

Questmaster[®]

THE PRISM OF HEHEUTOTOL



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IBM PC/Tandy version using the GigaWorld™ Adventure Game System
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Commodore-64 version by Jack Thornton

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Debra Ann Jay, Tina Barger, Ernest Buff, The Lamb Family,
Bernard Slome & Dominick Pagnozzi and Co., Katherine Axt, Steve Lee
"Miss Kins" and the Cosmic Crew!

If you have questions regarding the use of *Questmaster*,
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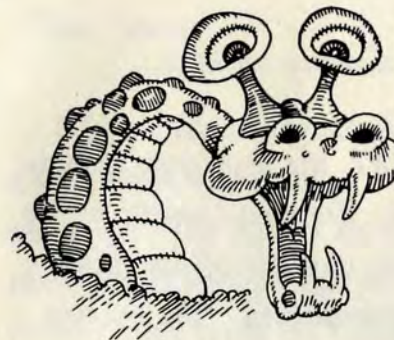
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Questmaster®

THE PRISM OF HEHEUTOTOL





Your destiny unfolds...

2187, the year your legacy began. Dondra, world of the Elders...a place of harmony and tranquility. The masses were content and at peace with each other. War was virtually nonexistent and the wisdom of the Elders had been undisputed for over 100 years.

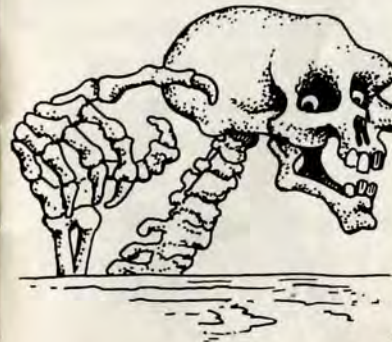
Time passes...

2199, Colnar begins the domination of his new universe. The Elders anticipate the need of foreign aid and form a pact with the Tellasien race of Halcar, a neighboring planet. "The Tellasien race must defend the Elders against any evil forces. If life is taken for naught...then they must avenge."



Meanwhile, in another dimension...

The universe is filled with pestilence, crime and disease. Colnar is the being who rules all evil, controlling everyone and everything. He is planning time travel to another state of being, a new universe which is prevalent with happiness, so that he may once again spread his evil ways.



Colnar has reached Dondra and has initiated his devious plan to abolish this nucleus of organization. After taking over the minds and bodies of a neighboring town, Colnar's now evil warriors brutally attack and slay all of the people in the main city of the Elders. The last remaining wisemen, using telepathy, summon their defenders just before being killed...



The legacy begins...



Player Instructions

Loading the game

Apple II version:

Put in the boot disk "SIDE 1" in drive one and turn on the computer.

Apple IIGs version:

From the Apple Finder or GS/OS:

Put in the "/QM.DISK1" disk and double click on the "QUESTMASTER" icon to start the game.

From the Apple Launcher:

Put in the "/QM.DISK1" disk and double click on the "QUESTMASTER" application to start the game.

To install on a hard drive: Use your favorite file copy program or finder and create a folder on the hard drive called "QUESTMASTER". Proceed by copying all files on each disk into the newly created folder.

Commodore-64 version:

Put in the "BOOT DISK SIDE 1" in drive one and turn on the computer. After a few seconds type LOAD "*",8,1. The program will take a few minutes to load.

IBM PC CGA/EGA/VGA and Tandy versions:

Load the appropriate version of DOS, then put "DISK 1" in drive A: and type SETUP at the A prompt. This setup program allows you to change video display modes, add AdLib™ music support and perform a hard disk install.

The beginning: (First time player notes)

In your travels on Ardnod you will be generating experience based upon how you perform in this world. You will also gain items that can be used in future Questmaster® modules. Therefore, when you boot this program for the first time you will be asked to supply a name to assign to your first character. Even though you may be terminated many times during game play, you will always be reincarnated after being brought back to the boot disk.

