

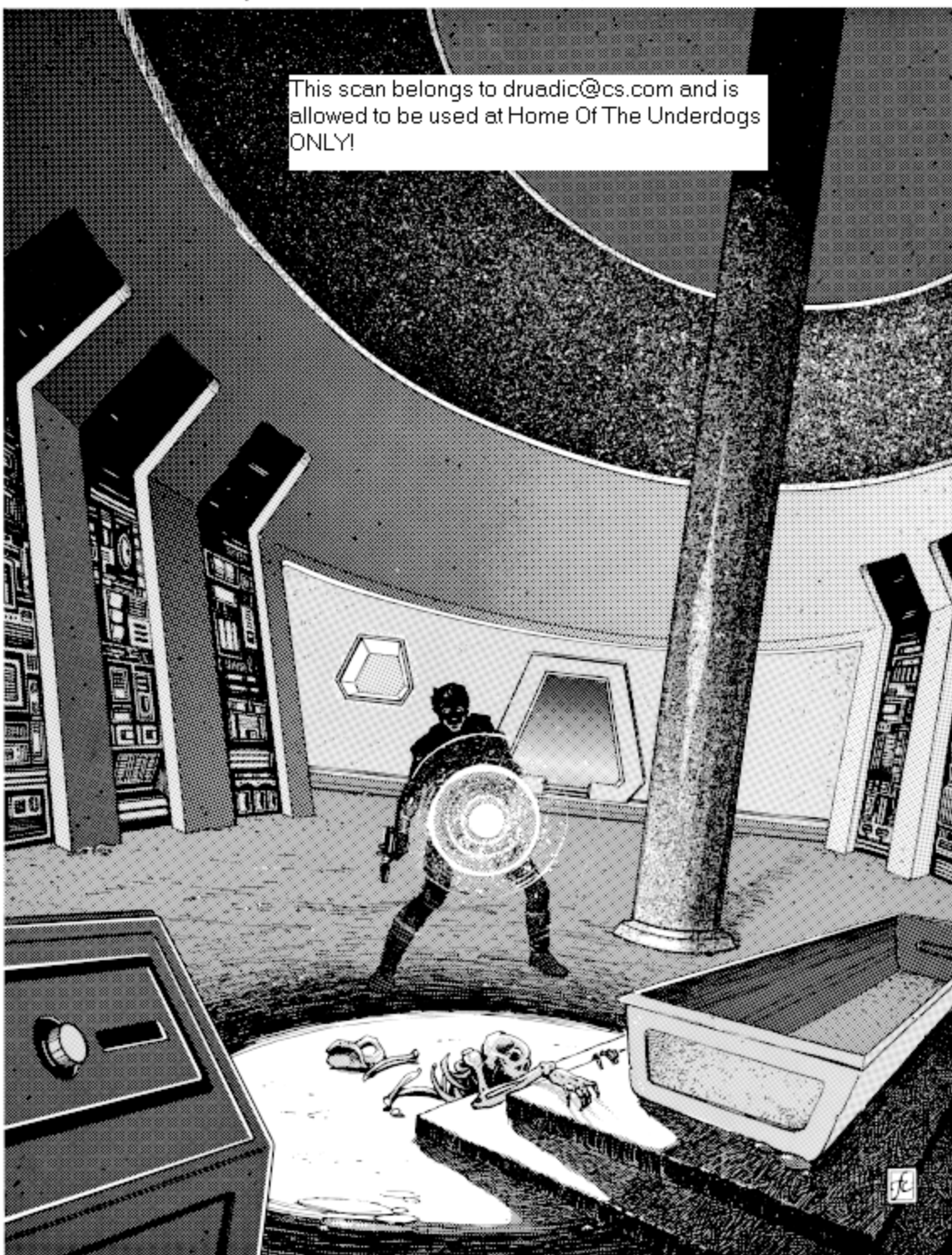
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FORBIDDEN QUEST™

ARTEXT™ PRINT #2 "ALIEN SHIP"

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FORBIDDEN QUEST™

ARTEXT™ PRINT #5 "POWER STATION"


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PRIORITY SOFTWARE IBM-PC, PCjr REFERENCE CARD

Warnings

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

 Section two on this reference card, **PREPARING THE GAME FOR PLAY**, must be followed before starting the game for the first time.


