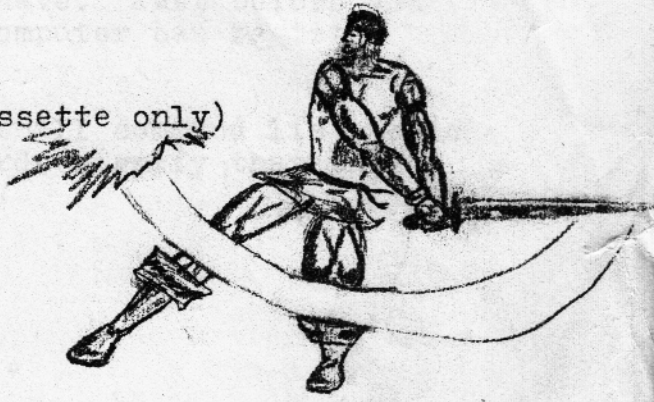


Instructions and  
Judges'  
Notes  
for  
the  
games

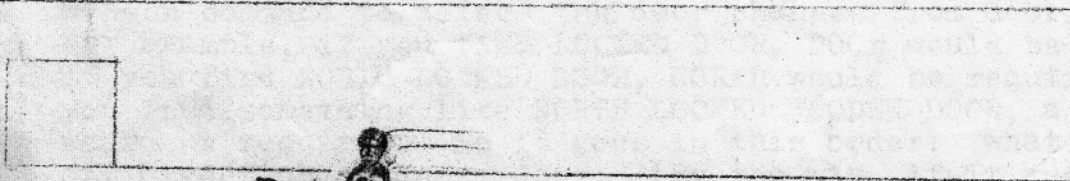
RINGQUEST (Requires 32K Extended Basic, Cassette only)



and

THE GOLDEN CASTLE (Requires 4K Color Basic, Cassette or Disk)

By L. Curtis Boyle



## RINGQUEST

Background: For many years now, the kingdom of Bergadeer has lived in quiet solitude and happiness. But alas, it did not last long. A ferocious dragon appeared, broke through the sentries standing guard to the royal palace, and made off with the king's magical Ring of Freedom, as well as some lesser treasures.

Without the ring, the entire kingdom became slaves of the Dragon, and all seemed lost. Then a stranger appeared, one not from the kingdom, and stated that he would like to try to get the ring back. The king eagerly agreed, and gave the adventurer a decanter filled with a healing potion, saying that that was all he could do to help the adventurer, as all his weapons and armor were stolen by the dragon. Then the king led YOU, the adventurer, to a large hole on the top of a hill, and told you that that was where the dragon was last seen with the ring. Then he slowly walked off, leaving you to climb into the hole.

Mission: In this game, your mission, is of course, to regain the ring of freedom. Once you do that, you've won. But, there are other treasures besides the ring, and your score at the end will depend on how many of these treasures you have. Just before you get the ring, you must type score so the computer can register all your treasures.

Instructions: This game has a relatively small command list, which is shown below. The dashes between the words signify that those commands mean and do the same thing.

KILL-ATTACK-HIT

OPEN-UNLOCK

LOCK-EXAMINE-SEARCH

GET-TAKE

DROP-LEAVE

DRINK-EAT

QUIT-END

LOAD

SAVE

SCORE

INVENTORY

READ

By the way, you only need the first three letters of each word you type in for the game to accept that command. ex. OPE for OPEN, INV for INVENTORY. If you spell something wrong, pressing the left arrow key will delete the entire line you just typed in, allowing you to retype it.

When searching things, the game may tell you that it can't see that object here. This only happens if you spell it wrong or if you typed the wrong word from what the computer identifies the object with. ex. SMALL for SMALL JAR is incorrect, JAR is right.

When you find locked doors, the word you would type in the UNLock command to affect the door changes from door to door. For example, if you find LOCKED DOOR, DOOR would be the command. If you find NORTH LOCKED DOOR, NORTH would be required, and if you find something like NORTH LOCKED WOODEN DOOR, a WOOD command would be required. So it goes in this order: what door is made of, direction of door, door. (By the way, if it just says LOCKED DOOR, check the picture of the room and the directions that you can go to figure out which door is locked.)

When trying to UNLOCK a door or KILL a monster, the game will respond with "WITH WHAT:". Only one word (or the first three letters of that word) is needed.

By the way, your commands will not be accepted until the words 'WHAT SHOULD I DO?' appear at the bottom of the screen.

The graphics screen is divided into four sections from top to bottom, separated by white lines. The top is the room description (in text), the second is what objects are in the room (in text), the third is pictures of the room, any objects in the room, and the monsters in the room. The fourth section is the command section, where you type in your commands and where the responses from those commands are seen.

The only things that you can affect with commands such as KILL, SEARCH, etc. appear in the second section or in your INVENTORY.

The SCORE command (all five letters of this word must be typed in) does two things: 1st, it tells you how many hit points you have and how many you could have as a maximum; and 2nd, it tells you (after a short pause) your score out of 15. And no, there are not 15 treasures, it's just that some treasures are worth more than others. When you are about to win the game (just before you get the ring) type SCORE first to ensure that you get full points for your treasures.

To move in a direction from room to room, just type in one letter. ex. N for North.

If a monster kills you, a bunch of red will appear in the middle of the screen; this is your blood.

If the game ends (from either your death or your winning) you will have to press BREAK to get out of the ending screen.

Hints and Tips: You will probably have to play it quite a few times, and hopefully after awhile you will find the easiest route. To find the easiest route, I would suggest attacking the weak monsters first, and only gradually take on the stronger ones. A way to do this is to make a map on graph paper, and number each room. On a separate piece of paper, write the room numbers down and beside them write which objects and monsters are found in that room. Beside the monster's name, put his greatest damage to you you have seen him do, for the stronger the monster, the more damage he is capable of doing. You will have to update the monster's damage fairly often, but not the objects in the room.

To search or do other things to objects in a room with a monster in it, you can ignore the monster and search (or use the other commands) the object, but the monster will still attack you.

The monsters get weaker in their attacks the more that you hit them, and some monsters can only be hit by the more powerful weapons. The stronger the monster the harder it is to hit.

Remember to search all objects (except monsters)

The armor that you are actually using will be the last armor you picked up, and the armor, in order from worst to best, is as follows: Leather Mail, Chain Mail, and Plate Mail.

To use a potion, DRINK or EAT it's container.

When you start the game, you have a Decanter (containing a healing potion), your HANDS as weapons, and skin for armor.

At the start of the game, the graphics screen will go either red or blue. If it is blue, press the Reset button and RUN again.

If it is red, press any key. The screen will go back to text and word PRESENTING... will appear. You will have to wait until the game is fully prepared, and then it will start.

NOTE FOR COLOR COMPUTERS WHO CAN'T USE THE VITAMIN "E" POKE: Don't worry, this game still works without it. But you will have to alter a few lines:

243- Delete the POKE 65494,0 command, it isn't needed.

250- Delete the POKE 65495,0

251- Delete the POKE 65494,0 command, it isn't needed.

257- Delete the POKE 65495,0

FOR THOSE WITH THE VITAMIN "E" POKE: Type POKE 65495,0 after CLOADing but before RUNning.

By the way, every time you kill a monster, your hit points go up. But, it is also recommended that you don't have to kill all monsters. (Go figure that one...)

GOOD LUCK!