Experience

You will be given experience during your travels based upon:

Total Number of saves
 Number of times terminated
 Number of objects gained
 Elapsed time

These results will be used to calculate your total experience gained. To view your experience at any time during game play type: EXP or EXPERIENCE.

Basic command entry

In this program there are many different ways to enter commands. You may use the standard two-word method, ie: GO NORTH [RETURN], or you may type CONTROL-N, or you may press the joystick forward and press button (0) to move, or you can simply press N [RETURN]. When entering a command you will usually need an ACTION word and an OBJECT word. Some standard commands might be: LOOK DOOR, READ SIGN, TAKE KEY, OPEN DOOR. To enter and execute your commands you will be using something called a "parser", i.e., the link between your nimble fingers and the computer of your choice. When typing in a command the prompt or starting point is indicated on the bottom of the screen as: ENTRY> or > (depending on which version you have). After familiarizing yourself with the program for a while using some of the basic commands above, try some of the following methods of getting around in Ardnod.

Advanced command entry

If you enjoy being more verbose in your description of actions and objects this parser will accommodate you. For instance, the basic commands from the previous paragraph could have been entered: READ THE SIGN ON THE DOOR, TAKE THE KEY OFF OF THE FLOOR, OPEN THE DOOR. You may also use multiple actions and multiple objects in the same sentence. If, for instance, you knew what you wanted to do in a particular room you could: GET THE KEY AND THE WRENCH THEN OPEN THE NORTH DOOR. This would immediately take the key and the wrench from the floor and open the north door in that order.

Your capabilities are not limited to what is on the screen at the present time. You may also move between screens, look at objects, and do just about anything in the same sentence, i.e.: OPEN THE DOOR THEN GO NORTH AND HAVE A LOOK AT THE OLD MURAL. When getting or dropping items you may also use commas: TAKE GEM, VIAL, SACK.

Multiple command entry

One of the special text handling capabilities is the multiple command entry. You may type in a lengthy number of commands one after the other with a period between each: TAKE THE GEM, VIAL AND ROPE.GO NORTH.GO UP.GIVE THE GEM TO THE MAN.GO DOWN.GO SOUTH.GO SOUTH.GO WEST.

Each of the commands will be executed in the order received until they are completed. Remember, if something was entered incorrectly, then the chances are the commands that follow will not properly execute.

Travelling on Ardnod

Remember that you are always looking out of the eyes of Terna, the last of the Tellasien race. We have tried to make it as easy as possible to understand your position at each location, while trying to maintain a proper perception of your facing. When you move to a location the description shown will give you a good understanding of your surroundings. In many cases it is possible to look in more than one direction. To accomplish this you may: LOOK SOUTH (This will display the south wall or scenery).

In your travels on Ardnod you will encounter many strange beings which in some way have to be dealt with. Sometimes you might have to give them something or perform some action, to make them more friendly. You will also find that there are many "timed" events which keep you on your toes and prevent stagnant game play.

Keyboard movement:

Earlier we discussed basic and advanced commands which gave you an understanding of the parser. We said that you can GO NORTH to move to the next location in a northerly direction. You may GO in any direction you can think of: NORTH, SOUTH, WEST, EAST, NORTHWEST, NORTHEAST, SOUTHWEST, SOUTHEAST, UP,

DOWN. You can even GO AROUND or GO BEHIND many things (hint, hint). However, it is not necessary to type GO every time: N,S,W,E,NW,NE,SW,SE,U,D [RETURN] will get you around very quickly. After you have mastered these movement commands, try the ones below.

CONTROL- movement commands (See HELP screen):

IBM PC, Commodore 64 and Apple II versions:

To immediately move [N]orth, [S]outh, [W]est, [E]ast, [U]p or [D]own, simply type the CONTROL key at the same time with the corresponding direction, i.e.: CONTROL-N will move you immediately north (no carriage return needed). This makes quick movement a breeze!