I. System Requirements

Minimum Requirements

- A. IBM-PC, PCjr or compatible with min. 96KB memory DOS 1.1, 2.0, or 2.1
- B. One 5 1/4" double sided drive
- C. Monochrome card with IBM monochrome monitor
- D. Or color card with TV, composite or RGB monitor

Optional Equipment

- A. IBM or compatible printer connected to a parallel printer adapter
- B. A blank formatted diskette for saving games
- C. Second disk drive for ease in saving games
- D. Hard or RAM disk to increase speed of play
 - 1. Minimum 256KB memory needed for **RAM** disk operation

 It is recommended that you format a diskette, for saving games, before proceeding further. Consult the appropriate DOS manual (1.1, 2.0, 2.1) on procedures for formatting a diskette. Other files on the **SAVE** diskette will not be harmed, but you should have a minimum of 30KB disk space available to store the save games. It is possible to save games on the **GAME** diskette, but we advise against this because of the need to remove the write protect sticker. We recommend a new blank formatted diskette for saving games.

II. Preparing The Game For Play

A. RAM AND HARD DISK OPERATION

RAM Disk Operation

1. A minimum of 256KB memory is needed.
2. It is not necessary to follow the **DOS** installation (Section II B.) procedures if you plan to always run the program off of a **RAM** disk.
3. Boot a **DOS** diskette (1.1, 2.0 or 2.1). Run your **RAM** disk software to create a min. 160KB drive. Make sure you have reserved 96KB memory for the program. Insert the **GAME** diskette in drive A: (when using a **RAM** or **HARD** disk you **must** have the **GAME** diskette in drive A: when you start the game. This is due to copy protection.) Then at the prompt "**A>**" type **RAMHARD** followed by the drive letter you have assigned to the **RAM** drive.

A> RAMHARD C

The drive letter ("C" in the example above) can be any letter from A thru H but must be the same letter as assigned to the **RAM** disk.

Now **PRESS** the **[ENTER]** key.

All necessary files will now be transferred to the assigned **RAM** disk and the game will be started automatically.

Hard Disk Operation

1. It is not necessary to follow the **DOS** installation procedures if you plan to always run the program off of a hard disk.
2. Now boot a **DOS** diskette (1.1, 2.0 or 2.1) Insert the **GAME** diskette in Drive A:
At the prompt: "**A>**" type **RAMHARD** followed by the drive letter of your hard disk.

A> RAMHARD C

The drive letter ("C" in the example above) can be any letter from A thru H but must be the same letter as your hard disk.


Now **PRESS** the **[ENTER]** key.

All necessary files will now be transferred to your hard disk and the game will be started automatically.

3. After you perform the above procedures the game program will be transferred to your hard disk. After this is done, all you have to do to start the game is to log into the drive designator for your hard disk and type "**FQ96**"

C> FQ96

Then **PRESS** the **[ENTER]** key

 Remember, you must have the **GAME** diskette in Drive A: and be logged into the hard disk when starting play.

B. INSTALLING DOS

This is not necessary if you run the game exclusively off a **RAM** or **HARD** disk.

 This procedure only has to be performed once.

First the write-protect sticker must be carefully removed from the **FORBIDDEN QUEST GAME** diskette. Save this sticker as it must be re-installed when the following operations are completed.

1. Single Drive Users

Insert the appropriate **DOS** System diskette into Drive A: (DOS 1.1, 2.0 or 2.1)
(*NOT THE GAME DISKETTE*)

If the computer is **OFF**, turn your monitor **ON**, then turn the System Unit Switch **ON**. If the computer is already **ON**, press the **[DEL]** key while holding down the **[CTRL]** and **[ALT]** keys. When the **DOS** system prompt appears, "**A>**", remove the **DOS** diskette from Drive A: and replace it with the **GAME** diskette.

 Make sure and insert the **GAME** diskette label side up with the write-protect sticker removed.

Type: **B:START**

Now **PRESS** the **[ENTER]** key

Almost immediately you will see:

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 faltered, 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 technological society or civilization will perish.

Though strictly forbidden by the ruling government, you have taken off in your private starship PARADOX, acting on 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 frightening 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 imagination 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 of 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 intervals 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 the System Information Card for **instructions** on using this program on your particular computer system. Use the HELP MENU on Macintosh.

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 commands; i.e., **Get Blaster**, then multiple-word commands; i.e., **Push the blue button**. Sometimes it is necessary to use multiple-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 extreme 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.

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.

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 to the 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?

