	horn	robe
candle	hug	rod
carcass	in	room

Note: Some abbreviations of these words can be understood also.

Chalice of Mostania

Word List

carry	inside	rope
castle	inspect	row
catch	inventory	run
cello	jadin	s
chalice	javelin	sabre
chop	join	save
climb	jump	say
close	kangaroo	shoot
coastal	key	sing
korgi	kill	skeleton
crack	kiss	slay
craton	knife	sleep
crawl	leave	smash
d	left	snake
descend	lichin	south

Note: Some abbreviations of these words can be understood also.

Chalice of Mostania

Word List

describe	light	spear
desert	liphin	spider
dig	liquid	strike
discard	load	swim
door	long	sword
dori	look	take
down	love	throw
dragon	mace	toss
drink	marry	touch
drop	match	town
dump	n	tree
e	no	tunnel
east	nordauq	u
eat	north	unlock
edi	notark	up

Note: Some abbreviations of these words can be understood also.

Chalice of Mostania

Word List

egg	oar	Use
elixir	off	w
elves	ogres	walk
enter	on	wall
examine	onward	wand
exit	open	warrior
few	organ	water
fight	out	wave
file	outside	west
floor	paddle	yes
food	play	zed

Note: Some abbreviations of these words can be understood also.

March 24, 1986

ADDENDUM TO CHALICE OF MOSTANIA

RE: Saving and loading the game

This addendum corrects a error that appears in the above section in the Documentation for The Chalice of Mostania.

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Sincerely yours,

Daren Bakst, President
Coastal Software, Inc.