Apple IIgs version:

Use the command/apple key while pressing on any of the numeric keypad numbers to move in that direction. For instance, pressing Apple-8 will go North one move.

Joystick movement:

IBM PC, Apple IIgs and Apple II versions:

You are slumped over the machine, it is time to pack in a heavy hacking session and you couldn't type another move...don't despair! Pick up that joystick which is hiding under all the graph paper and type CONTROL-J. (This command will toggle your joystick on or off.) When you press the joystick in any direction you will see the corresponding movement command at the ENTRY> prompt. When you press the Button (0) it will then immediately move you in that direction. When you want to go Up and Down you will need to hold down the Button (1) and move the joystick forward and back to make your selection. When you want to type something into the computer, let the joystick self-center (there is no need to disable the joystick to type in your commands).

Commodore 64 version:

Everything applies above except when moving up and down. Without moving the joystick, press the button and hold it down then move the stick forward for up and back for down.

Take note: The directions are not like you remember them to be on your planet of Halcarrion. When facing north, west is to your right and east is to your left. This is unlike most of the "right east" planets which seem to be more common.

Special functions

Type in the COMMAND or [SUBSTITUTE]:

HELP: This screen may be accessed to help you remember some of the features available to you.

EXPERIENCE [EXP]: Displays your present QUESTMASTER statistics as well as the elapsed time.

TIME [CONTROL-T]: Will quickly display your elapsed time since you began your quest. This time will be a factor in calculating your experience.

CONTROL-J: Toggles joystick function on and off; it can be used at any time for immediate movement. (If you have any problems with the joystick recognition, make sure that it has been adjusted properly.)

CONTROL-R (Apple II and Commodore 64 version only*):

**** This will purge your character from the disk and make you
RESTART FROM THE BEGINNING ****

This function is available so that you may begin again from the start. However, your character can only be readied for transportation to other Questmaster modules when you have COMPLETED THE QUEST, bringing the Crystal Prism of Heheutotol back to the starting location. At that point, your character will be permanently moved to another location on the disk and he can then be transported to a new module whenever needed. Upon completion the program will automatically perform the relocation on the diskette and let you assign a name which will create a new character. Keep in mind that you may only have one character in the "completed" location.

* All other versions can LOAD different characters. (See Character Menu on Scroll 13.)

Note: Please read instructions in future Questmaster modules on how to relocate your character from this Quest and begin by using all your experience gained.

Saving and Loading positions

This feature is provided so you can return to locations previously saved after you quit or have been terminated (by one of the strange or evil beings you might encounter on Ardnod). There is a "catch," however; the number of times that you save a game is counted and **WILL NEGATIVELY AFFECT YOUR EXPERIENCE**. We hope this will give your character an air of permanence, rewarding the more cautious and penalizing the frivolous adventurer.

At **ALMOST** any time during play you are permitted to restore as well as to save your present statistics to the saved game diskette. To do this simply type: **LOAD GAME** or **SAVE GAME**.

Apple II version:

The screen will clear and you will be instructed to insert your saved game diskette and press [RETURN]. If you have a second disk drive press D and you will see the disk drive indicator change on the screen. A second drive is convenient because your disk swapping will be reduced to a minimum. After putting in the appropriate disk and pressing [RETURN] a select game menu will appear. If using the **LOAD** command, only previously saved games will be indicated. If using **SAVE** you may type a new letter not indicated or you may elect to write over an old one. Any letter from A to Z is available in **SAVE** mode.

Apple IIgs version:

You may type **SAVE GAME** or **LOAD GAME**, or use your mouse and pull down the **FILE** menu to select these commands. **SAVE** a game under any filename you wish onto any standard **PRODOS** diskette. You may then **LOAD** any of your previously saved files at any time during play.

IBM/Tandy versions:

Games may be saved under any filename onto any standard **MS-DOS** diskette. You may then **LOAD** any of your previously saved files at any time during play. **Note:** You can only **Restore/Load** games which have been saved by your present character.