In this case reenter your command but add the correct adjective.

Commands may also be linked together on one line by separating 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 (less on the Macintosh). 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 computer's vocabulary, some of the responses you will see are:

There isn't any "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:

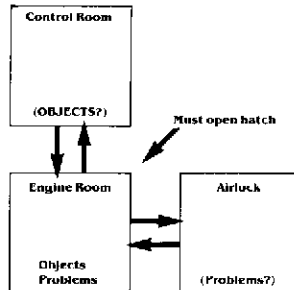
I don't know the word "word."

The computer only looks at the first 6 (5 in the Apple II) letters of any word you type in; i.e., **examine the graffiti** is the same as **examin the graffi**.

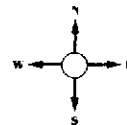
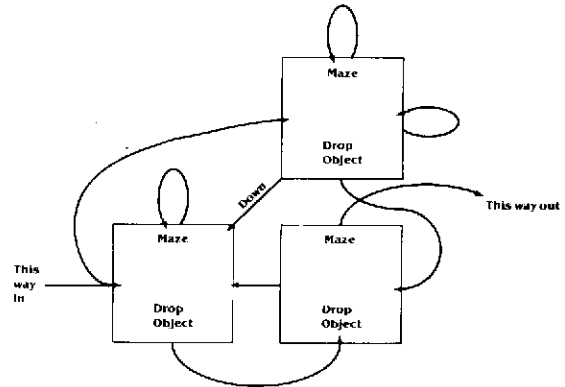
Make sure if the computer doesn't understand a word, that you have spelled the word correctly. The computer is intolerant of incorrect spellings.

Section 6: Mapping Your Adventure

Mapping your adventure is extremely important to solving the game. For every move you make, you 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 basically 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 additional 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.

The perfect game is only achievable if you find all the objects and store all the special objects in the proper

place. 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, ">>".

Section 8: Notes on Using the Artext™ Prints

1. Note the names of each of the prints located at the top of the print.
2. When you reach a location in the adventure with the name at the top of the screen matching the name of the print, study the print closely for hints.
3. Clues necessary to continue the adventure are hidden in each of the prints. Some of the prints contain only one clue, while others contain multiple clues.
4. Remember, the Artext prints contain information vital to the successful completion of the game. There is information in these prints which cannot be found anywhere else in the game.

Insert diskette for Drive B:, then strike any key when ready

Make sure the **GAME** diskette is in the drive, then press a key.

 **Your DOS diskette must contain the files COMMAND.COM and SYS.COM.**

You will see:

Insert diskette for drive A:, then strike any key when ready

Insert your DOS diskette, then press any key.

When you're asked, "Insert diskette for Drive B:", insert the **GAME** diskette, and when you're asked, "Insert diskette for Drive A:", insert your **DOS** diskette. Continue swapping diskettes until the following prompt appears and follow the instructions.

A)pause . . . Install write-protect sticker on GAME diskette, insert in Drive A, then Strike a key when ready . . .

From now on when you start the game just insert the **GAME** diskette in Drive A: then turn the computer **ON** if it's **OFF**, or press the [CTL], [ALT] and [DEL] keys, as described above, if the computer is already **ON**.

(*PROCEED TO
SECTION III. BEGINNING PLAY*)

2. Dual Drive Users

Insert the appropriate **DOS** System diskette (1.1, 2.0 or 2.1) in Drive A:, and insert the **GAME** diskette in Drive B:.

 **Make sure and insert the GAME diskette, label side up with the write-protect sticker removed.**

If the computer is **OFF**, turn your monitor **ON**, then turn the System Unit Switch **ON**. If the computer is already **ON**, press the [DEL] key while holding down the [CTRL] and [ALT] keys. When the **DOS** system prompt appears, "A>",

Type: B:START

Now PRESS the [ENTER] key

The **DOS** system files will now be transferred to the program diskette automatically. When you see the following prompt, follow the instructions.

A)pause Install write protect sticker on GAME diskette, insert in Drive A: then. Strike a key when ready . . .

From now on when you start the game just insert the **GAME** diskette in Drive A:, then turn the computer **ON** if it's **OFF**, or press the [CTL], [ALT] and [DEL] keys, as described above, if the computer is already **ON**.

III. Beginning Play

- A. If you have a color card, within a few seconds of booting the game, you will see the following prompt:

Do you want color (Y/N)

If your monitor is not capable of color you should choose "N", otherwise the text might be difficult, or impossible, to read.