Commodore-64 version:

You will be instructed to insert your saved game diskette and press [RETURN]. Put in the appropriate disk and press [RETURN]; a select game menu will appear. If using the **LOAD** command, only previously saved games will be indicated. If using **SAVE** you may type a new letter not indicated or elect to write over an old one. Any letter from A to Z is available in **SAVE** mode.

How to prepare a saved game diskette:

Apple II version:

Format a blank disk using **DOS 3.3**. (See your computer's appropriate reference manual). You are now ready to **SAVE** and **LOAD** games. We suggest that you label your diskette clearly for future use.

Apple IIgs and IBM PC/Tandy versions:

There is no need to prepare a special formatted diskette for these versions. (See the **SAVE** and **LOAD** commands above.)

Commodore 64 version:

There is a built in format utility which creates Ardnod save game diskettes. Type **SAVE** and select the "Format save game disk" option with the arrow keys. Insert a blank diskette and press **RETURN**.

Character menu (Apple IIgs and IBM PC/Tandy)

After loading the program, you will first have to create or load a character. A menu will appear. If this is the first time playing the game, select the new character key/button, then type a character name when prompted. You can create up to 10 characters in this way.

Basic Commands

Some basic commands to get you started are: Use, Open, Take (All), Drop (All), Say, Look, Kick, Read, Go. This is only to help the beginner. There are hundreds of words this program will recognize and execute, so do not hesitate to try anything. There are also some command substitutions that will make your travels a little easier. L is the same as typing in LOOK, I= INVENTORY and all of the directions can be abbreviated. When typing in commands these abbreviations will also work in a full sentence structure, i.e.: LOOK AT THE SOUTH DOOR THEN OPEN THE SOUTH DOOR.GET THE KEY THEN KICK THE KEY SOUTH.GO SOUTH = L S DOOR.OPEN S DOOR.GET KEY.KICK KEY S.S

Your Quest on Ardnod

This futuristic land has mountains, deserts, streams, fields and cities. You will find that aspects of this world are different from any other you have known.

To "win" you must set forth in this strange and forbidden land to find the Crystal Prism of Heheutotol and return to the starting location. Upon return, you will gain a new power which can be used in future Quests!

- *Imagine, for it is all but a dream...*

Notes on Piracy

There was extensive time and effort put into this program to make a personal dream come true. We will continue striving to create quality products and appreciate your continued support.

We have taken an extra year to enhance the Apple IIGs, IBM & Tandy versions of this product. We have also decided to leave the diskettes unprotected for *your personal convenience*. You can help us make software as convenient and enhanced in the future by not copying these disks for other than archival purposes.

Designer - Sean B. Barger

EQUILIBRIUM

Stuck in the first room? Try these hints:

Did you take the key?

- Yes – it dropped to the ground.
- No – try taking it.

Did you decipher the code on the north door?

- Yes – good.
- No – it is a sliding code, (ie. B=A C=B):
XQFBL ZF UIFTF XPSET
SPEAK YE THESE WORDS

Which means: SAY DEATH TO COLNAR

This will make a keyhole appear in the north door.

To get the key you must:

OPEN THE SOUTH DOOR
KICK THE KEY SOUTH (The key steams up the south room.)
GO SOUTH
TAKE THE KEY
GO NORTH

To open the north door:

After you insert the key into the keyhole the door will open.
GO NORTH
Skeletons will appear and scream "SPEAK MORTAL". Simply try what has worked before:
SAY DEATH TO COLNAR

The skeletons give you items helpful in your quest on Ardnod.

To get past the skeletons in one set of instructions when starting from the first screen:

TAKE KEY.OPEN S DOOR.KICK KEY S.S.GET KEY.N.SAY
DEATH TO COLNAR.INSERT KEY INTO KEYHOLE.N.SAY
DEATH TO COLNAR.N

If you need further assistance there is a cluebook available at your local computer dealer or through our customer support department.



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EQUILIBRIUM