- B. If you have the IBM monochrome display, the game will immediately load.
C. When the game finishes loading you will see on the screen:

Room Name	Moves:0	Score: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.

If you have a 40 column screen, **MOVES** will be **M:** and **SCORE:** will be **S:**.

At the bottom of the screen you will see:

PRINTER: OFF	TEXT:DETAILED
--------------	---------------

The **PRINTER** indicates the status of the printer, either **OFF** or **ON**, and the **TEXT** indicates if you will receive, either **DETAILED** or **BRIEF** descriptions of the locations you visit.

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, or press the appropriate function key as indicated in the next section.

IV. Using The Function Keys

- A. The function keys may be used at the prompt ">>" instead of typing in commands, as indicated:

F1 = "INVENTORY"	F2 = "LOOK"
F3 = "SAVE"	F4 = "RESTORE"
F5 = "DETAILED" or "BRIEF"	F6 = "WAIT"
F7 = "QUIT"	F8 = "RESTART"
F9 = "PRINTER"	F10 = "PANIC"

(F5 TOGGLES BETWEEN
"DETAILED" AND "BRIEF")

- B. The function keys can only be used as single commands. They cannot be used in multiple commands on one line. (See the instruction manual for use of multiple commands.)
C. A template is provided on the last page of this card that can be cut out and placed over the function keys for quick reference.

 **The instruction manual describes the use of these commands in detail.**

V. IBM Special Commands

In addition to the commands described in the owners manual are the following:

- A. **"VERSION"** — This will give you the version of the game you have and release date.
- B. **"Z"** — This command is the same as **"WAIT"**.

VI. Saving and Restoring Your Game

 You can press **[ESC]** at any prompt to abort a save or restore.

SAVING

You can save your game any time during the game when you see the ">>" prompt. Just type **"SAVE"** or press the appropriate function key, 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 **[ENTER]** to accept the default position. After your choice you will see:

Disk Drive (A-H) (Default = B):

- B. Enter the letter of the drive you want to save to (B in the example below), or press **[ENTER]** to accept the default drive. After your choice you will see:

Insert SAVE disk in Drive B, then press any key to begin:

- 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:
 - 1. If you saved to Drive A:, and
 - a. If the save was successful:

SAVED

Insert GAME diskette in Drive A, then press any key.

- b. The save failed:

SAVE ABORTED

Insert GAME diskette in Drive A, then press any key.

- 2. If you saved in any drive but drive A:, and
 - a. The save was successful:

SAVED

- b. The save failed:

SAVE ABORTED

- D. If the save was aborted consult Section VII. Trouble Shooting.

RESTORING

- E. The procedure for restoring a saved game is identical to the above instructions for saving a game. At the prompt ">>" type **"RESTORE"**, or press the appropriate function key, then follow the save game instructions, A thru D.


VII. Output To The Printer

- A. Type **"PRINTER"** at the prompt ">>", or press

FORBIDDEN QUEST		
INVENTORY		LOOK
SAVE		RESTORE
DETAILED BRIEF		WAIT
QUIT		RESTART
PRINTER		PANIC

the appropriate function key to receive a hard copy of your game while you're playing.

- B. Your printer must be connected to a parallel printer adapter and turned **ON** before you enter the command **"PRINTER"**.
- C. To stop printing, at the prompt ">>" type **"PRINTER"** again and the printing will stop.
- D. If you have print spooler software and sufficient memory, install the spooler before you start the game. This will prevent printing from slowing down the game.

 **It is possible the print function will not work with the PCjr. You will have to test your particular printer to determine compatibility.**

VIII. Troubleshooting

- A. If any problems arise in loading the game or during a **SAVE** or **RESTORE** operation check the following items.
 - 1. Have you followed Section II of this card before trying to play the game? The game will not run if you haven't followed this step.
 - 2. Check that the **GAME** diskette is in Drive A: with the label side up, and that the disk drive door is closed.
 - 3. If **SAVING** or **RESTORING** make sure:
 - 1. The save diskette is in the proper drive.
 - 2. That it does not have a write protect tab on it.

(cont.)

- c. That it has been formatted by appropriate **DOS** format command. If operating under **DOS** 1.1 you must save only to **DOS** 1.1 formatted diskettes.
- d. That the diskette is not full from other files.
- 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 instruction 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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